



The Adventure & Strategy Club

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AMENDMENT AND UPDATE SERVICE

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* INFOGRAMES will release ALONE IN THE DARK II for the CD-ROM in September. The CD-ROM version will be easier to play than its PC counterpart and enhancements include an extra half hour of gameplay and clues along the way.

At the end of June, INFOGRAMES will release PLANET FOOTBALL, a simulation of management and strategy in which you can play any team including those that are not in the World Cup. This is a serious simulation and will be as accurate as possible to the real thing. Teams will excel in the special skills they are famous for, so when computer controlled, Brazil will be good at the foot skills and Germany will excel at short passes. PC (£39.99), Amiga 1200 and CD32 (£34.99). There will be a PC CD-ROM version in September.

SHADOW OF THE COMET will be released for the PC CD-ROM in September (£39.99). SHADOW OF THE COMET II - PRISONERS OF ICE is being developed at the moment and is due for release in October for the PC CD-ROM. Price to be agreed.

* ELECTRONIC ARTS are planning to release Origin's SYSTEM SHOCK for the PC in September. Set in Cyberspace, this huge strategy game will require at least a DX2 to play. It was developed by Looking Glass Technologies, the same team who developed the ULTIMA UNDERWORLD games and has a similar look, but SYSTEM SHOCK has a new game engine which incorporates whole screen bit-mapped graphics and light-sourcing. Price to follow.

SYNDICATE PLUS, a compilation disk containing SYNDICATE and the data disk AMERICAN REVOLT has just been released for the CD-ROM (£39.99).

ELECTRONIC ARTS have also released ULTIMA VIII: PAGAN (£49.99) for the CD-ROM.

SHADOWCASTER CD is in the shops now and enhancements from the original game include two new levels, new monsters and extra animation (£39.99).

* DAZE MARKETING will now be releasing ROBINSON'S REQUIEM in July for the PC (£34.99), Atari and Amiga (£32.99). Scenario details on page C-115).

Also in July ISHAR 3 - THE SEVEN GATES OF INFINITY is due to be released (scenario details on page C-121). PC (£34.99), Atari and Amiga (£32.99).

* BLUE BYTE's BATTLE ISLE 2 is a futuristic strategy game in which you pit your wits against the robot empire Titan-Net. Available now for the PC (£39.99), an Amiga version may follow.

* US GOLD have released GREAT NAVAL BATTLES II for the PC and CD-ROM. The game simulates the Guadalcanal campaign and is acknowledged as one of the best war simulations ever to appear on a computer. PC and CD-ROM (£39.99).

THE HORDE is a land management and strategy game in which you play Sir Chauncey, owner of the mighty sword Grimthwacker and a small acreage of land. You certainly have your work cut out defending your land from the man eating Hoardlings while looking after your farmer's needs.

Money from successful tax management buys the weapons and magical items that will protect your domain and encourage settlers so your land will grow. Out now for the CD-ROM (£44.99) and PC (£39.99).

The following ten CD-ROM games have been released on US GOLD's KIXX XL label (£14.99).

EYE OF THE BEHOLDER

F15 STRIKE EAGLE

M1 TANK PLATOON

LEISURE SUIT LARRY I

SPACE QUEST I

CRUISE FOR A CORPSE

F19 STEALTH FIGHTER

PIRATES

POLICE QUEST I

LINKS

* THE ARMCHAIR ADVENTURER is a new fanzine for the PC that will cover reviews, hints 'n' tips, maps, part and complete solutions, screen shots and beginners sections of adventures, strategy and role-playing games. Included with the fanzine will be a 3.5" 720K PD or Shareware adventure for which there will be hints and maps in the relevant issue.

The editor, Tim Kemp, will also include periodically his own PD/Shareware supplement of rock bottom priced games. Issue 1 will be on sale in August for £2.00 from The Armchair Adventurer, 36 Globe Place, Norwich, Norfolk, NR2 2SQ

* Have you ever felt like designing the car of your dreams? Well in DETROIT from IMPRESSIONS you are the president of your own car company and all decisions on marketing, production, research and development are yours. The game takes place between 1908 to 2008 and you can choose what part of the world to start your empire.

As technology advances you can design anything from wagons to sports cars and you have to contend with strikes, new laws and fierce competition from up to three human or computer controlled opponents. DETROIT is in the shops now for the PC (£39.99) and Amiga (£34.99).

* MINDSCAPE will release the MAXIS adventure game WRATH OF THE GODS during the first week in August. Set in ancient Greece the game will feature full speech and video footage. It will be available for windows on PC CD-ROM and MAC CD-ROM (£44.99).

Following SIMCITY 2000 MINDSCAPE will release MAXIS's SIM TOWN, a game for younger players, in October. In the game you will be able to see the interiors of buildings and even re-arrange the furniture if you wish. Initially it will be released for the PC CD-ROM and MAC CD-ROM computers but a disk version will follow soon afterwards. Prices to follow.

* SILICA SHOP are offering a great saving on the Galaxy Basic 16 soundcard. This easy to fit stereo card was originally priced at £117, but now it has been reduced to £92.83 including VAT and postage and comes with the cut down version of DOOM. Telephone 081 309 1111 for more details.

* MICROPROSE's IRON HELIX has been released for the CD-ROM (£44.99). In the game your unarmed droid has to board a space-ship and over-ride the computers which are set on auto pilot with a mission that will destroy the universe.

Your droid must find samples of the dead crews DNA which will unlock parts of the spaceship while avoiding the roaming sentry droid. Video footage left by the dead crew holds clues that will help you complete the game.

In FLEET DEFENDER you get to fly the Grumman F-14 Tomcat in two theatres of war plus a training mode. The game features texture mapped aircraft which adds to the realism. Out now for the PC (£44.99).

ACROSS THE RHINE covers the Second World War from June 1944. You can play either the United States Army or the German Wehrmacht in various campaigns such as The Battle of the Bulge. Out for the PC in September (£44.99).

STARLORD for the CD-ROM is in the shops now (£44.99).

* THE SOFTWARE TOOLWORKS have put back the release of the first part of their graphical adventure DRAGON LORE until September.

In the game you play Edward Von Wallenrod and your quest is to stop the evil Haagen Von Diakonov from destroying your valley and its inhabitants. The quest in part one of the adventure is Edward's search for his true lineage and to become a Dragon Knight.

There are over one hundred different locations to explore in the castle where Edward's father was murdered. The game will feature 3-D rendered objects which can be interacted with and viewed from a number of angles. PC CD-ROM (£39.99). Part two of DRAGON LORE will be released at the end of the year.

* CYBERDREAMS have released the CD-ROM versions of DARK SEED for the PC and MAC (£44.99).

* DOMARK will be releasing Mike Singleton's LORDS OF MIDNIGHT - THE CITADEL during September for the PC and PC CD-ROM computers (£34.99). This game begins many years after DOOMDARK'S REVENGE and Luxor, now an old man has been imprisoned by Boroth the Wolfheart.

Within the game you control one character at a time, but by switching from character to character you can control all six characters that lead the rescue. The game is controlled by your computer clock so if you begin playing in Autumn, that is when the game will begin.

* REUNION, GRANDSLAM's huge strategy/simulation is set in the year 2927 on a peaceful and thriving New Earth. This planet (of which you are President) is now ready to explore and colonise its Solar System and also plan to re-visit Old Earth (the planet their ancestors fled from three centuries ago) to seek a Reunion.

You will appoint teams of advisors to help with fighting forces, spacefleet development and colony installation which involves setting up each planet as a mini SimCity. This huge game will take up a massive 22 Meg of hard drive space. Out now for the PC (£29.99).

* OCEAN SOFTWARE's CENTRAL INTELLIGENCE is a non-linear strategy game set on Sao Madrigal, a small island off the coast of South America. The island, which produces vast quantities of oil and chemical products is now under the control of a fascist dictator who is negotiating new trade agreements with China.

Your job as head of a specialist department is to lead political, propaganda and military groups to overthrow the dictator and return the island to western hands. Due for release at the end of August for the CD-ROM (£39.99).

* INTERPLAY will release CASTLES II SEIGE & CONQUEST CD for the PC CD-ROM in September. (£39.99). You will play one of five medieval Lords and your aim is to become king of the realm, your opposition being four other Lords who are computer controlled. The game features some new weapons, a fully-spoken tutorial and enhanced graphics.

STAR TREK 25TH ANNIVERSARY has been released for the CD-ROM (£49.99).

* TIGERS ON THE PROWL from HPS SIMULATIONS is said to be one of the best war games ever to appear on a computer. The simulation is set during World War II on the Eastern Front and covers the whole war period. PC (£44.99).

For more information contact Strategic Plus Software, telephone 081 977 8088.

* ZENOBI SOFTWARE have released the following Spectrum games with free emulator for the Amiga computer for £2.49 per title. Please add 25p to any game ordered in respect of postage and packing.

Cuddles	Demigod	Dragonstar Trilogy
Quest for the Holy Joystick	Earthshock	Energen Enigma
The Extricator	Faerie	Ice Station Zero
Return of the Joystick	H.R.H.	For Pete's Sake
Theme Park USA	Perseus	The Snow Queen
Labours of Hercules	Fisher King	Murder Hunt II '92
Murder Hunt '92	Deek's Deeds	The Mapper
The Amulet of Darath	Lightmare	Shard of Inovar
Kobyashi Ag'Kwo	Venom	Lost in Time
Ronnie Goes to Hollywood	Wizard Quest	Arnold The Adventurer
One of Our Wombats	Urban	In Search Of Angels
A Serpentine Tale	Arnold II	A Harvesting Moon
White Feather Cloak	Arnold III	Treasure Island
Four Minutes to Midnight	Silver-Wolf	Weaver Of Her Dreams
House On The Tor	The Dogboy	Gods Of War
Case of the Beheaded Smugler	The House	Quann Tulla
Jester Quest	Stranded	The Final Demand
Lamberley Mystery	Hobs Hoard	Lycanthropy
Golden Sword of Bhakhor		

THE BOYD FILE is set in the seedy world of the Private Eye. You play Luthor Bailey at a time when business had been pretty slow. That was until he is presented with a case that leads him into many dangerous situations and down many a dark alleyway before he finally cracks it. Spectrum tape or Plus D disk (£1.99), Spectrum +3 disk (£3.49), Amiga (£2.49) and PC (£2.99).

THE CIVIL SERVICE is the latest game from Jack Lockerby and is available for Spectrum, Amiga and PC under emulation. Prices to follow with a review in the next issue.

Life in the Civil Service doesn't sound very exciting, having the image of grey suited pen pushers with piles of papers to deal with. Anyway, things are about to change. The government has decided to privatise the service to encourage the recruitment of more upwardly-mobile go-getters. New recruits will have to pass an entrance exam dreamed up by ex-army majors that will take the form of a survival exercise run by a team of invigilators. Can you survive the tests?

In MAN ABOUT THE HOUSE you play Ernie Spludge, a man with an inferiority complex whose idea of braveness is to take a bath without wearing his water-wings. Ernie and his wife Rosie have become proud parents and Rosie is about to return from hospital. When she left the house was in pristine condition and the clueless Ernie must clear up the mess he has created in her absence, with your help of course. Spectrum Tape or Plus D disk (£2.49), Spectrum +3 disk (£3.49), Amiga (£2.99) and PC (£2.99).

DEEP WATERS VOLUMES I AND II are now available for the Amiga (£5.99) each. See page C-127 for details.

THE END IS NIGH by Jonathan Scott and Stephen Boyd follows on where BEGINNING OF THE END ended. Fred has successfully collected four of the seven components which would make up the machine of total universe control.

In THE END IS NIGH Fred has to collect the other three components before arch-villain Sir Basil Hodgkins PhD has a chance to wreak the ultimate havoc. Spectrum Tape, Amiga and PC (£2.99), Spectrum +3 disk (£3.99).

Zenobi Software have a substantial Public Domain library for the Amiga and Atari ST computers. The titles include graphic adventures, text adventures, strategy and puzzle games, simulations, demos, arcade games and utilities - all for £1.49 each including postage and packing.

* VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD are planning to release X11TH HOUR - THE 7TH GUEST PART TWO at the beginning of September for the PC CD-ROM. The first release will be a limited edition boxed version followed by the normal boxed version. Price to be agreed.

LANDS OF LORE - THE THRONE OF CHAOS has now been released for the PC CD-ROM (£44.99).

LANDS OF LORE II will probably not appear until the beginning of next year. It will be a CD-ROM only game due to its size as it will take up three CDs.

CONSPIRACY has now been released for the CD-ROM (£39.99).

VIRGIN are planning to release a strategy game from WESTWOOD STUDIOS entitled COMMAND AND CONQUER in November. Further details to follow.

* HEIMDALL 2 from CORE DESIGN has just been released for the Amiga, A1200 and CD32 (£34.99). There will be PC and CD-ROM versions (£39.99) following shortly.

Heimdall has been ordered by the gods to defeat Loki, but first he and his travelling companion Ursha must find the four parts of a sacred amulet which will enclose Loki in a force field. Apart from using their weapons, Heimdall and Ursha can use magic and runic power to overcome their foes.

* OUTPOST, from SIERRA will be in the shops on 4th July for the PC CD-ROM (£49.99) with a disk version following shortly.

Also on 4th July the CD-ROM version of POLICE QUEST 4 will be released (£44.99).

PERSEUS

FROM : Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48, Commodore Amiga
FORMAT : Tape or Disk
PRICE : £2.49 (Spectrum tape or Plus D disk), £3.49 (Spectrum
+3 disk), £2.49 (Amiga with free Spectrum emulator)
REVIEWER: Simon Hurrell on Amiga

Perseus has a problem. Polydectes, the king, has decided he wants to marry Danae, our hero's mother. Now, neither she nor Perseus wants this union but Polydectes, anxious to be rid of this irritating youth, demands the gift of a horse from all of his subjects knowing that Perseus doesn't have one. Perseus, being somewhat impetuous, offers the king anything else he might desire and sure enough Polydectes asks for the head of Medusa - a Gorgon - who has the nasty habit of turning to stone anyone who looks at her. Perseus has no choice but to accept. As I said, Perseus has a problem.

This text only adventure is an excellent endorsement of Zenobi Software's policy of making their range of games available to a wider audience by including a Spectrum emulator free with each disk.

PERSEUS itself is a well thought out and descriptively written game. It features RAMSAVE and RAMLOAD options and will accept more complex commands rather than the old style verb/noun input which used to prove a little frustrating. The game also boasts a DATA function with which players can glean information on almost every character they come across, not only does this help complete the game but it also makes for interesting reading!

The puzzles are not the hardest you'll come across once you have got used to the author's style, though they had me reaching for the phone a few times (thanks Sue), but it is important to remember that EXAMINE, LOOK and SEARCH are not the same so try all three. The parser is still a little limited (possibly due to the memory limitations of a Spectrum) but it shouldn't give you any real problems. I also found a couple of bugs, neither of which will impair your progress, though one actually helps you past an obstacle without solving the (very easy) puzzle.

All in all I found this an enjoyable game and, for the price, one that represents good value for money.

ATMOSPHERE : 16/20
VOCABULARY : 14/20
PSR : 14/20

GRAPHICS : N/A
PUZZLES : 15/20
STAR RATING : *

MELTDOWN

FROM : Laurence Creighton/Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48, Commodore Amiga, PC
FORMAT : Tape or disk
PRICE : £2.49 (Spectrum tape or Plus D disk), £3.49 (Spectrum +3 disk), £2.49 (Amiga disk with free Spectrum emulator), £2.99 (PC 720K disk). Both the Amiga and PC versions come with a free Spectrum emulator)
REVIEWER: Jenny Perry on Spectrum +3

A flight, carrying used highly radioactive plutonium rods, has crashed. According to the experts the rods went critical on impact. If they aren't found quickly and rendered inactive there will be a nuclear explosion killing tens of thousands of people (including you) and contaminating the region for many centuries to come. You have been chosen for this difficult and dangerous task.

You begin in a deserted village near a doctor's surgery and a shop. You soon find the shopowner - unfortunately he is now a decomposing corpse in a nearby field. In his shop is a large plant, a locked freezer and an interesting looking office. If you can clamber over an inconveniently fallen tree trunk you will find officialdom at its most obstructive and a typical British workman - completely absent until you don't want him around, when he suddenly appears. He won't help you unless you give him his heart's desire...

Later if you have the right documentation you can ride a funicular railway, avoid a snarling dog and pass into a restricted zone. There is a cabin near here full of useful objects, if you can discover them all. There is also a rose garden nearby - don't bother smelling the roses though, as I nearly got stung by a bee. After you've crossed a chasm you can begin the last stage of your quest. Bring all you need, as there is no going back! The RAMSAVE proved especially useful in this section of the game. I was banging my head in frustration in the dark cave and also when I eventually discovered the plutonium rods. There are two somewhat obscure commands here - one at a critical point. The other is when you want to climb down a rope. I tried every command in my Thesaurus but it turned out to be DOWN ROPE.

Apart from one particularly infuriating input I enjoyed the game. There is a small helpist and if you type LIN or LINS you can look inside something. Laurence's trademark seem to be a vast array of objects with unusual uses and he didn't disappoint me this time. The only unsolved mystery for me was who butchered the butcher and why? Who had a beef against him? Was he murdered by mis-steak?

ATMOSPHERE : 15/20
VOCABULARY : 15/20
PSR : 15/20

GRAPHICS : N/A
PUZZLES : 16/20
STAR RATING : *

ARENA

FROM : US Gold/Bethesda Softworks
CATEGORY: Role-playing Game
VERSION : PC (386,33MHz recommended 4MB Ram, 2MB EMS)
FORMAT : Disk
PRICE : £42.99
REVIEWER: Debbie Lawford

Upon waking in your cell you are soon to learn that the good emperor has been imprisoned in another dimension by the not so good Jagar Tharn (once the good emperor's imperial battle mage). To make matters worse Jagar Tharn has taken the one thing that will save the said good emperor's life, the Staff of Chaos. He has broken it into eight pieces and scattered it around the lands of Tamriel and, you guessed it, it's your job to find them (although no one seems to be holding you to it). Help comes in the spirit form of Ria Silmane your now dead teacher who will guide you periodically in the game. Not so tough you may think, that is until you realise the size of Tamriel. Huge is an understatement.

I'm one of those people who, when playing a role-playing game, don't like to feel I have missed out on something so I would normally cover every square inch of a playing area. With ARENA this is impossible. Upon seeing how many towns were in each land (hundreds) my brain went into overdrive and I played the game constantly wondering if perhaps I should be somewhere else.

Fine points there are though, like the different weather you encounter travelling around the cities, from baking sun with people wearing bikinis to freezing snow and everyone wrapped up in snow suits. When the fog came down I sat there squinting at my screen as if I were really there. ARENA is a first person perspective game using either mouse or keyboard to get around. In each town your first task is to look for work. The locals will often know of delivery jobs that bring in small amounts of money, and eventually your fame spreads and you get offered major quests for serious money. These quests take you into an unimaginably vast and varied countryside scattered with dungeons, towers and multi-storied buildings all waiting to be explored. The fighting system is quite good. I liked the satisfactory sounds my sword made on impact. The spell system likewise, although I couldn't quite get the hang of the spellmaker which is where you get the chance to make up your own spells.

ARENA is a good game and I liked the ideas that Bethesda Softworks had but I feel it is just too big. I didn't have the feeling of progression that keeps me glued to my computer until the early hours of the morning. It looks good and plays very well. Hopefully part two of ARENA will be small enough for my brain to cope with.

ATMOSPHERE : 17/20
PLAYABILITY : 18/20
PSR : 16/20

STRATEGY : 17/20
PUZZLES : 14/20
STAR RATING : **

GOLDEN FIGURES OF DEATH

FROM : Dream World Adventures
CATEGORY: Adventure
VERSION : Spectrum, Amiga (using a Spectrum Emulator)
FORMAT : Disk
PRICE : £2.50 (Spectrum 48k tape & Plus D disk), £2.00 (Spectrum
+3 disk, please provide own disk), £2.50 (Amiga with free
emulator)
REVIEWER: Mike Barton on Amiga

You are Jenny Peril, Time-jumper 1st grade. Your old Institute tutor has become a renegade Time-jumper and is at odds with the Federation of Peace (F.O.P. for short). He has sent a time capsule back to the beginning of time containing a low energy Pulsar bomb. When it explodes it will shatter the cosmic balance altering time and destroying everything as we know it. The old fool has sent you a Titanium micro-disc, which you hide in your capsule. It is accompanied by a note which reads "I have hidden the cancellation code within the metal properties of three golden figurines, and have placed them at different times and places in the galaxy. The disc will help you, also the first part of the code and the teleport co-ordinates are upon the disc. Best of luck, Prof. M. Adder". It appears that the Professor has set you an almost impossible graduation test, with no re-sit option.

You start seated in front of a small computer keyboard inside your Time-jumper capsule. The computer has a slot for the disk and there is a matter analysis unit connected to the computer. This is to enable the computer to extract the code data and the next set of co-ordinates from each figurine as you discover them. Beware of what you place in the unit as once it has disintegrated the item you can not get it back. Once you have learned to interact with the computer, it's outside to activate the teleport panel. (An interesting concept that, having to leave the Time-jumper capsule to time-jump!).

This is the first game I have seen from Dream World Adventures, this one being written by Martin Freemantle. It supports all of the usual Spectrum text adventure vocabulary, the ten directions, the manipulation is also standard and any extra unusual or non-standard words can be found by typing HELP. As I progressed into the adventure I was impressed with the atmosphere created by the descriptions of the various locations. The river and the long grass caused me no end of problems. I am gradually getting my graphically addicted brain around the concept of text adventures being fun again, so I found getting past the first few locations a little difficult. However once I mastered the initial stages there was no stopping me.

ATMOSPHERE : 16/20
VOCABULARY : 14/20
PSR : 12/20

GRAPHICS : N/A
PUZZLES : 15/20
STAR RATING : *

ULTIMA VIII - PAGAN

FROM : Origin/Electronic Arts
CATEGORY : Role-Playing Game
VERSION : PC, CD-ROM
FORMAT : Disk
PRICE : £44.99 (PC Disk), £49.99 (PC-CD ROM), £19.95 (speech pack on PC Disk)
REVIEWER : Iain Mackenzie

The Avatar is back! This is the 8th instalment of Origin's very popular Ultima role playing games and, if the comments by players and reviewers alike are anything to go by, it is certainly the most controversial. It would seem that people either love or hate PAGAN. Personally, I loved it. Poor old Avatar, again he's in trouble. This time he has to escape from the land of Pagan where he has been unceremoniously dumped by his old enemy, the Guardian. You, of course, play the Avatar, and the quest to escape involves travelling throughout the land of Pagan, meeting many wise men (and women), becoming skilled in the art of 3 types of magic, solving a series of puzzles, and, if that wasn't enough, dealing with the occasional monster!

The first thing you notice about PAGAN is that it has an isometric 3D perspective to view the action - a novelty for Ultima games. I found the environment difficult to get to grips with at first, but after spending a considerable amount of time mastering the controls, it became very flexible and easy to use. In fact, the only complaint I have of the interface is the difficulty encountered getting in and out of doors! The standard of graphics is very much higher than previous Ultima games with the main character having 1200 frames of animation. The level of detail is very high, with every object being movable. In fact, at times there is a tremendous amount going on, and this of course has a down side. In order to get the most out of PAGAN, a fast 486 is required - in true Origin tradition. The sound is superb, especially the General MIDI stereo.

I bought the CD thinking, in my naivety, that it would be an enhanced version of the one issued on floppy disk. In fact, it is exactly the same and installs **completely** to the hard disk - all 33 megabytes! There is one advantage though, the usual Origin rip-off ie: a £20 speech pack, is included on the CD ROM. As the CD is the same price as the floppy disks, you are effectively saving £20! As I said at the start, I found PAGAN totally compulsive once I had mastered the controls, and made some headway into the plot. I think that probably the biggest criticism I would have is that PAGAN does take several hours to get into, and maybe that's why **some** players have been put off. Persevere and you will get a great deal of fun and satisfaction. Roll on Ultima IX!

ATMOSPHERE : 18/20
PLAYABILITY : 16/20
PSR : 17/20

STRATEGY : 18/20
PUZZLES : 18/20
STAR RATING : **

CAMPAIGN 2

FROM : Empire Software
CATEGORY: Strategy
VERSION : PC, Amiga
FORMAT : Disk
PRICE : £39.99 (PC), £34.99 (Amiga)
REVIEWER: Stuart Whyte on PC

CAMPAIGN II is a massive strategy game covering the last fifty years of global conflict. It's primarily-map based with the opportunity, if you want to jump into a 3D battle section and drive a tank (or fly a helicopter) around, to try and sway the combat in your favour.

The game comes in one of the biggest PC boxes I have seen and inside you'll find a booklet full of black and white pictures from various wars, a large technical booklet detailing in full all of the war machines in the game and a well written manual which has a good starter section to get you quickly over the initial learning curve.

Some of the bitmap graphics are of a high quality but unfortunately the in-game 3D graphic detail and tactical maps let down the overall presentation. The game was well researched - the level of detail is astounding but this high detail level does not impose on the game - you don't have to worry about all the numbers unless you really want to.

As well as the various pre-made scenarios (including Vietnam, Korea and Desert Storm) there is also a map editor which allows you to create your own scenarios. Also included are a number of training scenarios to acclimatize the player to the finer details of the game such as minefields, artillery and air support.

Unfortunately I found the actual game a bit repetitive after a while and I'd only recommend it to die hard strategy fans who like lots of depth and detail. The 3D sections, although a welcome addition, are poor when compared to dedicated 3D games and most die hard players will probably turn this 3D option off.

ATMOSPHERE : 10/20
PLAYABILITY : 14/20
PSR : 7/20

STRATEGY : 15/20
REALISM : 15/20
STAR RATING ?

THE CHAMELEON KEY

FROM : Sharon Harwood/Dream World Software
CATEGORY: Adventure
VERSION : Spectrum 48/128, Commodore Amiga
FORMAT : Tape or disk
PRICE : £2.50 (tape, Plus D disk), £2.00 (send your own +3 disk)
£2.50 (Amiga disk with free Spectrum emulator)
REVIEWER: Sue Roseblade on Spectrum +3

As a Chameleon from the planet Thearon 9 you have spent many years on Earth, in a variety of guises, helping to combat the forces of evil in many parts of the globe. Now however, you have learnt that your home planet is in great peril. The outcast Chelsea has threatened the existence of the Chameleon race by removing the vital Key from the planet's life support system. Returning swiftly to your secret desert hide-out, you consult your computer about the disastrous events at home, gather some essential equipment and set out to track down Chelsea and retrieve the Chameleon Key.

The Chameleon race have some interesting and useful talents. They can change their appearance so as to look like other beings - in your case you begin as a human schoolboy and have to change into several other things during the course of the game. This leads to some strange combinations if you forget to also change your clothes and the mind boggles at what you must look like as an alien in a school uniform! Another slightly unusual advantage you have comes in the form of a piece of equipment, disguised whilst on Earth as a camera, which can alter the appearance of objects. Very useful for hiding entrances by cunningly disguising them as a solid wall or rock.

This is the second PAW'd adventure by Sharon Harwood, who wrote SETTLEMENT XIII (reviewed on page D-258). Unlike some text adventure writers, she has a lot of experience as a player and it really shows in her style. All the help you need to solve the puzzles is hidden within the location descriptions and messages. None of the puzzles defy logic, they are all perfectly reasonable. Despite the fact that gameplay sometimes involves talking to other characters and teleporting to other planets, there are absolutely no problems with using the game's vocabulary. I did wonder if the game wasn't a bit on the quick and easy side when I completed it so smoothly. Then I realised that the reason for this satisfying success was because I had not once been held up for hours by trying to find the correct input or by an author's attempts to make it more difficult by expecting the player to perform totally ridiculous or illogical acts. Such a refreshing change.

From the beginning you will warm to this game. It is the most user-friendly adventure I have played for a long time. Buy it!

ATMOSPHERE : 15/20
VOcabULARY : 16/20
PSR : 17/20

GRAPHICS : N/A
PUZZLES : 16/20
STAR RATING : **

AWARD WINNERS GOLD EDITION

From : Empire Software
Category: Simulation/Arcade
Version : PC, Amiga
Format : Disk
Price : £34.99
Reviewer: Graham Perry on PC

Most compilations are held together by a particular theme or are the products of a single software company. AWARD WINNERS GOLD EDITION has 4 different game types by 4 different companies. What the games do have in common, however, is that they are 2 or 3 years old and were extremely well received on their original release. The games are JIMMY WHITE'S WHIRLWIND SNOOKER (reviewed on page U-29), SENSIBLE SOCCER (92/93 season edition), ELITE PLUS (ELITE for the Amiga version) and ZOOL. No enhancements are apparent, though the product may appeal to users who have recently upgraded.

JIMMY WHITE'S WHIRLWIND SNOOKER remains the best exponent of snooker simulation on computer, comprising one or two player options, different table/angle views, zoom in and out functions, realistic effects from playing with side, spin and power, a trick shot editor, saving scores and games, demo and advisory capability.

SENSIBLE SOCCER is a natural successor to KICK OFF 2 with an overhead view of some very fast and furious action. You have control of game length, auto replays, and a choice of friendly, cup or league games plus European competitions. In addition different sets of teams can be edited and loaded, according to your preferences, including national, club or customized teams. Actual game controls include dribbling, passing, and shooting and subtle use of the joystick bends the ball accordingly. Team formation and use of substitutes gives you some control of tactics, though this is a very different kind of game from popular football management sims such as PREMIER MANAGER.

ELITE PLUS is essentially ELITE with a few visual enhancements. The recent spate of space trading and combat games available for the PC makes ELITE somewhat redundant in terms of scope and depth, but it still maintains a nostalgic appeal.

The final offering, ZOOL, is strictly an arcade game of very limited appeal with poor visual and sound presentation.

Overall, this is a mixed bag, even for a compilation. However, JIMMY WHITE'S WHIRLWIND SNOOKER and SENSIBLE SOCCER remain, as far as I am aware, leaders in particular game types despite their age, and as such retain their appeal.

ATMOSPHERE : 11/20
PLAYABILITY : 14/20
PSR : 12/20

STRATEGY : N/A
PUZZLES : N/A
STAR RATING : ?

GENESIA

FROM : Mindscape
CATEGORY: Strategy
VERSION : PC, Amiga A500, A600, A1200, A1500
FORMAT : Disk
PRICE : £34.99 (PC), £25.99 (Amiga A500, A600, A1200, A1500)
REVIEWER: Ian Osborne on Amiga 500

GENESIA is a god sim owing much to POPULOUS and MEGA-LO-MANIA, though its deeper, more laid-back pace means it has something to offer even if you own both of these games. The crystal clear screen layout and user-friendly interface is very reminiscent of Bullfrog's ageing classic as is the 3D landscape peopled by tiny sprites. However, instead of influencing their behaviour by altering their environment, you control their actions in a more direct way. Each of the three players (computer and human) are given an area of land with an initially small population, the aim of the game being to develop your territory, dominating and ultimately conquering the game-world. At stake are the seven jewels of Neort which each player must seek - store all seven in your temple and victory is yours, even if your foes are not yet vanquished (but make sure your opponent doesn't get them first).

The key to Genesia is wise resource management. Each of your settlers must be assigned a task. Woodsman chop trees, carpenters cut them into wood, and architects build constructions such as water-giving wells and drills to mine stone and metals. Warehouses store materials, blacksmiths and inventors develop new technology in workshops and farmers till the soil. You can re-assign tasks at will which is slightly illogical (who could make four successful career changes in a year?), though it works in terms of the game. If your territory prospers, the birth rate rises and nomadic settlers join your town. Time to create an army.....

Most elements contained in GENESIA have been borrowed from other games - it has POPULOUS's interface and landscape, the research and development section owes more than a passing nod to MEGA-LO-MANIA and DEUTEROS, and hunting the jewels is nothing new to LORDS OF MIDNIGHT fans. Not that this stops it being an excellent game in its own right. Where other god sims have hundreds of short levels, GENESIA has just five, but don't expect to complete any of them in one sitting. Players take their turns alternately instead of playing simultaneously in real time, creating a more thoughtful, wargamey atmosphere and despite a little disk accessing, graphics and presentation are second to none. Although a little too unoriginal to earn that coveted third star, GENESIA is a top-notch god game that successfully fuses strategic conquest and adventure-style exploration. Highly recommended!

ATMOSPHERE : 19/20
PLAYABILITY : 17/20
PSR : 18/20

STRATEGY : 18/20
PUZZLES : N/A
STAR RATING : **

RAVENLOFT - STRAHD'S POSSESSION

FROM : SSI/US GOLD
CATEGORY : Role-Playing Game
VERSION : PC Disk, CD-ROM
FORMAT : Disk
PRICE : £45.99 (PC), £49.99 (CD-ROM)
REVIEWER : Iain Mackenzie

With the release of RAVENLOFT, PAGAN and ARENA, all of a sudden the role-playing gamer is faced with a plethora of good games after a very poor start to 1994. RAVENLOFT is very much in the traditional style of role-playing games and that is no bad thing. It is a first person perspective game with full 3D movement in the style of the ULTIMA UNDERWORLD series. One significant difference though is that SSI have developed a SVGA style resolution in standard VGA, albeit only taking up the top half of the screen. This system works very well, particularly in the set conversations or cinematic sequences where the graphics are excellent. Certainly, movement is fluid and convincing. The General MIDI sound is also worthy of a mention, as at times, it is very frightening indeed, and this adds considerably to the tense atmosphere.

The interface works very well, and is very similar to that used in VEIL OF DARKNESS - one of the most underrated games of last year - although this is hardly surprising as the same production company produced the two games! Swapping items between characters and casting spells is made very simple and does not present any awkwardness or unnecessary breaks in gameplay at all.

I really enjoyed RAVENLOFT from start to finish, it is one of these games that just grabs you from the start, and is difficult to put down until the Evil Strahd has been put to rest - at least for now! Throughout the game many characters are encountered and it is up to you whether you allow them to join your party or not.

I should say a word or two about the CD ROM version. As is now usual, all conversations are in digitised speech which helps enormously in identifying with the characters. Additionally, there are sub-quests present which do not exist in the floppy disk version. These quests, though not essential to the main plot, nevertheless provide further entertainment and challenge.

The nature of the puzzles in RAVENLOFT will be familiar to experienced role-playing game players, but are set at just about the right difficulty level to make the player believe that the situation is always soluble, and not to give up. If you want to play a good solid traditional type of role-playing game, then look no further than RAVENLOFT - preferably on CD ROM.

ATMOSPHERE	: 18/20	STRATEGY	: 17/20
PLAYABILITY	: 17/20	PUZZLES	: 16/20
PSR	: 17/20	STAR RATING	: **

UFO: ENEMY UNKNOWN

FROM : Microprose/Mythos Games
CATEGORY : Strategy
VERSION : PC, CD-ROM (Minimum 386)
FORMAT : Disk
PRICE : £44.99
REVIEWER : Graham Perry

Designed by the authors of REBELSTAR RAIDERS, LASER SQUAD and the underrated LORDS OF CHAOS, UFO: ENEMY UNKNOWN takes the concept of a tactical battle several stages further by introducing strategic elements of resource management, successful implementation of which will prevent the Earth from alien invasion.

The game puts you in charge of XCom, a small body set up by the governments of the world to investigate and minimize the threat of recent UFO activity. Continued financial support is dependent upon your success in monitoring and intercepting enemy craft, engaging alien units and getting positive results from the various missions. When your interceptors have downed an enemy craft, or you are informed of activity in a city, your squad is assembled and transported to the site. Many LASER SQUAD features are current in this section of the game including action points per squad member, aim, snap and opportunity fire, hidden movement and a map screen. However, a 3-D isometric perspective and varied elevations add a new and interesting dimension to these sequences. The success of each mission depends on the numbers of enemy units eliminated or captured, collection of alien artifacts and your squad losses and civilian casualties.

As the game progresses, your ability to deal with the enemy is governed by many other interdependent factors such as defence of your bases from alien incursion, improved weaponry for both interceptors and troops, building of key installations such as radar stations, laboratories and workshops, recruitment of scientists and engineers to research captured alien technology and varied life forms and to develop new equipment, both for your own use and to sell on the open market for sorely needed additional funds.

The presentation of the game is excellent throughout, the gameplay absorbing and complex even at the lowest difficulty level, and the battle sequences visually impressive. An informative manual, clearly and logically laid out, with a tutorial section, facilitates quick and effective access while leaving you with key information and secrets to glean from the game itself. The tactical and strategic areas weld together superbly providing an exciting and original product.

ATMOSPHERE : 18/20
STRATEGY : 19/20
PSR : 18/20

PUZZLES : N/A
PLAYABILITY : 18/20
STAR RATING : **

REVENGE OF THE SPACE PIRATES

FROM : FSF Adventures
CATEGORY: Adventure
VERSION : Spectrum 48/128, Commodore Amiga
FORMAT : Tape or disk
PRICE : £2.99 (tape, Plus D disk), £3.99 (+3 disk)
£2.99 (Amiga disk with free Spectrum emulator)
REVIEWER: Simon Husbands on Spectrum +3

Out in space no-one can hear you scream ... or at least no-one can hear you ask nicely for help - which is what I could have done with in this Larry Horsfield sci-fi romp. If spaceships, computers and access panels bore you rigid, then steer clear of this one. But if you like the above and have a penchant for grappling irons and crawling around in ducts, then this is the one for you.

As Mike Erlin, you make a welcome return to the adventure stage to locate and rescue the mysteriously spelt Jaelaine (is it just me that automatically reads all strange names backwards to see if it spells something else?!) the High Priestess. She has been captured by the space pirates who are now wreaking a terrible revenge for some good deed you did in an earlier game (STARSHIP QUEST in fact), hence the title. So your mission is to get information as to her whereabouts, then find her, release her and escape from the pirates. You must do so in two parts and without graphics too.

Whilst this game has certain problems that I found way too obscure and difficult to solve, I did like the gameplay in general. The first part finds you a stranger in town. You have to check into a hotel and then go poking around to find the space co-ordinates for the High Priestess. Then, simply steal a spaceship and off you go into Part Two. This section involves you in a more dreary scenario, which I liked less. You are on a space station and because the guards are everywhere you have to travel around by means of air ducts. Such ducts are not known for their panoramic views, sadly, but once you have accessed them and found a map, you can simply type GOTO and then the map reference. I liked this touch but I still could have done with less crawling in and out of the ducts, a rather tedious process in terms of command inputting.

On the whole the adventure was a harmless little affair pitched at just about the right level - the sort of game for Sunday afternoons right after lunch, when you feel like rushing off into the endless black void to rescue some passing priestess. It also has a character called Simon, which I liked very much thank you.

ATMOSPHERE	: 14/20	GRAPHICS	: N/A
VOCABULARY	: 12/20	PUZZLES	: 12/20
PSR	: 13/20	STAR RATING	: *

POLICE QUEST 4

FROM : Sierra On-Line
CATEGORY : Adventure
VERSION : PC
FORMAT : Disk
PRICE : £39.99
REVIEWER : Iain Mackenzie

Well, wonders will never cease! Two excellent games from Sierra in as many months. (See GABRIEL KNIGHT in the last pack). I am not a dedicated fan of Sierra On-Line games - unlike some people I know. Although I have enjoyed many of their products over the years, I find a lot of their games arrogant (the KINGS QUEST series), or even downright boring (QUEST FOR GLORY series). The POLICE QUEST series I have enjoyed more than most, and I am pleased to say that POLICE QUEST 4 is without doubt the best of the bunch.

As usual, you play Detective Sonny Bonds in his quest to track down the latest murderer. There is nothing new or original in the plot, but that does not detract from the enjoyment as you follow the clues which lead to the inevitable final confrontation with the madman.

The first thing to note about POLICE QUEST 4 is the standard of the graphics and sound. Sierra have incorporated SVGA support, so perhaps the standard blocky Sierra graphics have gone forever. If you have a sound card that supports General MIDI, then you are in for a treat as the quality of the music is excellent (as with GABRIEL KNIGHT). The interface also deserves a mention. With POLICE QUEST 4 and GABRIEL KNIGHT, Sierra have got it just about right. The interface has gone through many changes since LEISURE SUIT LARRY 1 to the extent that I cannot see how they could improve on it, but you never know!

Overall, POLICE QUEST 4 is not a particularly difficult adventure, but there are a handful of puzzles that are a real pig. (Those of you who have played the game will know what I mean - the mirror puzzle, for example!). I have heard criticisms from some people that POLICE QUEST 4 relies too heavily on Police procedures, to the extent that the game labours a bit. I did not find that a problem at all. In fact, that aspect of the game was much less in evidence than previous POLICE QUEST games.

I can recommend POLICE QUEST 4 to anyone who wants a medium difficulty (and medium length) adventure, and who doesn't mind the strong language and explicit graphics that are contained within the game.

ATMOSPHERE : 17/20
VOCABULARY : N/A
PSR : 17/20

GRAPHICS : 18/20
PUZZLES : 15/20
STAR RATING : **

AMBUSH AT SORINOR

FROM : Empire/Mindcraft
CATEGORY: Strategy
VERSION : PC
FORMAT : Disk
PRICE : £39.99
REVIEWER: Stuart Whyte

AMBUSH AT SORINOR is the latest game from the same team who produced SIEGE and DOGS OF WAR. For those unfamiliar with these, AMBUSH AT SORINOR is a strategy game with a GAUNTLET style top down type graphics. Unlike SIEGE (where the action was based around castles), this game is mostly set in outdoor locations of varying terrains.

The storyline has you playing a mercenary vying with the leaders of the six clans of Sorinor for work. This work typically comprises of either escorting or ambushing.

On accepting a mission you can spend your money on the type(s) of troops that you want in your command (there are many different troop types). Successful completion of the mission will result in a higher standing with the clan leader you dealt with, as well as monetary reward which can be carried over to be used in the next missions. If you fail you could end up as vulture meat.

Graphics and sound in general are poor and the front end looks quickly put together. The game interface at times can be finicky and it can take a time to get used to the unhelpful icons. The manual mentions tutorials but unfortunately these are nowhere to be found in the game - if they had been included they would have helped in reducing the high learning curve.

Included with the game is a built-in mission editor so that you can create your own missions to test your wits against when you've finished the ones included in the game (of which there are many).

AMBUSH AT SORINOR has potential but unfortunately is let down by many smaller factors which make the game unpolished when compared to other games such as DUNE II. Recommended if you enjoyed the other games in the series.

ATMOSPHERE : 8/20
PLAYABILITY : 9/20
PSR : 7/20

STRATEGY : 10/20
GRAPHICS : 8/20
STAR RATING : ?

CD-ROM GAMES

(By Wayne Roberts of CHEET SHEETS)

In Pack 27 I gave a brief insight into the world of CD-ROM. Since then a great deal of movement has occurred on this scene, more companies latching on to buying/selling multimedia products, more games being released on CD and even more games being made for CD-ROM only. I've decided to have another look into the CD ROM gaming world and give you a brief insight of what to expect in 1994. Ok, you may have seen enough about CD-ROM's in the High Street magazines but let me look at it in another context. No jargon, no biased opinions, just a simple and brief look into future and current CD-ROM releases.

I left you in Pack 27 looking into games which had been chucked onto CD from the disk versions with some worthwhile enhancements. I'll continue with a look into some more of these CD-ROM games, with notes on the differences between the two.

CASTLES II ENHANCED

£39.99 Interplay

As the title suggests this is an enhanced version of the popular strategy game of a year or two ago. It boasts a large amount of improvements over the disk version including informative video sequences, speech and many mono pictures to add a bit of life to the game. If you like a strategy game with a lot of gameplay and plenty of action and haven't already got the disk version then keep this one in mind as a purchase next time you go and buy yourself a CD-ROM game.

CONSPIRACY

£39.99 Virgin

Remember KGB? This is the CD version of that exact game. Why the name change? Well how many of you bought KGB and how many of you then enjoyed playing it? How many? Well not many, I reckon. To cut this short it's simply the same game with a neat intro sequence, some speech and Donald Sutherland making some appearances throughout the game to give you a few tips. This is definitely one to try before you buy!

ALONE IN THE DARK II

Price t.b.a. Infogrames

I'm sure many of you have played the first game. Well the long waited for release of ALONE IN THE DARK II was brought to an end in January and in September will be available on CD. The CD version will need to be installed to hard drive as before but will have a much enhanced soundtrack, and an extra half an hour of gameplay. This game is a must for your collection, will give you hours of enjoyment and keep you pulling your hair out for weeks! If you haven't the disk version buy it.

GABRIEL KNIGHT

£44.99 Sierra

Well the CD-ROM version has been released with the normal CD enhancements, better soundtrack and speech. The graphics are the same, the game's the same, the price is a little higher. The choice is yours.

DRAGONSPHERE

f44.99 Microprose

This role-playing adventure uses the same style interface as the graphical RETURN OF THE PHANTOM and looks good. The price of the disk and CD versions are identical so you would obviously go for the CD version if you have a CD-ROM, but what enhancements does the CD version offer? Well simply, full speech. Unfortunately this speech is often drowned by the music and may need to be toggled on/off if it gets on your nerves, but other than this the versions are almost identical.

GREAT NAVAL BATTLES

f39.99 US Gold

The CD-ROM version of this game is basically the same as the disk version but it includes the Scenario Builder and expansion disks which would otherwise cost you an extra twenty quid. You will still need to install the game to the hard drive which will take up twenty Mbytes of space plus you will need to keep the CD in to actually run the game. Basically the only enhancements are the three FREE enhancement programmes. Maybe it would be better to wait until GREAT NAVAL BATTLES 2 comes out on CD or even buy it on disk.

INCA II

f54.99 Sierra/Coktel Vision

This game was looked into in a recent issue of CHEET SHEETS, and came out with some reasonable remarks. It's a more enhanced style of game than its counterpart which everybody hated due to its lack of gameplay. They've added a touch more digitized graphics and animations to make the gameplay better, other than that it is the same old puzzle based graphic arcade/adventure. What difference is there in the disk and CD versions? Well not a lot, simply extra speech, extra music and a few more animation sequences. No enhanced gameplay or puzzles, simply the same game with the normal CD enhancements.

STRIKE COMMANDER

f49.99 Electronic Arts/Origin

This much awaited game from Origin was finally released in the Summer of 1993. With over three years of development in the game we had an excellent flight simulator that takes up over 40 Mbytes of hard disk space with great graphics, sound and gameplay.

Well what difference can there be in the CD version you may ask? Well simple, you save yourself 40 Mbytes+ of hard disk space, with the ability of running the game from CD plus you get FULL speech of all the conversation carried out throughout the game. You may well say, well you could make the characters speak if you bought the speech pack! Yes you could but the animation that went with the speech wasn't realistic, it IS on the CD version! Also you'll save yourself an hour of precious game playing time which is how long it takes (on average) to install the disk version. Yes, one hour! With the CD-ROM version it's simply slip it in and off you go without the need to install between 1 and 2 Mbyte of data to hard disc.

So to round off, if you have a CD-ROM player and haven't yet got the disk version of this game, buy it! You'll get a great deal of life out of this flight simulation.

MIGHT AND MAGIC, WORLD OF XEEN £49.99 US Gold/New World Computing
This twin CD pack contains the last two XEEN games with enhanced speech, cinematic scenes and loads more extras. The games themselves are good quality role-playing games and if you haven't any of them then this is a good purchase if you're looking for a role-playing game CD-ROM. Two games for almost the price of one.

SAM AND MAX HIT THE ROAD £45.99 US Gold/LucasArts
I've got to mention this one. It has finally been released on CD-ROM and follows in the footsteps of DAY OF THE TENTACLE. Yes, a big hit! The main enhancement over the disk version is simply the added speech, which makes the game 100% better and easier to play!

STAR TREK 25TH ANNIVERSARY £49.99 Interplay
The disk version of this game was released back in 1992, and many people had an open mind about it. Some thought it was a hunk of rubbish and others thought it was brilliant. I suppose it all depends on your taste and whether you like Star Trek or not. Anyhow the CD-ROM brings speech and added video clips to the game, not much to make it worth its £50 price tag when you can probably get the disk version for less than half the price. Also with the recent release of JUDGEMENT RITES, wouldn't it be a better idea to buy the latter as you are bound to get more out of it!

ULTIMA VIII: PAGAN £49.99 Electronic Arts
Well we've all heard of the Ultima series. Of you who haven't, where have you been? Anyhow this is probably the leading role-playing series of games available for the PC and this is the long awaited sequel to ULTIMA VII which had so many add-ons. It's bound to be a hit because the series has grabbed a large percentage of PC role playing game players already and almost all of these will want another challenge. What differences are there in the disk and CD versions? Well as far as I can see not much, but you will save yourself a few quid, as the CD version comes with the SPEECH disks which are a separate package in the disk version, costing an extra £20 or more. Basically if you're buying this, buy the CD version just for the cheap speech, which makes an obvious improvement in your enjoyment in the game.

CD-ROM only games are gradually becoming more and more common with over 50% of today's releases being CD based. The publishers like it as it cuts costs, allows programmers 600 Mbytes to play with rather than 20 Mbyte - 40 Mbytes, cuts down on piracy and simply 9 times out of ten makes a better product! Detailed below are a few games that can only be bought on CD-ROM as putting them on disk would be an almost impossible task!

CRITICAL PATH £49.95 Media Vision
I'll cover this one briefly as I haven't seen it in action. It boasts to be an action packed game with brilliant sound effects and graphics. Well two out of three. This is another CD game with nice SFX and GFX ... but gameplay? Try before you buy.

X17TH HOUR

Price t.b.a. Virgin

Not yet available, but this is the sequel to THE 7TH GUEST. Gameplay is almost identical to THE 7TH GUEST with more great graphics, plenty of gore, loads of puzzles and video footage. Looking to be a great success but you may have to wait a month or two for release. I'm sure it's going to be a great hit.

IRON HELIX

£39.99 Microprose/Spectrum Holobyte

This game boasts to break the long wanted gameplay aspect of CD-ROM games. As you'll find out from most CD-ROM games, they have excellent soundtracks, smooth high quality graphics but often no or very little gameplay. Well this Futuristic Sci-Fi game looks to change all that. The game itself is an ALIEN/DOOM style game with 7TH GUEST quality graphics, running smoothly and efficiently. Before I can judge the game for myself, I'll need to see it in action but the screen dumps look good and other reviews give it nice marks. So we'll have to try it out and see for ourselves.

LAWNMOWER MAN

£54.99 Sales Curve

This is one game I honestly thought was going to be great with some neat effects, but no. The cover is flashy and bulky with some neatly disguised screen pics of the game. Magazines have also used these lovely graphics to boost the look of the game but beware, these screen shots have been taken from the version which hasn't been released yet. The version you'll get if you go into the shop is the 16 colour version. Make sure you look into which version you're buying. Anyhow back to the plot of the game, its gameplay is closely centred around the plot of the film, which sees you floating around a Virtual Reality world. You'll be doing all sorts of things but nothing exciting. The game has some nice music and smooth animations but that's about it. Yet another game that needs to be played before purchase.

OUTPOST

£44.99 Sierra

Running Demos of this game have been floating around on Cover CD's for months but it hasn't yet seen its way to the High Street. The game at present is planned for CD-ROM release with a disk version to follow. It was due for release in May, but as with most games this often increases as more and more problems occur during the writing of the game. The style of game looks to be along the lines of a futuristic SIM CITY with superb SVGA graphics. The animation sequences which are shown off in the Demo of the game are smooth, precise and almost real to life. I can't say much more than this as I've only seen a running Demo and a few magazine previews, but if you're a SIM CITY fan, I'm sure this will be the next title to appear in your collection.

As well as this list of games also look out for the following titles in the near future:-

SPACESHIP WARLOCK A graphical adventure from Ubi Soft.

VOYEUR The famous CD-i game to be converted for Winter.

NOCTROPOLIS A graphical adventure from Electronic Arts.

PC GAMES HINTS, TIPS, CHEATS & ADVENTURE SOLUTIONS

AUTHOR : Home Grown Productions Ltd. PO Box 193, Hayes,
Middlesex.
PUBLISHER: Kuma Books Ltd. 12 Horseshoe Park, Pangbourne, Berks,
RG8 7JW.
PRICE : £9.95
ISBN : 07457-0260-0
REVIEWER : Geoff Hyman

This is the first in a new series of hint books for PC games and covers nearly one hundred titles. These include Adventures, RPGs, Platform games and Shoot-Em-Ups. The contents varies from complete solutions to short cheats for the following games:

ALTERED DESTINY	HEIMDALL
ALONE IN THE DARK	HITCHHIKERS GUIDE TO THE GALAXY
ANOTHER WORLD	HORROR ZOMBIES
BART VS SPACE MUTANTS	HUMANS
BATMAN - THE RETURN	THE IMMORTAL
BARD'S TALE III	THE INCREDIBLE MACHINE
BATTLE ISLE	INDIANA JONES AND THE LAST CRUSADE
BUDOKAN	INDIANA JONES AND THE FATE OF ATLANTIS
BUMPYS ARCADE FANTASY	
BUREAUCRACY	JINXTER
CARRIER COMMAND	KING'S QUEST IV
CAESAR	KICK OFF II
CHIPS CHALLENGE	LAST DUAL
COLONELS BEQUEST	LAST NINJA
COMMANDER KEEN	LEGACY
CORPORATION	LEMMINGS
CRIME DOES NOT PAY	OH NO! MORE LEMMINGS
DARKSEED	XMAS LEMMINGS
DEFENDER OF THE CROWN	LEATHER GODDESSES OF PHOBOS
DRAKKHEN	MANIAC MANSION
DUNGEON MASTER	MANIAC MANSION II - DAY OF THE TENTACLE
DUKE NUKEM	
DYNA BLASTER	MAGIC POCKETS
ELVIRA II	MONKEY ISLAND I
EYE OF THE BEHOLDER II	THE SECRET OF MONKEY ISLAND II
EYE OF THE BEHOLDER III	NIGHTBREED
F15 STRIKE EAGLE II	NINJA GARDEN
F29 RETALIATOR	OLYMPIC CHALLENGE
FUTURE WARS	OPERATION WOLF
FLASHBACK	OUT OF THIS WORLD
GATEWAY TO THE SAVAGE FRONTIER	POOL OF RADIANCE
GAUNTLET	POPULOUS
GEM X	PUSH OVER
GHOSTBUSTERS II	QUEST FOR GLORY III
GLOBAL EFFECT	RAMBO III
GODS	REX NEBULAR
GOLDEN AXE	RINGWORLD
HAIR RAISING HAVOC	RISKY WOODS

ROCKETEER
ROBOCOP
ROBOCOD (JAMES POND II)
ROGER RABBIT
STREET FIGHTER 2
SPEAR OF DESTINY
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Day 7: You must book a flight to Germany today, but first a surprise awaits you at the cemetery! A useful source of funds may be your reward. At Castle Ritter the six chapel panels hint at a secret ceremony. Complete this and you can rest and dream.

<u>Location</u>	<u>Action</u>	<u>Score</u>
Bedroom	Complete telephone chat with Wolfgang	3
Book Store	Read Newspaper	1
Cemetery	Enter the Gedde Tomb	2
	Turn on the flashlight	1
	Open the middle drawer	2
	Get the wallet from the drawer	2
	Open the wallet	1
Bedroom	Book a flight to Germany	5
Castle Hall	Pick up Dagger	1
Castle Bedroom	Pick up Scissors	1
	Pick up Chamber Pot	1
	Pick up Scroll	1
Castle Hall	Ask Gerde about Portal Poem	1
	Ask Gerde about Initiation Ceremony	1
	Pick up Shaker of Salt	1
Castle Bedroom	Start Ceremony: Wash hands in snow	1
	Ceremony: Cut hair with scissors	1
Castle Chapel	Rest of Ceremony: Chamber Pot, Salt, Blood, Kneel, Pray	5

Day 8: Today you can enter the library. Examine all of the shelves and look at some books. Based on your Veve drawing, the Professor had made some notes about a tribe in Benin. The relics of the tribe may hold a vital clue about the power of the secret voodoo cult in New Orleans. Follow up the references in the library books and you will discover clues about an African Snake Mound. Your next move should be obvious. Now where did you put that credit card?

<u>Location</u>	<u>Action</u>	<u>Score</u>
Castle Bedroom	Pick up key on chest by bed	1
	Unlock the door to the library	3
Library	Pick up five books (1 point each)	5
Castle Hall	Book flight to Africa	2

Day 9: The Snake mound is circular, with room numbers like the hours on a clock. Numbered tiles are scattered and must be put into the right sockets. Two tiles can't be moved - they are in the correct place. When all is ready, the snake rod can be used to open and close a secret panel. Save before doing this as you will need to dodge several guards. Move fast: swing on a vine to get back to the room with the panel where you will find somebody to help you.

<u>Location</u>	<u>Action</u>	<u>Score</u>
Outer ring	Pick up Snake Rod (Room 3)	1
	Replace numbered Tiles in sockets	3
	Put Snake Rod in Tile no. 3	5
	Swing past guards (Room 6)	2
	Close panel with Snake Rod (Room 7)	2
Inner ring	Look at table carvings	1
	Put both iron bars in table	2
	Obtain the Talisman	10

Day 10: Mosely finally shows up, but Grace has been kidnapped! Make plans to rescue her and defeat the Voodoo Cult. The secret Hounfour is under Jackson Square, with an entrance inside a confessional booth in the cathedral. You need to make sure that Mosely can follow you into the Hounfour. The rooms here are also numbered like the hours of a clock. The drum codes can be used to distract Dr John long enough so that you can snatch the pass key. Use the Talisman and good timing in the final Voodoo Ceremony.

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Read Newspaper	1
	Read Note on desk	1
	Complete conversation with Mosely	2
Cathedral	Put Snake Rod in knothole	3
	Put Snake Rod under bench	1
	Put second Transmitter under bench	1
Hounfour	Take both Masks and both Robes (Room 7)	2
	Take Record Book (Room 4)	2
	Summon Brother Eagle on the Drums	5
	Take the pass key (Room 2)	2
	Unlock Operating Room (Room 11)	1
	Unlock Vault (Room 1)	1
	Pick up Money (Room 1)	1
	Unlock Grace's Room (Room 8)	1
	Revive Grace with Talisman	2
	Give Mosely a disguise	1
	Wear your own disguise	1
	Delay Telelo with the Talisman	3
	Throw the Talisman to Mosely	3
Pick up the Stone Idol from under Table	5	
Do not betray Malia, try to rescue her	10	

JULY 1994

THANKS:

We have received letters from both Jack Lockerby and John Wilson of Zenobi Software who wish to thank all the members who voted **THEME PARK UK** the best 8-bit adventure in The Golden Chalice Awards.

CORRECTION:

We would like to correct an error that appeared on The Golden Chalice Awards (page A-12). The 16-bit adventure winner **SIMON THE SORCERER** is not distributed by ICE as shown. We would like to apologise to Mike Woodroffe of Adventure Soft (UK) Ltd for this error.

CLOSURE:

We are very sorry to announce that Red Herring magazine ceased publication with its April issue.

RENEWALS:

The bulk of our membership are due for renewal with the next issue. If you intend to renew your subscription please try to send your remittance in as soon as possible to enable us to get the correct amount printed. Thank you.

LETTERS:

Periodically we ask you to write a letter for the Members Scrolls section. As many of you will be sending your subscription during the next two months why not write a letter for publication at the same time.

Tell us about a favourite game, or a game tip. Maybe you disagree with a review or there is something you would like to see more of? Please write **NOT FOR PUBLICATION** on any letter you do **NOT** want to see in the RBA. Thank you.

SECOND BINDERS:

If your binder is getting too full, please remember a second binder does not need an index and can be purchased with a £1.00 discount for £6.95.

HELPLINES:

I am not an official helpliner but I have many solutions to adventure and role-playing games. Please feel free to call me at the main office any evening or at the weekend and I will do my best to help or point you in the direction of someone who can. Hazel.

THANKS:

We would like to thank everyone who contributed to the Hints 'n' Tips section for this issue.

BUY - SELL - SWAP:

FOR SALE: - I would like to sell The Hanna-Barbara Animation Workshop for the PC (disk) and HEXX (disk) for £20 each. I would also like to sell Sim Life £15.00 and Arena £20.00, both are disk versions, and Alone in the Dark CD-ROM £20.00. Please add £2.00 postage and packing to each game. Debbie 081 859 8531 evenings.

WANTED: - I am looking for HIGH COMMAND for the PC. If anyone would like to sell this game please telephone Graham on 0974 261210 evenings only.

FOR SALE: - Soundblaster soundcard with manual. £25 including postage and packing. Hazel.

FOR SALE: - Amiga 500+ upgraded to 2 meg. fitted with a ROM sharer which enables you to play pre 500+ games. Price includes a second external drive. £170 including postage and packing.

I would also like to sell the following disk based games for the PC. Ravenloft and Sim City 2000 £22.00 each, Maelstrom £18.00, Legend and Ishar 2, £16.00 each, postage and packing included.

For the Amiga I have Eye of the Beholder I £10.00, Eye of the Beholder II £12.00 (or both for £20.00) including postage and packing. If anyone is interested please telephone the club number, evenings only and leave a message for Roger.

FOR SALE - Eye of the Beholder II, Simon the Sorcerer and Wayne Gretzky Ice Hockey all for the Amiga £12.00 each. All games include postage and packing. Telephone Mike on 0423 324917 evenings and weekends.

These hints are arranged in two parts: a walkthrough of the game and a list of keys and important objects that you must collect. Use the automap feature often. This will help you identify unexplored areas, secret doors and enemies. Mage spells cannot be cast if you are wearing armour.

After many trials and tribulations your party will enter the town of Barovia. On the western side of town is a tavern and the palatial residence of the Burgomeister. The caves to the west of town can only be explored after you have secured an invitation to Ravenloft castle and met with Strahd. The caves must be completely searched before you can get into the church.

In the church, make sure that you read the Writ of Instruction and obtain Trimia's Catalogue, which describe the five quest objects (marked * overleaf), that you need to obtain. Once you have found the key to the cemetery you will be well on the way to obtaining the first quest object: the Fire Ruby.

The main quest in the cemetery takes place in the elven tomb. Two bags of gold dust will help you get past the banshee. You will need to complete the elven tomb to obtain the second quest object: the Elven Crown.

In the church, there are two characters that need to be revived. The first one will tell you about the other one, who will give you the key that you need to get back into Castle Ravenloft.

Inside the castle you must obtain two more quest objects: a Card and a Feather, after lots of exploration, mapping and fighting. Leave the castle dungeons until later.

Do you recall a hidden locked door in the lower levels of the church? They provide access to the Greater Catacombs. The innkeeper may be able to help you find a way through. The Catacombs will provide you with enough currency to purchase a magical protective potion from the Vistani. At the inn you will also obtain the means to read Sasha's Lost Pages. Recover them, for these pages will tell you how to defeat Strahd.

You should soon be able to penetrate the dangerous mists and explore the two sections of the Undead Forest. This is a fairly tough section, but persevere and collect four seeds. Plant these in the right place and you will obtain the Holy Symbol of Ravenkind, the key to the final part of your quest.

You will need to move fast in the castle dungeons and find a teleport to reach an area near the southeast. When you finally gain victory over Strahd you will obtain the last quest object: the Amulet that was stolen at the start of the story. Trimia's catalogue should now provide the means to finish the game.

KeysLocation

Ivlis Seal of Entrance	Castle Ravenloft
Jade Cavern (4) Church Vestibule	Caverns West of Barovia Caverns West of Barovia
Gold Church Iron Cemetery Gate	Church, Lower Level 1 Church
Bone Vault Jewellers	Barovia Victor Grymig Vault (Cemetery)
Green Elven Tomb Iron Elven Tomb	Elven Tomb (Cemetery) Elven Tomb (Cemetery)
Sharp Iron Svalick Road	Church after resurrection
Ravenloft Tower Blood Bat	Castle Ravenloft Castle Ravenloft
Forgotten Gold Church Gold Teardrop Church	Innkeeper Church, Lower Level 2
Emerald Sapphire Ruby Onyx	Greater Catacombs Greater Catacombs Greater Catacombs Greater Catacombs

ObjectsLocation

Writ of Instruction to the Catalogue Trimia's Catalogue Rod of Rebirth * Fire Ruby	Church Church Lower Level 1 Church Lower Level 1 Barovia, with jewellers key
Bags of Gold Dust (2) * Elven Crown	Cemetery, used to enter Elven Tomb Elven Tomb (Cemetery)
* Wereraven Feather * Tarroka Card	Castle Ravenloft Castle Ravenloft
Gold Coins (15) Vistani Potion Sasha's Reading Glass Sasha's Lost Pages (3)	Greater Catacombs Vistani at Inn Innkeeper Church Lower Level 2
Seeds of Morninglord (4) Holy Symbol of Ravenkind	Undead Forest Undead Forest
* Lord Dhelt's Amulet	Castle Ravenloft Dungeons

This guide does not tell you the answers to the puzzles nor how to get to the various places in the game. The intention is to give you some guidelines as to where you should go and in which order. This is probably not the only way to go about it but this way certainly works! The aim of the game is to collect twelve tokens, representing the signs of the zodiac. Return with each one to the Hall Of Celestial Symbols. Your own map will be essential.

Getting started:

Within the first three locations, you will be stuck until you have found a compass, ironed the tapestry to find a needle and mended the compass (wear this at all times). Now you may go outside. The bank will supply you with coins. Feeding these into the machine will give you clues, you will also need them later for ferry fares and shopping. To begin with, many roads will be closed to you. Certain of these will open up later as you make progress.

LEO (Dandelion):

Go to the village green and steal the lyre from the players. Find some catgut nearby and mend the lyre. Find the baby lion and play him to sleep to get past him. Solve the anagram for Mother Earth.

SAGITTARIUS (Arrow):

Examine the window in the castle chapel, close the shutters and find a protective cross. Wear it to ward off the dragon. Go to the dragon's lair and find a shield. Give the shield to Bootes the Herdsman. Now you can get past the Great Bear to find some honey. Get the chest from Perseus on the way back. Visit the house of Berenice and get protection from the cold. Wake the Little Bear and answer his riddle. Take the object he gives you and give it to Mercury. This will open up the Southern Highway.

Go to the cafe and have a drink, to acquire an empty cup. Continue to the well, fill the cup there and take it to Jupiter and make him some mead. Go to the road north of the crossroads and read the inscription on the arch. Tell the joke to the charioteer to hitch a lift. Use your knowledge to break the spell on the tree and pull the arrow from it.

AQUARIUS (Pitcher):

Go to the castle, find Pluto and pick a card. Next go to the area where you see a lizard. Solve the rock problem and catch the lizard, who will offer you a gift. Take this gift to the crow, who will then help you to free Andromeda. Return to the castle where the king will reward you. Use the reward to deal with the toucan and get the pitcher.

VIRGO (White gown):

Return to the castle and find the Queen. Take the poem she gives you to the caravan of Venus. Guess the words to get the gown.

SCORPIO (Sting):

In the castle, pull the rope in the royal bedchamber.

Now go down to the castle kitchen to collect an object. Take it to Berenice and she will leave you a comb. Catch the puppy, then take him to the kennels. Comb your hair, then go to the University science lab and put the flea under the microscope.

CAPRICORN (Goatskin):

Visit the old city and get some Tums from the Apothecary shop. Give them to the swordfish. Explore the area around the docks and shipyard, solve the puzzles in order to accumulate the three main parts of the ship. Rebuild the Argo on the slipway, launch her with champagne and then you are ready to sail. Explore the rivers and seas until you find a painter to paint the ship. Chase the vandal in the park, then get the help of the sculptor. Find the Golden Fleece. Race the hare to get some oil to calm troubled waters. Visit Orion and swap the fleece for a goatskin.

PISCES (Fish):

In the slow moving river, use the net to catch a fish.

ARIES (Horn):

Go and see Hercules and do as he asks. In the building site, find the tools to get the glowing ember from the smithy. Light the pyre for the Phoenix and he will enable you to survive the galactic storm. Return to the smithy with the lightning and you will now have a sharp sword. Trim the horn on the unicorn and give the powder to the lynx. Cross the desert to the oasis to be turned into a mongoose. Now you can pass the snake and rescue the baby eagle. Take it to the nest and the eagle will help you to find the horn.

GEMINI (Egg):

Free the swan and you will have the egg.

CANCER (Claw):

Look through the telescope. Go to Times Square and stop the clock. Go to the sewage plant and follow the flies to the library. Pick up the stunned flies and take them to the Hall of Saturn. Take the elixir to Pegasus. Now go to get the dragons claw and Pegasus will save you and fly you to safety.

TAURUS (Ring):

Go to the jungle, via the desert, and get an acorn from the giraffe. Use the ferry to reach the stables and get some manure. Take both to the garden of Venus and grow an oak tree. Go to the wolf's lair and whistle the dog. Pull the lever to clear the mists from Uranus' crystal ball. He will show you how to find the ring.

LIBRA (Scales):

Visit Mars and get the chocolate and the Nobel Peace Prize. The bird of paradise wants the chocolate, the indian wants the feather and the dove will take the tomahawk and the prize. The peacock will steal your crown. Get the centaur a roll from the freezer and he will help you get your crown back. Now the dolphin will show you the way to find the scales.

A VIEW OF CIVILIZATION

By Hugh Walker

There are two basic reasons for buying CIVILIZATION FOR WINDOWS: 1. You do not have the DOS version already. 2. You turned your nose up at the graphics of the DOS version (and you have installed the 256 colour Windows drivers and your graphics card can support 256 colours! There is a 16 colour version but it is graphically AWFUL!). My copy has a tendency to corrupt the menu text at random intervals. The READ.ME file suggests that this is because I do not have the latest 256 colour driver for my card. I am not sure about this but it surely is good marketing to find someone else to blame just in case you do have a bug. Anyway, the need to save, quit and reboot revealed a useful feature..... read on:

Essentially, the game play is the same as the DOS version but the ability to save right at the start, BEFORE founding your first city, is an asset which DOS denied. Thus you can start over again if exploration reveals a better site nearby, since the Windows version does not have the play tester's tool which by pressing SHIFT- 1 to 8 reveals the entire world map (and allows you to click on enemy cities to see how they are doing and sell things they don't really need, such as city walls!... Sadly, this was also removed from later DOS versions).

Another difference is that the DOS version limits the number of saves you can make whereas the size of your hard-disk is the only limit in the Windows version. If you save before the end of a turn, then quit and reboot, on restoring that saved position (useful feature ahoy!!!) all the units which moved before saving get another go. Thus if you keep one unit (e.g. a garrison unit) WAIT-ing until it is the only unit left to move - SAVE - QUIT - RESTORE repeatedly you can drain swamps, move garrisons to a threatened city, move diplomats and caravans through hostile territory, get extremely bored, build roads, mine hills - all without the annoying consequences of the passage of time. There is a fine line between what is making use of a programmer's oversight and what is cheating. Now what I call CHEATING!!! is asking your uncle Norton or auntie Xtree to boost your cash. Anything else is fair-game OK?

What follows applies equally to both DOS and Windows versions: I usually play as Roman ... I don't really know why! "Hey you!" is a good name for your leader. Assuming we are in King level (Emperor is for masochists who enjoy being humiliated!) we can have only 3 citizens before worrying about curing unhappiness. The short term solution is provided by martial law. You need garrisons anyway, in case the neighbours come to call and might decide to stay if your city is undefended. What we need is to be better armed than they are so TECHNOLOGY is the key. Setting tax to 10% (or even zero) will maximize research. Ideally, we want an area to ourselves with secure borders in which to expand, founding new cities to share the defence and exploration program. What we don't need at this stage are granaries - or anything that costs money to

maintain! We may have to fight to achieve this space - SAVE before each battle and before going into any Minor Tribe settlements! (Windows users especially need not fear the need to restore.)

Placing one militia unit, fortified on an isthmus of land can prevent the neighbours coming into your backyard for a very long time. Naturally, you will have to accept peace treaties at this stage and it may be tactless to demand tribute but useful to swap technologies early on - (later you won't want them to know what you know)!

To enhance even further our research program we will need to build the COLOSSUS (requires Bronze-working) and to maximize its potential by upgrading the government to MONARCHY (ensure that each city will have enough food and shields to support its units!). Later, build COPERNICUS OBSERVATORY (Astronomy) in the capital. Our other cities can help once we have Trade by sending Caravans to add their 50 shields to the cause and even help with the Library that the capital then needs to build.

What you do is suppose Rome has just built the Observatory and you have a Caravan spare. Switch Rome to building any other Wonder, pop in the Caravan, now switch Rome to Library and soon you will have it! Of course, you now need to raise taxes to maintain it, so Rome needs a Market Place... another Caravan would be handy! Your city adviser will show whether any other cities are producing enough trade arrows to justify a library and market place. Otherwise, build Caravans and use them to explore and trade or stockpile for later Wonders.

The aim of this somewhat passive, defensive posture is to reach Gunpowder. If you did build any Barracks (I try to get by without at this stage) sell them before Gunpowder makes them obsolete (i.e. removes them).

If you have the time and resources to build it, the PYRAMIDS is a useful Wonder (but not essential) as it allows you to switch governments without risking many turns of anarchy.

If you have a continent to yourself or have picked up mercenaries with no allegiance to your cities with which to block enemy advances, you may like to skip MONARCHY by building the PYRAMIDS, going into DEMOCRACY or by waiting until you have researched REPUBLIC and choose that. The plus-side of doing this is that trade (i.e. MONEY!!! and Research is doubled) - BUT the down-side with both types of "representative government" is that martial law doesn't work and Temples etc. are essential unless you have maintained strict population control or are prepared to sacrifice taxes for luxuries to maintain order in your cities. Furthermore, you cannot easily start a war since your Senate won't let you attack anyone with whom you have a peace treaty and any units that leave a city cause Unhappy People which, if not dealt with will bring down the government.

AURA-SCOPE

Zenobi Software

Spectrum 128k tape (£2.49) disk (£3.49), PC including emulator (£2.99)

Yet another "oldie" text adventure, now available to PC players. The Great Cosmic Wheel has been sent awry, shattering the constellations. A great hero is needed to gather twelve tokens, representing the signs of the Zodiac, to rebuild it. Unfortunately great heroes are in short supply, so YOU have been chosen.

On loading this game you will immediately be aware of all its main faults. The top half of the screen is taken up by an unnecessary hideous graphic thing which is supposed to give you astrological clues but remained a mystery to me throughout. Best ignored, apart from showing available directions, which is useful. Each time you achieve something important or die, you are treated to a ghastly "tune" - turn the sound off! The command line insults you by calling you derogatory names such as "worm", but that's a minor irritation. The first puzzle is also a bit tricky and I wonder how many players would consign it straight to the bin ... but wait!!

Forced, as a reviewer, to give it a fair go, I was surprised to find that this is a huge and complex game, packed with detail and action, in which you meet many amusing Gods and all kinds of animals, mythical and otherwise. The puzzles are straightforward but it takes ages to complete, as it resembles a vast jigsaw.

Persevere for a few moments beyond the off-putting start and you will discover an excellent adventure. Good value for money.

ATMOSPHERE 14/20 - VOCABULARY 14/20 - GRAPHICS N/A - PUZZLES 16/20
PSR 16/20 - STAR RATING * Reviewed by Sue Roseblade

SYNDICATE DATA DISK - AMERICAN REVOLT
PC (£19.99)

Electronic Arts

AMERICAN REVOLT adds twenty one new missions (set in north and south America) to the excellent SYNDICATE. A word of warning though - these missions are ten times more devious and difficult than the missions in SYNDICATE - so be prepared.

Added to your arsenal are two more items - cloning shields (your agents look like civilians for a short time) and air strikes (extremely violent and good fun!). There are also ten multi-player missions but unfortunately they require a network so I haven't had a chance to play them.

Well worth buying if you are a fan of SYNDICATE but don't buy if you couldn't complete the game - the data disk is much tougher.

ATMOS 17/20 - STRATEGY 17/20 - PLAYABILITY 17/20 - REALISM 17/20
PSR 18/20 - STAR RATING ** Reviewed by Stuart Whyte

THE GODS OF WAR

Zenobi Software

Spectrum 48 Tape and Amiga (£2.49), Spectrum 128 and PC (£2.99),
Spectrum +3 disk (£3.49)

This adventure is set in the future in a bleak post apocalypse time where mutants (known as Mutts) walk the earth. You have been chosen (bad week huh!!), to destroy the High Sorcerer of the MUTTS in the tomb known as the "Hall of the Gods". This tomb is located in the High Temple at a place called Greenham. Strangely, women of your tribe get very emotional at the sound of this place. As the High Sorcerer is very knowledgable about these tombs, he will soon be able to bring the power of the Gods (that is sealed in the tombs) to bear against the Druids, so you had better get a move on!

This adventure makes good use of the graphics capabilities of PAW. While not of high resolution, you can often forget that this is a spectrum emulator running. All of the standard commands work here and include some specials such as OOPS which takes you back a move, AGAIN which repeats the last command, CALL which allows you to summon a "Way Chariot" if you are in a "Way Station" and REPAIR which lets you fix/build things if you have the right tools/items/knowledge. Use of the DATA command displays both graphic and text information about an item, IT and EXCEPT are also allowed. The usual Spectrum emulator commands are supported. A nicely designed game.

ATMOSPH 16/20 - VOCABULARY 13/20 - GRAPHICS 10/20 - PUZZLES 15/20
PSR 14/20 - STAR RATING *

Reviewed by Mike Barton

CRUSADERS OF THE DARK SAVANT

US Gold/Sir-Tech

PC 3.5" and 5.25" disk (£45.99)

Following on from BANE OF THE COSMIC FORGE, this is the latest game in the WIZARDRY series. This game has a totally different look to its predecessor as it covers a huge and beautiful outdoor area as well as many mysterious interior areas. A complex storyline runs through the game which is slowly pieced together with the help of information from the many non-player characters you meet on the way. You cannot recruit any of these characters so the party of six that you carefully generate have to be the perfect mix or you won't survive for long. As usual in WIZARDRY games the fighting is extremely hard which makes progression quite slow, but the excellent and complex spell-casting system gives you a chance to really plan your strategy in each fight.

I find this game hard to fault. The only thing that irritated me was the fanfare that blasted out just before a fight. Apart from that small niggle I would recommend it to any hardened role-playing gamer, especially if they had played the previous game.

ATMOSPH 18/20 - STRATEGY 18/20 - PLAYABILITY 18/20 - PUZZLES 19/20
PSR 19/20 - STAR RATING ***

Reviewed by Hazel Miller

Part 1

Can't get past the official in the hall? Wait till the official is one you don't already know.
Can't get a bus? Just wait a little longer.
Don't know where to go? Wait till morning, then go get a map.
Check the matches for a useful address.
Can't get a job? Check out the Job Centre.
Can't start work? Make sure you have all the necessary clothes.
Want to avoid electrocution? Check out the storeroom in the gym to find your insulation.
Don't know where to go next? On the next day, loiter in the showers and keep your ears open.
Need a password? Listen in the park.
Need some tools? Look at the list in the hardware store. You will need flash, rope, lead and forcer.
Your money must be carefully spent or you will run out.
Can't get into the loading bay? Start a fire in the ladies boutique, then wait for the guards to clear off.
Can't find a badge? Check out the lorry.
Can't get over the fence? Use the grapnel and also the mat.
Lost in the maze? From the scrapyard go W, S, E, SE, E to find the courier. Then go SW, N, W, NW to the freighter.
Need the crystal frequency number? In the courier, remove the panel with the forcer and examine the compartment.
Need the crystal? In the freighter, examine the panel.
Can't re-tune the crystal? Go to someone who can.
Need co-ordinates? Look in the alley behind your hotel after the third night.

Part 2

Too easily recognised as a stranger? Wear the overalls.
Need to make an explosion? Search the rubble twice for a good start.
Can't get around in the ducts? You need a map.
Need a tasty sandwich filling? Look behind the fridge.
Need the map? Check out the office.
Can't get into the duct system? Look behind the sofa.
Woman threatens to scream? Tell her about Jaelaine.
Need some tools? Search the workbench, above and below.
Need a leg up? Load your gun, fire up, then climb up.
Need to go higher? Release grapnel and fire up again.
Need a hitting tool? Search installation.
Afraid of violence? Ask Simon to do it. He will need the correct tools.
Guard too awake? Wait till he sleeps.
Need to make a bomb? Simon can help if you ask nicely.
Need to get rid of the nurse? Glenda can pretend she's ill, then nurse will leave the sickbay.
Need antidote? Search sickbay and get out as soon as you can.
Need to call home? Spike the radio man's sandwich then retire to watch.

MELTDOWN

Zenobi

Move the plant pot.
Use a damp bandage to clean the shed window.
Dial the safe numbers individually.
Ask the policeman for your card back.
Remove the chimney from the stove.
To climb down the rope type D ROPE.
Wait until the child gets bored.
The rods need to be released.

GODS OF WAR

Zenobi

In part one you need to find a torch, accumulate some wealth, find some reactor rods and generate some electricity. (Safety point: don't take the torch into the Petrol store!!!). In part two you use the chariots a lot, remember soldiers like to drink. You can only kill the sorcerer through the grille. Wear the gloves before you do anything to the barrier. In part three you need to make and use a bomb to defeat the mutts. You also need to poison their water, talk about adding insult to injury. Remember that cannibals are not fussy about what they eat, even other cannibals.

GOLDEN FIGURES OF DEATH

Dream World Adventures

Search under your seat for the disk. Tie, sit on and untie net to find scuba gear. Use the mirror to reflect the beams. Turn Handle = TH. TH3, W, TH2, W, TH1, S, TH3, W, TH1. Make a torch and search both webs. Ride downstream in the barrel and grab the overhanging branch. Throw and then swing on the snake.

CRUSADERS OF THE DARK SAVANT

Sir-Tech/US Gold

Say NEWS to NPC's for the latest gossip.
Practice swimming early on in the wading area of the Polar Monk Society of Munkharama.
The answer to the riddle is COIN.
Dive around the Munkharama statue and get four coins for four urns.
Visit the Apothecary and ask him about THE LAND OF DREAMS. Answer GRAN MELANGE.
In the Land of Dreams find pipe and pastille then merge them.
Through the black door, drop twice then have a smoke.
To enter the Arms of Argus Weaponry shop say BLACK MARKET.
Search Father Phoonzang's statue for a moonstone.
Find a coin in the Bank and Loan to enter the Curio museum.
Door code is blue, yellow, yellow, red.
The Gorilla likes bananas.

PAGAN

In constructing these clues, the help of Billy "Buddha" Budds is gratefully appreciated.

You, the Avatar, are shipwrecked in the world of Pagan. To escape you will need to defeat the four elemental Titans that rule Pagan. The power of the Titans is mediated by Modea, the Tempest, who rules with an iron fist. You will need to collect five key quest objects:

- 1) The Obelisk Tip
- 2) The Heart of Earth
- 3) The Breath of Wind
- 4) The Tongue of Flame
- 5) The Tear of Seas

These will be used to cast a spell that finally banishes the Titans and opens the Black Gate through which you escape.

When the game begins, complete the conversation with Devon, pick up all items, and head westwards to witness an execution. After this proceed northwards into the city of Tenebrae and explore the city. Make sure that you talk to the librarian, who is upstairs in the library in the northeast corner of the city. Read the books in the library, perhaps you will learn what happened to the Zealans.

You will then need to seek out Mythran, who lives on the Plateau. To get there, leave the city by the northern exit and enter a cave at the end of a westbound path. This will bring you into the first of many sequences of jumping over stepping stones, so save your position often. Later on you will be able to teleport past this area. You will need to fix the broken lever and operate the winches by the rope bridge.

Back in town, seek out the dwelling of a lady-in-waiting and try to reach some new locations inside Mordea's palace.

The Necromancer can be reached by leaving town on the eastern side. Once you have the Key of the Caretaker you can learn how to cast Necromancy spells. Pick up all the reagents that you can carry. Combine several identical reagents to reduce their weight. The Open Ground spell gets you into the catacombs. Cast it at a clearly designated cliff face near the Necromancer's dwelling.

The catacombs will need very thorough exploring, and consists of both an Upper and Lower level. Some doors cannot be unlocked yet. Talk to each of the Necromancers. The ghouls are not to hard to beat in combat, but it may be wise to take them one at a time. The skeletons and ghosts should be avoided initially. Did you find a door that shut just as you passed it, with a fireball shooting across the doorway? Did you notice that some of the skeletons are actually statues? Perhaps you could somehow block that fireball and leap into the Treasure Room?

The Flame Sting sword will kill skeletons whilst the Protector sword will improve your armour class by five points.

You will eventually find a cave exit from the catacombs, giving access to Stone Cove and a plentiful supply of reagents. There are two doors also leading into Stone Cove and you will need to open both. Golems can be very handy if they can be summoned to do your bidding. The first door will lead to Lithos, the Earth Titan, at the Hall of the Mountain King. You will need to solve some puzzles with locked doors, levers, stepping stones and laser beams. Near Lithos is another very handy teleport. This provides one quick way to get back to Stone Cove from other parts of Pagan.

Using the Recall stone obtained from Myrthan, Teleports are available to return the following locations:

- Central Tenebrae
- The Plateau
- The Hall of the Mountain King
- Argentrock Isle
- Daemon's Crag
- Carthax Lake

You will soon find that you have far too much to carry, so it may be a good plan to stow spare items close to a teleport. But be careful, sometimes things are not always there when you return! Also there are a few places from which the teleport does not operate. Do not fret, for it usually switches back on later.

At some stage you will need to rescue Devon from the Palace dungeons. Some crooked book-keeping will be exposed and a new Tempest will be appointed.

The Quest for the Obelisk Tip

You can start this quest after the Necromancer gives you the Key of the Scion, which will get you into other parts of the Catacombs. Search for the gravestone, where a well known spell will help you to descend. It is essential to retrieve a shield of the legendary Zealans. You can see it, but can you reach it? Three statues are waiting for the shield. Soon the Obelisk Tip will be within your grasp.

The Quest for the Heart of Earth

Now is the time to crack open the second door from Stone Cove. Proceeding in a westerly direction, you will find a large square area with walls all round, a locked door and a brass plaque. You can try to find the key but it is easier to just climb over the wall near one of the corners. A favourite spell will unearth the object that you seek. Further exploration of the area, in a northerly direction, will get you to some lava lakes, the Pit of Death and lead back into the lower Catacombs. This provides a possible route to the Lost Treasure Room.

The Quest for the Breath of Wind

Explore the caverns north of Stone Cove and you will find a bridge that leads to Argentrock Isle. The town here is the home of the Theurgists and contains the Monastery of the Order of the Enlightenment. You will need to learn a whole new set of spells.

Particularly useful spells are: Healing Touch, Hear Truth, Reveal, Aerial Servant and Air Walk. To complete the first test you need to give the correct answer to five random questions out of a list of ten. Five of them are easy, five fairly tricky. Remember to be honest in all things, be prepared to give up your sight and to use your wits. Apart from that it's a breeze!

Down in the silver mines, you can collect the raw materials that can be forged to make the magical foci. The man to do it works on the east side of another town - you may have met him already. Did you wonder about the purpose of the Altar of Focus? Try it now.

Question everybody when the theft is discovered and encounter the culprit at Windy Point. A daring leap and stepping stones will get you to Stratos. Use some remote control to grab the Breath of Wind.

The Quest for the Tongue of Flame

You need to reach Deamon's Crag. In the southeast corner of a room with lots of water you will find a pair of doors with two metal barriers in a row. Look for the second small lever to open a side door and reach a lava river. You will meet Devon and can cross to where he appeared by means of a spell. Past some waterfalls and up over a low cliff and you've made it to the Sorcerer's Enclave.

Pass the test and visit the Library to become proficient at Sorcerer Spells. The spell books explain the reagents and the position of the red candles. Note that left and right must be viewed from outside the pentagram. Put black candles in the remaining points. Bane will show you the correct position of the five points. All the candles must be lit and the correct focus should be in the centre. Then walk outside the pentagram and double click on a wide section of the black outer rim. If it fails, check your reagents and make sure they are on the right spots. The larger rocks are best used on points far away, keeping the smaller for careful positioning closer up. You will find plenty of candles and reagents in the Library.

Extra reagents and foci can be found inside the Obsidian Fortress. The third demon sets you some more tests. After completing them you can meet the Master. He will summon Pyros and you will discover the holder of the Tongue of Flame. After a very tough battle you can get this vital object. Nearby, get the book on The Destruction of the Temple. Also, make sure that you free Pyros, by returning to the large Pentagram where he first appeared and using the Tongue of Flame. A change in the weather will occur once Pyros is freed. If the teleport is not working, head back overland for a while and you will be able to use it later.

The Quest for the Tear of Seas

Hydros can be found at Carthax Lake, not too far from Stone Cove. Some dam-busting by a grave will release torrents of water. But Hydros has deceived you and does not give you the Tear. In fact, you need to chat to your old friend Devon, who seems to have picked it up by accident on a fishing trip! But he will only let on at a very late stage in the game, so make sure you have done everything else first and have read the book about the Destruction of the Temple.

The Ethereal Plane

Don't worry, this is not as bizarre as some other Ethereal Planes. First you just need a simple spell to get there, which you can buy from Mythran at the Plateau. Don't waste money on buying his other spells but persist until he offers you Ethereal Travel.

There are four branches to explore in the Ethereal plane. In each one you will defeat one of the Titans, using a key quest object thereby infusing that object with power.

To reach Lithos, you need to endure the heat of lava and explore at some length. You may find a chest containing a white ball. Keep the ball for later. Eventually you will find an area with more and more frequent earth tremors and lots of rubble falling from the roof. Keep going and Lithos will materialise again. Quickly use the Heart of Earth on him and you will be transported back to the centre of the Ethereal Plane, with a blue glow around the Heart.

To reach Hydros you need to jump across the right set of stones. I think these are roughly southwest of the point at which you enter this domain. Pretty tricky, as some stones keep sinking.

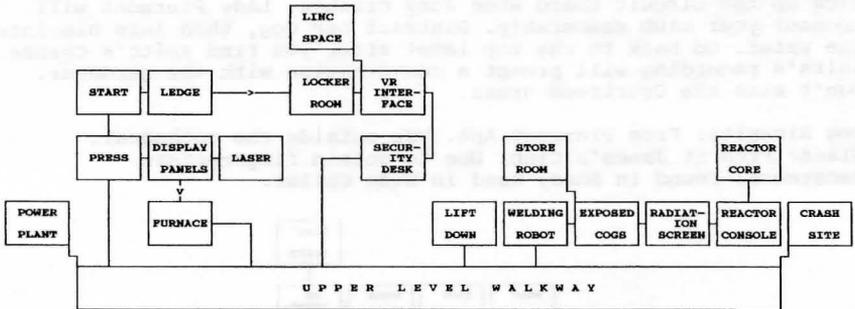
The Stratos area is an easy set of stone hops to the north. Don't get distracted by prizes on either side and watch out for crumbling footholds.

To get to Pyros find the circle of coloured squares and collect enough white balls to cover each square. Stepping stones will appear which will take you to Pyros. You can also explore the ruined building but this is not essential to your mission.

Back at the Ethereal Pentagonam with four glowing objects, place the Obelisk Tip at the front point, then proceed clockwise: Wind, Fire, Water and Earth. Click on the Obelisk Tip and the power will flow into you. Click on the Obelisk Tip again, now glowing, and the Black Gate will appear. Enter the Black Gate to return to beloved Britannia.

Upper Level

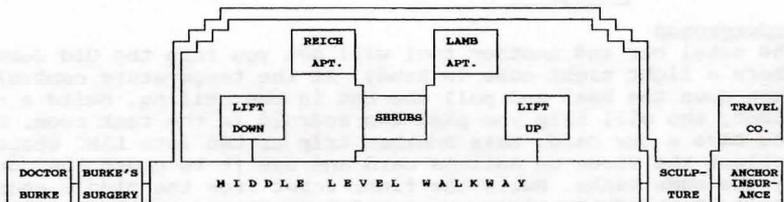
Quick timing is needed to grab the spanner. Joey will identify an explosive. Ask Joey to cut the cable by the lift. Later, get Anita to fix your ID card and learn about the Schriebmann port. Act like Tarzan to get into the Security Building.



Metal Bar: Opens some doors, crates etc.
 Circuit Board: Use in suitable shells to make robot helpers.
 Spanner: From Laser Room. Use on Cogs, Welding Robot & Power Plant.
 Putty: Found on floor of Store Room. Use in Power Plant.
 ID Card: On body at Furnace. Use on terminals and lift doors.
 Light Bulb: From power plant. Use in Old Subway.
 Anita's Card: From reactor core, later. Use in VR Interface.
 Dark Glasses, WD40 & Key: No use.

Middle Level

Dr Burke will make you an implant, to get you into LINC. and some false fingerprints. Offer to feed Lamb's cat, then steal his video.



Cable: Use with Anchor to reach Locker Room, and near the Finale.
 Magazine: From Reich's apartment. Use in Travel Company.
 Ticket: From Travel Company. Gets you a tour of Lamb's Factory.
 Anchor: From Insurance Co. after seeing Dr Burke. Use with Cable.
 Video: From Lamb's Apt. Use in Piermont Apt. to get Dog Biscuits.

LINC Space

Several trips into LINC space will be needed, using three different ID cards. On the first trip you need to collect the Pheonix and to decrypt three documents. On the second trip you can pick up an oscillator and run a playback of a recording from Anita. Subsequent trips, made from the underground terminal, will get you a Virus.

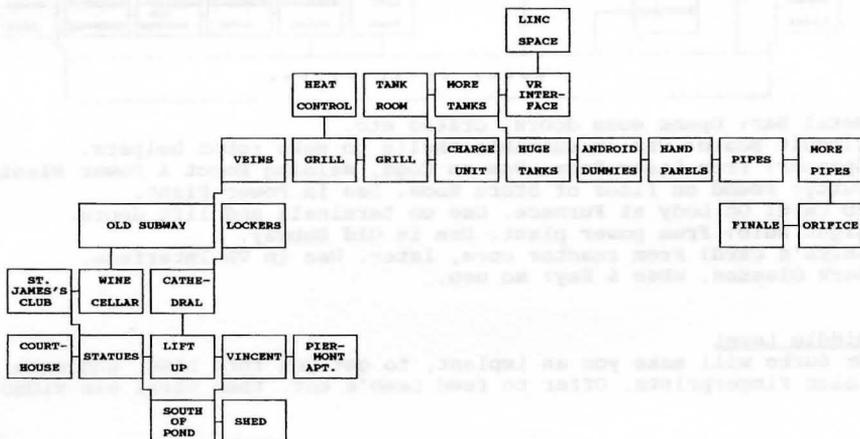
Ground Level

Pick up the circuit board when Joey crashes. Lady Piermont will sponsor your club membership. Distract her dog, then lure him into the water. Go back to the top level after you find Anita's corpse. Anita's recording will prompt a conversation with the gardener. Don't miss the Courtroom drama.

Dog Biscuits: From Piermont Apt. Use outside the cathedral.

Glass: From St James's Club. Use to obtain fingerprints.

Secateurs: Found in Shed, used in Wine Cellar.



Underground

The metal bar and another tool will get you into the Old Subway, where a light might come in handy. At the temperature controls, turn down the heat and pull the rod in the ceiling. Build a new robot, who will help you past the android in the tank room. Once you have a new card, make another trip or two into LINC space. Collect the Virus on Anita's card and use it to crash the computer by the huge tanks. Build the final robot from the middle android shell. Descend the pipes and use frozen tissue on the Orifice. Robot Ken will help you save the day.

Brick: In wall with veins, use with metal bar on swelling.

Red Card: After tank room: access LINC and zap the crusader.

Tongs: Pick up tissue and freeze it quickly.

