



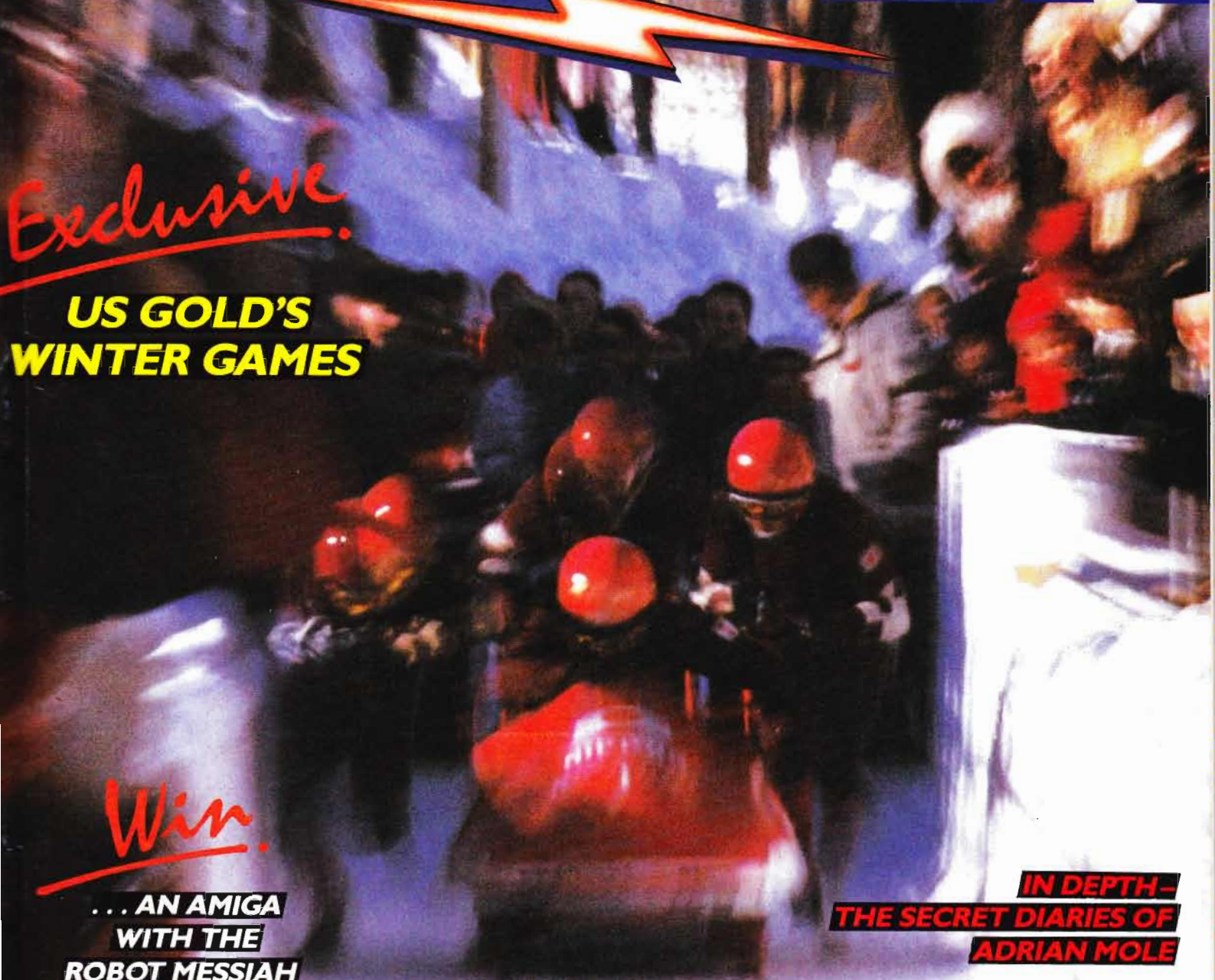
# Computer



# GAMER

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ADVENTURE**



# E·W·S

board is in perspective, but the pieces are all the same size, wherever they are), there is the alternative of a normal plan view type with diagrammatic graphics with notation and status messages over the free part of the screen — though I can't imagine anybody who would play in this mode.

The game it plays is fairly strong, though I don't think it is as strong as the Psion program it imitates.

The longer levels provide a very strong game, and the three special modes should give even the best player some practice. **MR**

## PLANET RATINGS

Originality  
Graphics  
Use of machine  
Value for money



STAR RATING  
Red Giant



**Title:** Doppelganger  
**Computer:** Amstrad  
**Supplier:** Alligata  
**Price:** £7.98



Someone seems to have out Ultimated Ultimate. Doppelganger is a perspective-type graphics adventure game with FULL colour graphics (not just shading or monotone) and one or two very big differences.

The first big change is that you have two characters to manipulate. The character (a magical sorceress), and her alter-ego. One can go and do what the other can't and vice versa, so you must switch between each of them and get them to cooperate to complete some puzzles.

There is also an hourglass on the screen, this gives you a time limit, however it can be replenished by finding the recharge area. The amount of time remaining also changes if you get attacked by any of the nasties.

The game consists of 25 rooms, where each entrance to the rooms can only be used by one, the other, or both of your characters. Some rooms can only be accessed by getting the correct colour coded key.

Objects to help you in your quest are scattered in various places, such as a shield to stop the spiders from biting you, a mirror to stop the demon monk from killing you with his ugly

## Eecaans Star Guide

- Black Hole** — This should be avoided at all costs as anything that gets too close to it is immediately sucked into the vacuum. A game given this description is totally void of any interesting features.
- White Dwarf** — This is a small dying star that is now far from it's best. Any similar games may lack lasting appeal.
- Bright Star** — Like your sun, games given this description will be bright and interesting and will support intelligent life.
- Red Giant** — Brighter than a bright star such a game will have an outstanding feature or game system.
- Nova** — If you see a game with a Nova rating you should immediately rush out and buy it. Novas are bright and spectacular and can influence neighbouring planets.
- Supernova** — This is the ultimate in stellar systems for this incredible explosion of a star can effect entire galaxies. If a supernova game runs on a computer that you don't have then buy the machine and then buy the game!
- Nebula** — Although at first nebulae look bright and interesting they are in fact constructed totally from hot gasses. Beware of any game carrying this symbol as you will probably find it disappointing.

## Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality, graphics, use of machine and value for money.

**Originality** — How original is the game? Is it a completely new idea or is it the 83rd version of Pac-man.

**Graphics** — Do the Graphics amaze your friends or send them to sleep.

**Use of machine** — does the game push the machines hardware to the limits or was it written in three lines of Basic.

**Value for money** — Is it daylight robbery or a steal?

## Game symbols.

These symbols indicate which category the game belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure



Action



Simulation



Strategy



Sports



Wargame.



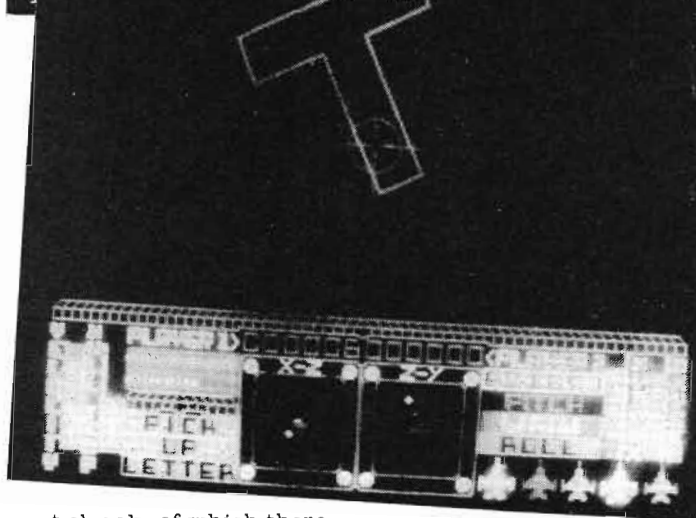
Number of players minimum/maximum



Joysticks required/optional.



# REVIEWS



**Title:** Starion  
**Computer:** Amstrad  
**Supplier:** Melbourne House  
**Price:** £7.95



When Starion appeared on the Spectrum a few months ago, elite was at the height of its, not inconsiderable, impact on society.

The introduction of a game with similar 3D graphical effects was lapped up with some relish by mega-game hungry Spectrum owners.

To re-cap on the game, you play the pilot of a time ship that must try and re-arrange history after the

obligatory nasty aliens have tried to destroy time.

The way you accomplish this is via a one-to-one dogfight with a brilliantly drawn vector graphic space ship. After a successful fight you can collect a letter, after a number of letters have been acquired you have to re-arrange them into the answer to a question in a certain time in history.

After nine have been done you move onto the next nine, nine of these sets of nine moves you onto the





next chunk, of which there are three. This means you end up doing 240+ puzzles.

Luckily there is a save mode, though the otherwise good manual does not mention this.

The battle sequences are very fast, though of course there is only one attacking ship on the screen at any one time, so less has to be kept track of. The instrumentation on the screen is adequate, but on

the whole you can glean all the appropriate info at quite high speed. Quite an impressive game that will take a lot of playing. **MR**

### PLANET RATINGS

Originality   
 Graphics   
 Use of machine   
 Value for money 

STAR RATING  
 Red Giant 

**Title:** Daley Thompson's Supertest  
**Computer:** 48K Spectrum  
**Supplier:** Ocean  
**Price:** £9.95



I am convinced that the people at Ocean have got shares in a company manufacturing joysticks. My trusty Quickshot had barely recovered from the bashing it received whilst playing Decathlon when what happens? Daley Thompson's Supertest is released, that's what happens.

There are eight events for you to try your hand at, four on each side of the tape. Three of these eight — cycling, rowing and tug-of-war — require nothing more than furious joystick waggling. The other five involve slightly more subtle techniques.

Pistol shooting presents you with six potential targets, one of which turns towards you for a few seconds. Aiming your sights is a very confusing affair at first. This is true especially with a joystick as you can only move up and across — moving your joystick right in order to move your sights left takes

some getting used to. It also means that if you go too high originally, you cannot correct things.

In order to master the diving, you must bounce three times on the springboard, wobble furiously to somersault and then pull out of your dive in order to complete a graceful entry. The main problem with this is in the scoring. Four judges mark you out of ten but their marks vary alarmingly. On one dive two of the judges gave me 1/10 and 8/10. This is the sort of thing that you expect from the Eurovision Song Contest, not an international

athletics meeting.





Giant slalom is a straightforward ski down the slope through the marker posts in the fastest time possible type game. Speed is lost if you turn too sharply and you are disqualified if you miss a gate or run out of time.

Taking penalties is an event that I had not come across before on a computer. The action is depicted from above which again takes some getting used to. Your man takes a long run up (so long in fact he starts off not even on the screen) and the timing of the kick and the length of time you keep the fire button depressed determine where the ball goes. In my case, it was usually saved by the goalie or went miles wide but amidst the occasional goal, I did arrange one spectacular shot which

rebounded off the crossbar. Straight from the football pitch onto the ski slope and again, its wobble, wobble to build up speed, then fire to jump and fire to land again.

After playing DTS, I could not help but feel that its all been seen before and that there was nothing original enough to make me rush back for more. It would have helped considerably to be able to practice one event at a time instead of having to go through the whole thing. That said enough, it plays wuite well and I suspect that it won't be long before high scores and pokes start appearing. **GH**

### PLANET RATINGS

Originality   
 Use of machine   
 Graphics   
 Value for money 

STAR RATING  
 Bright Star 