

# COMPUTER + VIDEO GAMES

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# Sidewalk

- ▶ MACHINE: PC, AMSTRAD CPC, ATARI ST
- ▶ SUPPLIER: INFOGRADES
- ▶ PRICE: PC - £24.95; ST - £19.95; CPC - £9.95 (TAPE), £14.95 (DISK)
- ▶ VERSION TESTED: ATARI ST
- ▶ REVIEWER: DAVID

A number of abortive attempts have been made to convert a comic strip into a successful game.

At last, however, a game has emerged with the graphical feel of a comic book, but with the added flexibility offered by bringing the characters to life on the screen.

The game, called *Sidewalk*, is published by the French software house Infogrames, and features a scruffy little character - namely you.

Unfortunately someone has stolen your pushbike, dismantled it, and hidden each of the parts in a different location in and around the back streets of Paris. Some parts are just lying around waiting to be found, others are now the prize possessions of various characters you may meet on your travels.

The game starts in mid-afternoon, and you've only got until 7.30pm to find all the bits to your bike, re-assemble them, and get to your girlfriends in time to take her to the concert this evening. If you're late, she'll go with that wally, John, from round the corner... oh, and don't forget to pick up a couple of tickets for the concert or she'll be really peeved.

*Sidewalk* is essentially a joystick/icon controlled adventure with arcade combat

bits thrown in for good measure. The game screen is split into six rectangles, three along the top and three along the bottom half of the screen.

The top half of the screen is where you see the comic unfold. On the extreme left you can see yourself in various states, ranging from good health to dead, via knocked almost senseless but still



PROGRAMMING : KAMEL BALA  
GRAPHICS : DIDIER CHANFRAY

THE PLACE  
FOR MY BIKE

kicking.

The right hand window shows any characters you may meet, and is also used to show your health, represented by a pint glass containing an ever decreasing quantity of beer... regular visits to the bar are highly recommended, especially as the beer's free.

The central window is used for movement and combat. In each location you can move across from left to right, or turn to face and/or move in another direction, all under joystick

control.

Ranged along the centre of the screen are three icons which allow you to interact with other characters. These let you ask questions, fight or run away. Underneath these icons is the message area, in which conversations are displayed.

At the bottom of the screen are your inventory (what bits of your bike you've already

recovered), plus windows showing cash, and any spanners (needed to re-assemble your bike), tickets, etc, you may have picked up along the way.

As the game unfolds, various other graphical or text windows are overlaid on the screen. These either show you running away, drinking, or give information on the character you have just met. It's important to know, for example, that the guy you were contemplating beating up is, in

fact, a 19 stone, ex-Sumo wrestler!

Certain individuals must be persuaded it's in their better interests to part with their parts, or they'll get their blocks knocked off!

Although the control mechanism of *Sidewalk* takes a lot of getting used to, the single colour graphics are superb, perfectly capturing the spirit of the game. There are enough problems to keep the average adventurer happy, although this is by no means a game for the adventure purist... for example, the icon driven interaction system does away with the need for any text input.

*Sidewalk* is a strange mixture of adventure and arcade, with stunning graphics, a novel, and sometimes annoying, control mechanism, and the kind of humour and feel that will appeal to comic buffs, who may finally be persuaded that comics and computer games can be combined to provide a piece of genuine entertainment.

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY

C+VG  
HIT!  
10  
n/a  
9  
7

- ▶ MACHINE: C64/128
- ▶ SUPPLIER: HEWSON/RACK-IT
- ▶ PRICE: £2.99
- ▶ REVIEWER: TIM

Commodore owners haven't been forgotten in Hewson's big budget drive. *Anarchy* is a tank based blaster which could prove to be a minor hit.

Your mission is to break into the security complex where the rebels' weapons and explosives are stored and destroy the entire supply thus rendering the rebels without weapons and making them harmless.

In the complex, drive your A.C.E. MK2 Interceptor unit to destroy all the weapons containers but at the same time, you must avoid the security guard droids as they are deadly to touch.

When all of the containers have been destroyed the building's security system will collapse and the airlocked exit will open allowing you to escape deeper into the complex.

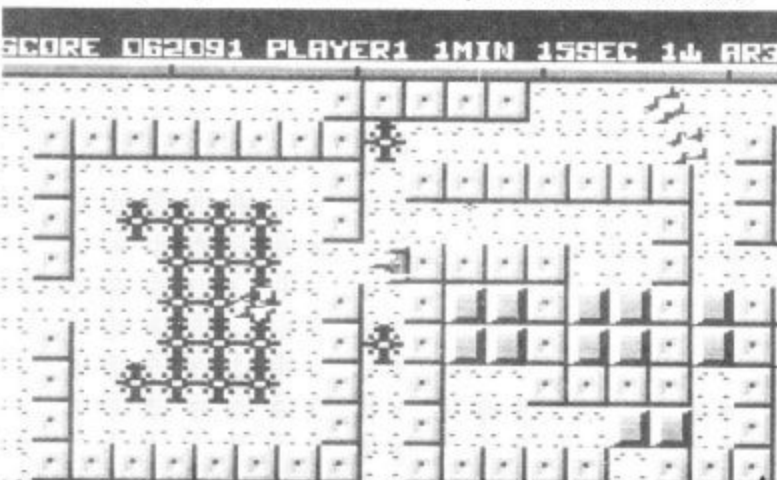
There is a time limit of about

# Anarchy

two minutes to complete the mission in each building otherwise the security system will detect your presence and

drain all oxygen from the building.

Every fifth building within the complex contains the rebels'



nuclear weapons. These buildings are guarded by a special droid which senses the presence of an intruder.

The key to success is learning the best route around the maze like buildings and being in the right location reveals the exit.

The defending droids home in on the exit once it's opened - so it's well crucial to be near when it opens and be ready for a quick dash to the next level.

You also have to be a square-width distance away from the stuff you want to blast and some buildings are seemingly impossible to destroy - and remember time is running out all the time! Experience will soon help you beat up the mazes.

*Anarchy* is a well put together game - which would outlast the regular budget offerings in the playability stakes.

- ▶ GRAPHICS
- ▶ SOUND
- ▶ VALUE
- ▶ PLAYABILITY

7  
7  
8  
7