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OCTOBER '87

COMPUTER + VIDEO GAMES

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GAME BY GAME GUIDE TO THE PCW SHOW
OUTRUN - THE VIDEO VERSION REVIEWED

The French Connection

the cd team

Due later this month are *Passengers on the Wind II*, *L'affair*, and *Sidewalk*.

POTW II is a graphically intensive adventure similar in style to the original, but with a brand new series of episodes, and some new features.

As with *POTW I*, the sequel is based on the famous French comic book series of the same name. The game tries to reproduce the format and appearance of the original books, while taking advantage of the computers added flexibility.

Some people, especially

given is correct, you can go on to the next section. If not, you know you have missed something."

Latest in their detective mystery series, *L'affair* is a graphical adventure set in western Europe. You've been framed for a crime you didn't commit so obviously you want to find out who wants you behind bars.

The game features many high-res pics of various European cities.

By moving a cursor around each screen, you can talk to different characters in each city,



hardened adventurers found *POTW I* a little odd or difficult to use. Many were also upset having reached the end of the game without, apparently, having achieved anything.

As it turned out, not getting a specific letter at one point in the game was enough to guarantee your failure, even though you weren't aware of it at the time.

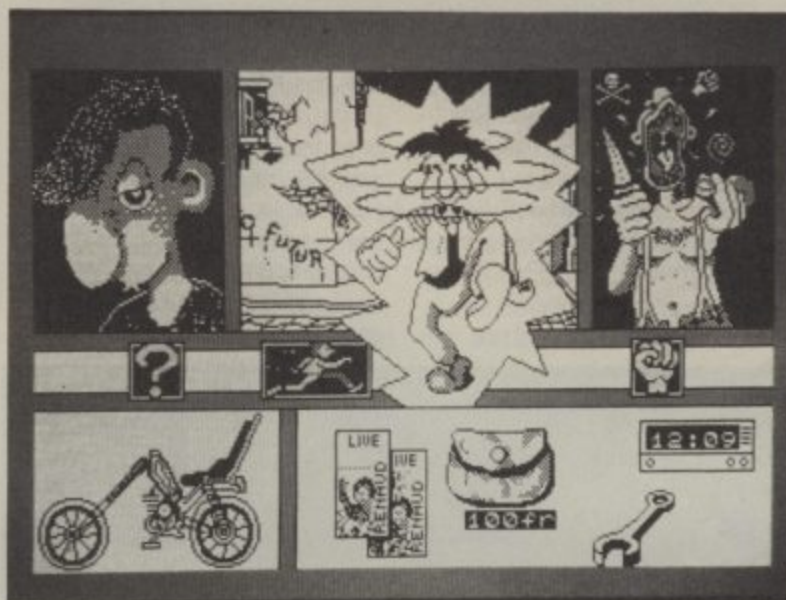
Catherine explains: "In *POTW II*, you'll soon know if you've gone wrong as a wise man appears at the end of each episode and asks you a question. You must then work out which of the handful of characters you control, should answer the question. If you choose correctly, and the answer

while, at the same time being treated to digitised pictures of their faces.

Available late September or early October on ST, PC, and possibly Amiga, *L'affair* looks like being one of Infogrames most polished and graphical interactive adventures so far.

In *Sidewalk* you get your bike stolen on the way to a rock concert. Due out in September, and loosely based on a famous French song and movie, the game involves your search for all the different parts of your bike and features superb black and white graphics, in true comic-book style. In the UK proceeds from the game will be used to support the Band-Aid Trust.

The screen is split into five sections or windows, each used for different aspects of the



game, from movement within a location to interaction with other characters in the game, and assembling the parts of your bike that you've already found. You will also need to have found various spanners, and screw-drivers to be able to assemble the bike!

With its elegant combination of arcade adventure and adventure elements, and show-stopping graphics, this easy to use, icon driven game looks set to be a big hit over here on ST, Amiga, and PC, as well as the three main eight-bit machines.

Also on the way are *Prohibition II*, *Get Dexter II*, *Stryfe, II*, and *Pigalle*, a graphic adventure set in Paris.

Watch out also for an Amiga mega-game called *Captain Blood*. Expected early next year, *Captain Blood* has been two years in the making and promises to set new standards in Amiga entertainment.

Looking further into the future, Daniel Charpy seems to have a very clear view as to where the market and Infogrames are heading:

"The 16 bit machines will have completely taken over within three years. The ST will have the Lions' share of things during the rest of 87 and most of 88. But the Amiga, or its son or grandson will come back into

contention by late '88 or early '89."

"Infogrames will also be involved in interactive compact disc technology with either Thomson or Phillips. Using CD technology, we will be able to make bigger and better products, with far greater depth and meg after meg of digitised graphics. Our job will become more like that of a film director rather than a games programmer."

"Because there are so few different types of game, the user-interface becomes very important. We are constantly looking for new and original ways of presenting our games to the public either with new methods of play or with interesting packaging.

With the products we have under development now, and the ideas we have for the future, I think Infogrames will be around for a long time to come."

If the evidence of Infogrames current batch of new releases is anything to go by, they will be a major force in the not too distant future.

How refreshing to see creativity and imagination alive and kicking in an industry so often knocked for its blinkered, inward-looking approach to software development.