

Software reviews



Roller Kong
★ ★ ★
Melbourne House
£5.95
C16 + joystick

ROLLER KONG FROM MELBOURNE House is still Crazy Kong or Super Kong or any other Kong by another name. Just in case someone somewhere hasn't seen a Kong game, I'll explain.

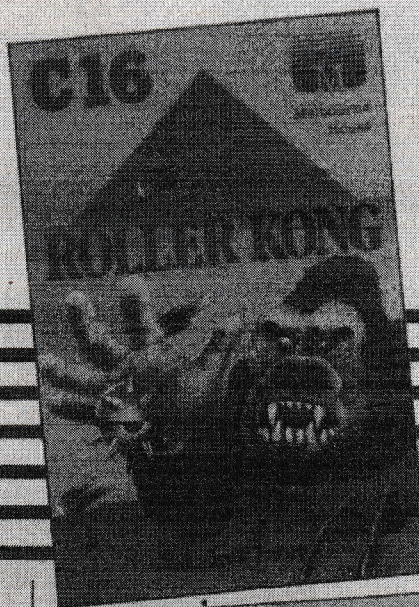
At the top of the screen is a large angry gorilla; he's Kong. He has kidnapped your girlfriend and is holding her hostage at the top of a high building. You have to rescue her by climbing a series of ladders and platforms until you reach the girl. Kong meanwhile is trying to hurl barrels and fireballs at you which you must avoid or jump over. Because every game has to have a score, you pick flowers on your way to the top, and smash little monsters, 'SPINKS', to bits with an axe.

Once you reach your girl in the first screen, guess what happens? Yes, you do it all over again on screen two, only this time the ladders have been replaced with lifts.

As an early offering for the C16 it's quite a good effort; the sound is a little limited and rough in places, but the graphics are good, with a very nice animated gorilla. The game is addictive: the first screen is quite easy but the game gets harder and harder.

The little figure seemed a bit slow to respond to the joystick, but then that might just be an excuse for my poor score. You could buy worse than this good and faithful reproduction of Kong.

M.T.U.



Blue Max
★ ★ ★ ★
U.S. Gold
£9.95 (cassette) £14.95 (disc)
CBM 64 + joystick

HAVE YOU EVER WANTED TO FLY AN early wartime biplane over enemy territory and blast and bomb everything in sight? Well, Blue Max is the game for you.

You are the pilot of a small plane equipped with a limited supply of bombs and a machine gun. Your mission is to destroy three main buildings in the enemy city. Before you even get to this city you must fly over enemy countryside bombing priority targets such as buildings, ships and road vehicles. There are also enemy planes to shoot out of the sky during aerial dogfights. So far I have only managed to get to the enemy city once.

Your plane can sustain so many direct hits from ground to air missiles before you end up dropping out of the sky. You can, however, land now and again to refuel and undergo repairs.

There are a number of game options including three difficulty levels and two types of joystick control. The graphics and diagonal 'Zaxxon' type scrolling are exceptionally slick and very smooth. You really get a great sense of flying. Sound is also very realistic.

I soon got the hang of take-offs and landings and found myself totally addicted to this great game. It's highly enjoyable and a great way to unwind and release those violent urges without harming anyone. Check it out at your local computer store soon.

P.R.R.

Psytron
★ ★ ★ ★
Beyond
£7.95
CBM 64

PSYTRON HAS BEEN AVAILABLE FOR the Spectrum for some time and now



Beyond have seen sense. The 64 version of this space-base defence simulation, naturally, ought to be superior.

The Psytron is a computer guarding the human colony on the Betula 5 installation and the player takes on the role of the defence computer marshalling ground and air defences and delegating the human resources to carry out repair work on the various parts of the base. The graphics are good and a beautifully detailed scrolling view of the base can be achieved through 360 degrees.

A sixteen page manual will give some indication of the size of this game with full instructions and hints for each of the five levels. There is a sixth level, the Final level, but this can safely be ignored for the first few months play. Each level is accessed from a menu but it is as well to start at level one as other features of Psytron's defences are added as levels progress so that various skills can be built up gradually. The screen is filled with information on the base status throughout the game, alien spacecraft, gunsights and a view of the base occupying the top half of the VDU. In the lower half there are damage reports, missile status, resources reports, two radar functions and a neat window used for chasing and zapping any aliens who may have landed.

The game has too many features to cover in a short review - it's action packed, it's strategic and it's difficult. High scores? Forget it, your very own service record for all levels can be loaded and saved for a number of tries at each level. For all of this, the price is a snip.

R.M.