

ars is a sort of  
 version of this. Two  
 to computer version)  
 ss a war-torn strip of  
 er of tanks are at your  
 which you must  
 our poll's installations.  
 wimping out in this



s great fun too! Cripple the enemy army  
 ary targets to smoking ruins.

iations for peace  
 render. There can only  
 en the opposition  
 man standing.  
 tanks, each player has  
 communications  
 d headquarters. Blow  
 ra points.  
 witch between the tanks  
 m and take control of  
 time. So if your

adversary is approaching an area of  
 screen that's rich in military targets,  
 you can select some nearby armour  
 to intercept.

The tanks are costly to operate in  
 terms of fuel and artillery, and visits to  
 the fuel and munitions dumps are  
 necessary if you don't want to be left  
 stranded hopelessly in  
 the desert.

Octopus-like limbs  
 are needed to play the  
 game, as there are no  
 less than ten keys per  
 player. As well as four  
 directional movement  
 keys, you can rotate your  
 turret left and right, fire  
 shells and swap between  
 tanks. There are also  
 keys for refuelling and  
 rearming at the two types  
 of supply dumps.

Needless to say, such a combination  
 proves to be confusing, and often  
 results in costly mistakes.

There are one or two nice touches.  
 Blast an enemy target, for example,  
 and it remains as a smoking ruin  
 throughout the duration of the game.

The recent hostilities in the Gulf  
 provide a setting, and it's the allies  
 versus the Iraqi army. Neither player  
 has an advantage, though, in terms of

superior hardware. Each player's units  
 are placed randomly on each side of  
 the divide that serves as no-man's  
 land, and so it's possible that one  
 player may have a slightly superior  
 position at the start of the game.

Basing a game on such recent  
 events may be a little tasteless. But  
*Ground Wars* is actually a lot of fun.  
 The need to find a friend whenever  
 you want to play is a bit of a downer,  
 but find such a person and you won't  
 be buddies for long!

PC **85%**

## Cyad

Amiga • LPD26 • Déjà Vu  
 25 Park Road, Wigan, Lancs  
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It's not all fun and games being a  
 pulsating yellow blob, you know,  
 especially in the world called *Cyad*.  
 It's a hostile environment and no place  
 for a nice blob like you. If it wasn't for  
 the lure of all those glittering gems,  
 you wouldn't be here at all!

The aim is to collect all the jewels  
 on a screen and then head to the exit.  
 Once you get through this then you

can visit adjacent screens where  
 there's even more riches for the taking.  
 Of course it's not all that easy, and  
 each screen is packed with perils. There  
 are nasty, spiky things that kill you, and  
 a time limit to hurry you along.

It's a puzzler, with lots of blocks  
 that do all do different things to aid  
 and hinder you. (Hinder being the  
 more common!) All screens are  
 solvable, though, it's just a case of  
 working out what order to do  
 everything in.

The trick, you see, is that once you  
 start moving, you just can't stop! You  
 have to keep going, 'til you slam into a  
 wall. So routes have to be carefully  
 planned in order to complete the  
 puzzles properly.

As well as being killed by the  
 spikes and the time limit, you're often  
 left with a situation where the puzzle's  
 unsolvable. In this instance there's  
 nothing for it but to hit the 'Q' key  
 and start the screen all over again.  
 There are no lives as such, so you can  
 carry on 'til you get fed up of the  
 whole thing.

You start life in the centre screen,  
 and when that's solved (shouldn't take  
 too long) you can choose any of the  
 four screens that are linked to it. As  
 more of these puzzles are solved, the  
 more your options open up. So when

my Software  
 Herne Bay, Kent CT6 8YZ.  
 0808.

d when knights were bold they'd ride  
 ant vultures trying to knock each other  
 not be exactly how it happened in the  
 , but it's how it is in *Joust*, adapted  
 ular Atari coin-op.

side a giant flying bird with your  
 nder your arm. Knock the other  
 y flying into them at a higher level,

and that, really, is about the size of it.

The plot is slightly complicated as the victims of  
 your lance turn into eggs, which then hatch new  
 warriors if left unattended. A giant pterodactyl also  
 appears on the scene if you dilly-dally around too  
 much. Luckily lives aren't a problem; you can have  
 up to 80 – a bit much really, as it takes away the  
 challenge somewhat. A game's not too much fun if  
 you don't even care about being killed. Best stick to  
*just* ten, then.

The controls are simple – left right and flap. But  
 what a playable game it makes! It's all down to  
 inertia. A flap in one direction doesn't necessarily  
 make you fly that way straight away, and several

such flaps are needed to get you moving properly.  
 Mastering control of your steed is difficult, takes  
 time, and is so much fun!

*Joust* is the most fun as a two-player game. You  
 can team up with a friend against a common foe,  
 but should one player *accidentally* knock the other  
 off, well, I wouldn't like to be responsible for the  
 consequences. And that's where the catch is... The  
 unregistered version has the two-player mode  
 disabled. You'll have to send off the shareware team  
 to play it with a chum. Better get those cheque  
 books out then...

PC **83%**



messing dragons in distress from fire-breathing damsels. Real knights found messing around with lances on the backs of giant vultures are much more fun (and a whole lot safer).