

Games

A game a day keeps the doctor away, so pack up the spreadsheet, power down the word processor and plug in a joystick while Adam Waring prescribes a dose of fun and frivolity to keep you on your toes and in the very best of health. Come on now, open wide, it's doctor's orders...

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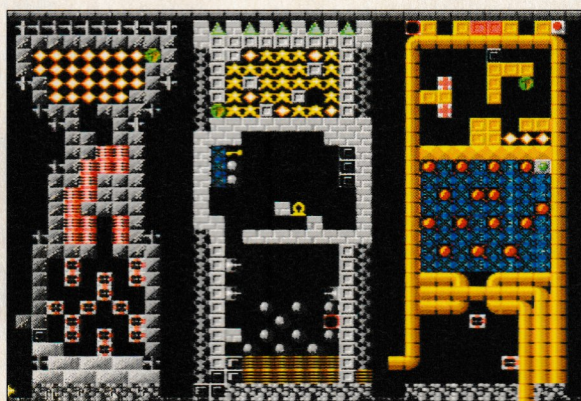
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Since Jeff Minter released *Llamatron* into the public domain as shareware, there has been a marked increase in the number of other games put out as shareware for a small registration fee. These tend to follow a similar format; a low fee, typically around a fiver or so, and a couple of extra goodies thrown in as incentives to register.

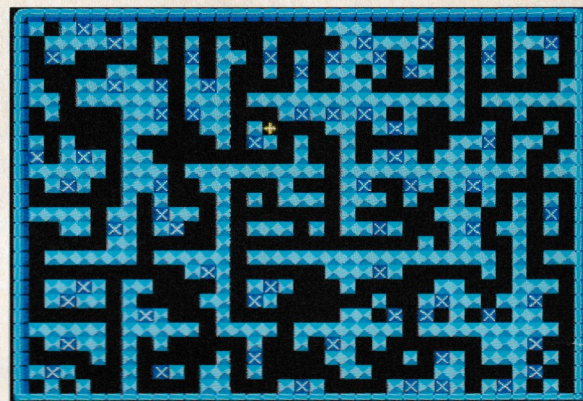
This is all fine and groovy, but authors should bear in mind that people are only likely to register a product if it's of a better quality than the sort of titles they might pick up as public domain. While many of the products are indeed very good, others are less impressive. You can't help but get feeling than games that would normally have been released as PD have been coming out as shareware, 'cashing in' on the success of Jeff Minter's games.

The question is, does putting out these inferior games as shareware devalue the whole concept of try-before-you-buy? A game has to be something really special before you can expect people to shell out the registration fee for it.

Llamatron was special, and so are a few others such as *Quatrix* and *Asteroids*, both reviewed this issue. These games have longevity, are great fun, and are easily worth the low cost the authors ask. But others, though they may initially while away a few minutes of leisure, are unlikely to outlast the period in which the user must register, in which case, they won't bother.



One of the more difficult levels that you'll meet later in the game



All you have to do is get to the exit in this level, but which one?

Cyadonia

This is the sequel to a game reviewed in the the very first issue of *Public Domain*. That was called *Cyad*, this is called *Cyadonia*. Does it offer anything apart from four extra letters in its title? It's based on a very simple concept; you control a blob that can be moved using the joystick. Once you start moving in any particular direction, you keep on going until you hit another surface where you can choose in which

direction you want to travel next.

The game is split into a series of 49 screens, arranged in a seven-by-seven grid. You start in the centre and once you've solved that puzzle you can move to any of the ones surrounding it. As you solve puzzles, more and more options open up as you move towards the edges of the grid. They're arranged with the more difficult puzzles on the outside. This layout has several advantages; one is that if you're stumped by a particular screen, you can always try another and come back later.

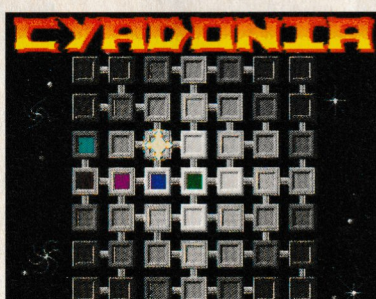
To complete each screen you have to make your way to the exit. First of all you have to collect all the diamonds on screen (some have loads, others have none), open various doors, and complete other tasks that only become apparent after you've managed to get yourself killed half a dozen times.

There are loads of little objects that you'll need to use to complete the levels. They are introduced in stages,

and when you come across a new one the first thing you have to do is discover exactly what it does...

Lives are unlimited, and you can try and solve as many screens as you like before you have to switch the computer off and go and eat your tea.

Graphics are necessarily small and the music is groovy. The game has been put together well and should keep you glued to the computer's screen for quite some time. It's basically the same game as its predecessor, but has better graphics and loads more objects added. If you liked the original, you'll like this even more and if you haven't played it before, you're in for quite a treat.



Once a puzzle's been solved, can move to any of the connected boxes to another one out



IN BRIEF

Type	Licenceware
Price	£3.50
Author	Jamez Newcome
Requirements	1Mb
Disk number	LPD67
Available from: Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261	

AMIGA 90%