

# Protector 48K Lynx £6.95

Sian Software, 139 Rosebery Avenue, Manor Park, London E12 6P7

This package consists of two programs. The first is an introduction, explaining the main rules of the game, and the second is the main program.

This starts by asking for the user's name and explaining the scoring.

The user then becomes commander of a protector ship with a mission to exterminate aliens from 10 sectors of space. The first task is a tedious space scan to detect the mother alien ship.

The game now begins by the mother ship attacking with four consecutive waves of different aliens. The protector ship, which can be moved from left to right using the arrow keys, must

destroy the aliens by shooting darts from below.

Each alien destroyed from the first wave counts 10 points, from the second 20, 30 from the third and 40 from the fourth. Once all these aliens have been destroyed, the mother ship must be eliminated.

After refuelling and a further space scan the process is repeated until all 10 sectors of space are free of aliens. The score is displayed during the game and at the end is incorporated into an honours list.

Although the game may at first appear repetitive, it is well presented and challenging. **R.S.**

instructions	90%
playability	80%
graphics	85%
value for money	70%



## Mazeman Lynx 48K £4.95

Abersoft, 7 Maes Afallen, Bow Street, Dyfed SY24 5BA

This machine-coded game is fast, well designed and enjoyable to play. It can be operated by the Computers joysticks or by using the arrow keys.

The maze displayed on the screen is divided into squares, and the aim of the game is for a Mazeman to collect these squares by passing through them. Each square is worth ten points.

However, also in the maze are found Hobgoblin monsters searching for the Mazeman to gobble him up.

The Mazeman can counter attack by passing through one of four special squares. These give him about 10 seconds to slay as many of the monsters as possible, so enabling him to pass

through more squares before other hobgoblins are released from the central cage.

Notwithstanding its simplicity, this game is very challenging and addictive. One soon begins to hate the hobgoblins, constantly trying to avoid them with manic fervour.

Improvements could have been made to the game by having more variations built into the program — such as different levels of difficulty — and by having more sound effects during the different operations.

But considering all these factors and the price, Mazeman is a good buy.

instructions	85%
playability	85%
graphics	80%
value for money	95%



## Labyrinth Lynx 48K £4.75

Quazar Computing, 17 Teg Close, Portslade, Sussex BN4 2GZ

Loading this tape proved to be very difficult, but in the end the effort was well worth while. The aim of this game is to find the quickest way through a maze. At the start there is the option of seeing its plan with the position of the player and the exit clearly marked.

The player can be moved in all directions through the maze by the use of the arrow keys while the screen displays a three-dimensional view from the player's position inside the maze. This has been accomplished simply but ingeniously by line drawings.

If the arrow keys are pressed quickly the different images of

the maze also change quickly, so creating a feeling of running through the maze.

At any time the user feels hopelessly lost, pressing H will display the plan with the latest position.

Once the exit has been found you are told how many moves it took to escape and how many times help was required.

The last amusing surprise of this program is the display of the progress through the maze. Although this game needs a little more refining it is still an excellent and imaginative production.

	R.S.
instructions	80%
playability	85%
graphics	95%
value for money	90%

