

Britain's best selling computer magazine Dec 87  
Still only £1

**COMPUTER**  
**+ VIDEO**  
**GAMES**

**GO FOR IT**  
**WITH RACE ACE**  
**NIGEL MANSELL!**



PLAY PLANET OF DOOM WITH  
C+VG'S FREE GAMES FIGURES  
**WIN AN AWESOME AMIGA**  
**WIN BUGGY BOY'S GO-KART!**  
WIN A NIGHTMARE ADVENTURE  
**WIN COMPUTER HITS!**  
**ARCADE ACTION IN JAPAN**  
FREE FANTASY ROLE-PLAYING SUPPLEMENT  
**STAR TREK — THE NEXT GENERATION**

**FREE ROLE PLAYING BOARD GAME INSIDE**

By the time you read this, Nigel Mansell, Britain's fastest man, could just be the Formula One World Champion. The last Grand Prix of the season takes place in Australia and our Nige will have been going all out to make sure he comes out on top down under! What ever the result, YOU can be sure that Martech's new F1 racing game will be on pole position when all the driving games line up on the starting grid this Christmas. We've been taking a stroll around the pits to bring you this exclusive preview...

Nigel Mansell's Grand Prix racing game promises to be the most accurate representation of Formula One racing yet seen on computer. The programmers, father and son team Dave and John Looker, have submerged themselves in technical data supplied by the Canon Williams-Honda team to make sure every aspect of the game is as close to real Formula One racing as they can possibly get.

The game will put you in the cockpit of a Canon Williams-Honda F1 racer — complete with mega-powerful turbo-charged engine! You'll be able to practice, race in full length Grand Prix events for championship points, experience the thrill of pit stops, take on the world's top racing drivers and, just maybe, win the World

Before you take to the track however you'll be asked to "set-up" your car. That means you can choose which tyres you want, adjust the wing settings — those aerodynamic devices on the nose of the car — and play around with the ride height — how far the car runs above the track surface. If you're not into all this fiddling around you'll be able to select a standard setting and simply blast away!

During a race you'll also be able to drop in on the pits to change tyres if you find your car losing grip or if you receive a radio message from your team to come in.

You can ignore their advice however — if you reckon you can last until the end of the race on the same set of rubber.

Like the real thing, your computerised

also being built into the game. You could end up driving in torrential rain in England or watching your engine temperature soar to danger level in Brazil.

During each race you'll be able to call up a map of the circuit — a facility unavailable to even the most hi-tech drivers — which shows you your position in the race. Useful to check on the opposition. Also useful are the wing mirrors which show who is attempting to overtake and grab that first place away from you!

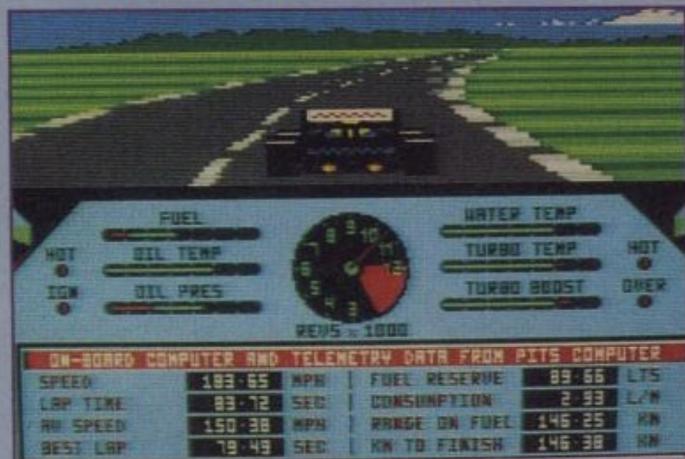
"We wanted to make the game as

was too much really — much of it we won't be able to use!

"We also went down to Brands Hatch for one of their racing school sessions to get the feel of driving a single seater."

Many hours and lots of technical work has gone into producing *Nigel Mansell's Grand Prix* — and it shows. You'll really feel like you're competing in a Grand Prix.

Driving games are IN this year — but you won't get one that's more realistic than *Nigel Mansell's Grand Prix*!



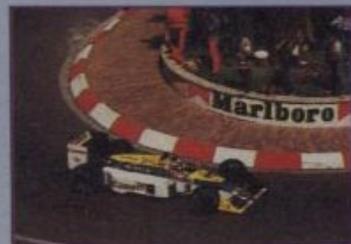
Championship.

Load up the game and you are presented with a view of the track and all the cockpit instrumentation.

OK, so a real racing driver wouldn't see such a bewildering array of read-outs — but he would have all the info about fuel consumption, laps left, fastest lap, and how near the nearest rival is on the radio link modern drivers have with their teams in the pits.

If you're serious about going for the World Champ title, you're going to have to take notice of this info — but forget it for a while and just experience the thrill of driving a turbo-racer around any one of the 16 Grand Prix circuits in Europe, the US, Japan and Australia.

The scrolling is fast and silky smooth — and there's added realism thanks to the trackside scenery and competing cars on the track.

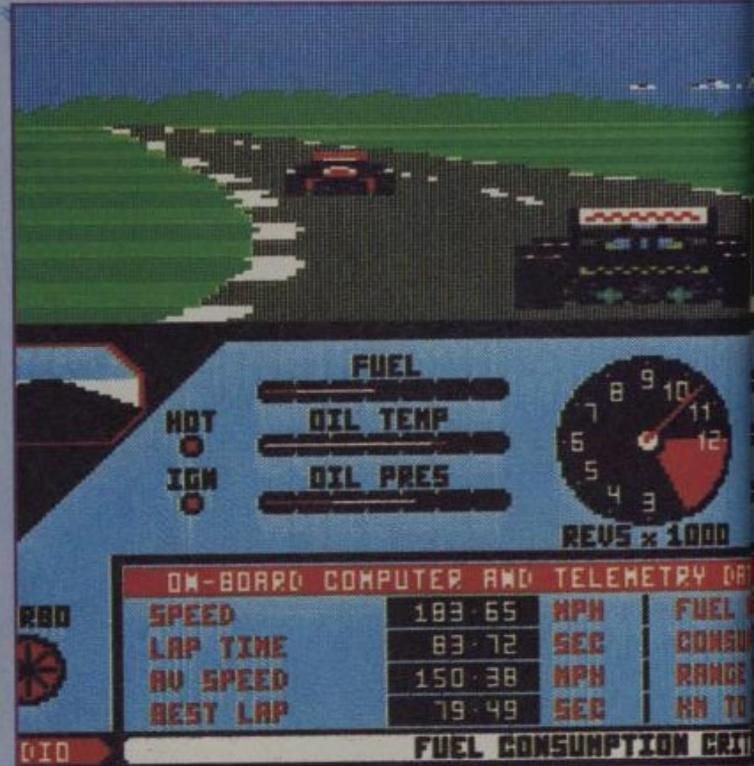


Williams-Honda has a six speed gear box — operated via the joystick — and a turbo-boost button. You use the turbo to gain greater speed — but it uses up fuel at a horrendous rate, so watch that fuel gauge while you are racing.

It has been known for racing drivers to run out of fuel on the last lap of a race just as they were about to win the race — you don't want that to happen to you!

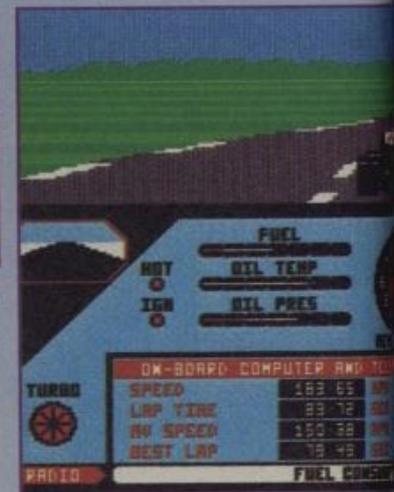
Watch your gear changes too — if you over-rev the engine once too often you might just end up with a pile of mangled metal where your engine used to be. The game is that realistic! Worn tyres are another hazard — you might just end up spinning off if you've abused your tyres by overbraking into corners and so on.

Weather conditions are another random factor in Grand Prix racing — rain and heat affect the performance of cars. And this is



accurate as possible — but without making it so technical it puts people off," said programmer Dave Looker. "You can either play the game as if it was, say a *Pole Position*, or you can go the whole way and compete in a World Championship season."

"We got a lot of technical back up from the Canon Williams-Honda team. Details about the car and how it was set up. There



# ANE



## 200 MPH CHIPS!

The modern Formula One car is almost a 200 mph computer! Microprocessors control many aspects of the modern Grand Prix car — the fuel consumption, engine management and recently even the suspension system. In the pits the F1 teams monitor the performance of the car throughout the race via a radio link to all these chips, relaying the information back to the driver via his helmet radio. Outside the cockpit complex computer systems run the highly advanced timing devices used to check speeds of the cars — splitting



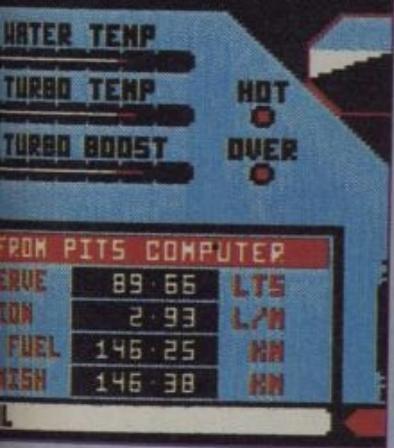
them down to fractions of a second. And it's these fractions which can separate the cars on the front row of a Grand Prix grid — that's how competitive F1 racing is.

How will you measure up the computer World Championship?

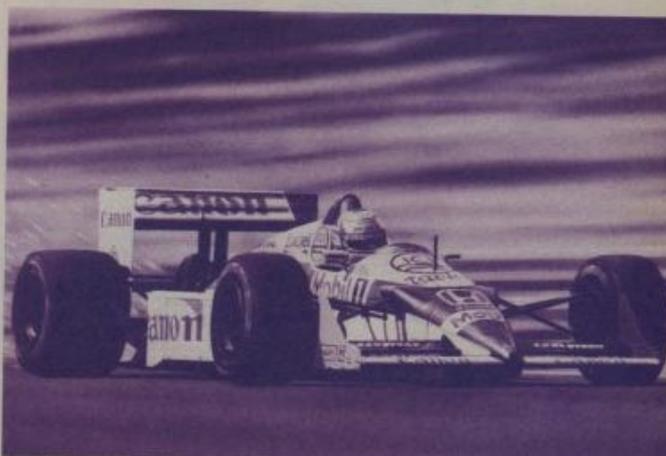


### ABOUT NIGEL MANSELL

- Nationality: British
- Age: 33
- Home: Isle of Man
- F1 Teams: Lotus 1980-4, 1985 onwards Canon Williams-Honda.
- First Grand Prix: Austria 1980
- Number of Grand Prix Wins in 1987: Six
- World Championship Placings: 1981-14th, 1982-14th, 1983-12th, 1984-9th, 1985-6th, 1986-2nd.
- Favourite track: Monaco.



# COMPETITION



Want to win a VIP day out at next year's *British Grand Prix* at Silverstone? With grandstand tickets, pit passes, AND a free lunch? You bet you do! Well *Martech* want to make sure YOU can attend the premier event in the UK's motor racing calendar, so they've given us two tickets for a C+VG reader and a friend. And they'll make sure you'll get that VIP treatment we were talking about earlier!

Then 20 runners-up will get a copy of *Martech's Mansell* game, available for the Commodore, Spectrum and Amstrad. Just answer the high octane Formula One quiz, fill in the coupon and burn rubber to get it to *Computer and Video Games*, Martech Grand Prix Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply and the editor's decision is final 'cos he thinks he knows everything about Grand Prix racing and is upset he can't win.

### C+VG/MARTECH GRAND PRIX QUIZ

- 1) Name the driver who has won the most Grand Prix races.
- 2) Name the team Nigel Mansell drove for BEFORE the Canon Williams Honda team.
- 3) Name the owner of the Canon Williams team.
- 4) Name Nigel Mansell's team mate in the Canon Williams Honda team.
- 5) In what year did Nigel Mansell last win the British Grand Prix?

### C+VG/MARTECH GRAND PRIX COMPETITION

Name: \_\_\_\_\_

Address: \_\_\_\_\_

My answers are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Computer owned: Spectrum  C64  Amstrad