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DECEMBER NO 97
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C+VG VIDEO GAME TEAM
WINS EURO TITLE!!:
REPORT INSIDE!

REVIEWED:
**GHOST
BUSTERS
II**

COMPUTER
+video
GAMES

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DRIVIN':
ARCADE
QUALITY
RACING!**



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INCREDIBLE REVIEWS:**

TURBO OUTRUN & SHOULD'VE GHOSTS
MHA WARRIORS & DOUBLE DRAGON II

EXCLUSIVE!!

PC ENGINE II: AMAZING
NEW GAME PICS INSIDE!



0950 9477 12 12 ISSN 0950 9477

THE ULTIMATE

six exciting action sequences
put you in control of Eliot Ness's
elite squad of mafia-busters.

ALLEYWAY SHOOTOUTS

THE BORDER RAID

The Railway Station confrontation and
Warehouse bust culminating in the thrilling
discovery of a

ROOFTOP DUEL

as you re-live the knife-edge existence of Ness
in his struggle against the retribution of Capone!

THE

UNTOUCHABLES

LIVE AN AMERICAN LEGEND



"A fine example of how to do the job
properly... a cracking conversion...
easily one of the most successful
licenses to date!"
Sindair User

"An absolute center of a game... as
smooth and polished as you can get,
animation is top notch... a brilliant
film conversion!"
Your Sindair



TAKE ON THE MOB

THE CHABLES



THE UNTOUCHABLES
Produced by
MCA Home Video



"Apart from the sheer thought
apparent in the game design, there
are the superb graphics"
Games Machine

"The film was great ... the game is
even better. Great atmosphere ... the
music is brilliant ... a spectacular
combat game, an unbelievable
package ... and utterly superb game."
Top

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£24.99



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MEGA COMPS HOTLINES

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Flippin' beats! Two (count 'em) PC Engines, a Sega Mega-drive and one hundred quid's worth of software for your computer are all on offer on our mega phone line!

WIN AN ST

104

Win a copy of Grandstream's fab new Isingia game, Chambers of Shoo-In, and a brand new ST to play it on!

WIN A DAY RACING

114

Have a magic turn around Silverstone in a very fast car courtesy of Virgin/Mastertronic. If you can't drive, there are alternative prizes of mega value controlled cars.

WIN A VCR

125

Get rich and go chuffed with Hard Drivin', that they're giving away a brilliant video cassette recorder, and racing videos to go with it!

WIN NINTENDOS

150

Five (count 'em) deluxe Nintendo sets are on offer from Nintendo, featuring a console, light gun, robot AND games!



PC ENGINE 8 SG

There's a new version of the PC Engine on town, the Super 32bit, which features 32bit chips, a starting level and an amazing control unit - check it out!



PLAYMAS- 35 TERS

Lots of mega stuff, including Batman flags and tips and the definitive Grand II players guide, and of course the Official UK High-score list!



CONTACTS AND CREDITS

EDITOR Julian Rignall ART EDITOR Andrew Wake STAFF WRITERS Paul Gansley Paul Rand ART ASSISTANT Graham Brown AD MANAGER Nigel Taylor DEP AD MANAGER Joanna Cooke SALES EXEC Tina Stevens PRODUCTION ASSISTANT George Rowan PUBLISHER Graham Taylor THE MONTH'S COVER: GHOSTBUS TONY FROM ACTIVISION COVER ARTIST JERRY PARIS

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EDITOR JULIAN RIGNALL
AD MANAGER GRAHAM TAYLOR
COVER OF THE LAST VOLUME COVER TEAM
DISTRIBUTION
...and that is a list of what you can see in video games. There's a real pull along the magazine, for a guarantee to be watching some game on screen - so even if you don't buy it this time...



TS

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Christmas is the time of merriment, good cheer... and game compilations. We review this year's selection.

MEAN MACHINES 108

We've got Bloody Wolf on the PC Engine, two brand spanking new Sega games, Cloud Master and Tennis ace, and news of an affordable arcade system!



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Lots of amazing stuff this month, including Dynastix Duo, Psycho Fox and Dead Angle on the Sega Master System, Footballer of the Year II, Punisher, Snoodly, Cinemascope's Ice-Camp Area! starring new isometric perspective games, Cadaver!

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AMY COTTON, EMU EDITOR "I'm a massive fan of the Sega Master System and I'm looking for new titles to review for the magazine. I'm also looking for new titles to review for the magazine. I'm also looking for new titles to review for the magazine."



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SCREENSHOTS FROM MEDIA VERSION

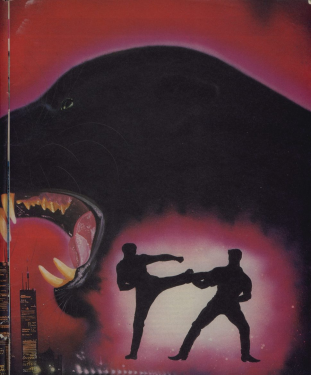


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PC ENGINE SG

The console war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...

INSIDE THE BEAST

The PC Engine Super Grafx is a stunning-looking machine which assembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and buffer chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on screen simultaneously, compared with the Engine's 64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.



▲ Airborne blasting thrill!

THE GAMES

First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the design of new consoles, as it gives the user an instant games library while newer titles are developed.

There are details of only three SG games at the moment, a conversion of Geppetto's *Ghouls 'n' Ghosts* (which looks as good as, if not better than the MegaDrive version), an amazing Rastan-style arcade adventure, and a stunning 3D flying game that looks similar to *Lock-On*. The latter two have untranslatable Japanese names.

Reports state that there are another seven games currently being developed.

THE WHOPPER ADD-ON

An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console, a control unit which makes the Game MultiSystem look very ill indeed. It features



▲ The new console in all its glory.

Like a full steering yoke, rather like the controls on the Star Wars arcade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and once installed, you've got a control system that a 147 pilot would be jealous of!

▼ The Power Console - how's THAT for a joystick?





WHAT ABOUT THE ENGINE?

The immediate thought is that PC Engine software will dry up when the 50 is released. Robbin' with over 1.8 million Engine users in Japan alone, the American version of the Engine, the TurboGrafx just released, and a European version on the way (rumours currently state that it'll be available by autumn 1989), there's going to be lots of new Engine games. What's more than likely to happen is that games will appear on both systems, with the 50 game being a very enhanced version of the normal PC Engine title.

IN CONCLUSION

The Engine 50 is a brilliant new machine, especially when you take into account the amazing Power Console. PC Engine titles already hold their own when compared with games on other systems - with its extra chips, 50 games should be simply stunning!

WHEN AND WHERE

The PC Engine is yet to be officially released in Britain, so the PC Engine 50 is a long way off appearing. The release date in Japan is later on this month and it's retail at just under £180 - if things go the same way as they do with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £200.



▲ SuperGrafx Show's 'n' Ghosts



▲ Grab the pole and whip through the ether.



▲ Racket-style barker' and style!

SPEC PROCESSOR: HUDSON 6502 LSI
COLORS: 612
RESOLUTION: 356x216
SPRITES: 128 ON-SCREEN SIMULTANEOUSLY
SOUND: 6-CHANNEL STEREO
RAM: 128K, WITH 32K VIDEO RAM

*Pretty As A Picture,
Mean As The Devil.*

Weird things happen...
The slime is on the rise.
The Titanic has arrived.
And after 300 years, Vigo
the Carpathian won't
stay dead.

Who you gonna call?

Get your bustin' business
back on its feet. Hit the
streets in your
Ectomobile. Go
underground to discover
a river of slime...and rise
above it all with the
Statue of Liberty. All to
turn evil to good and
defeat Vigo at the
Museum of Art.

Action, adventure,
strategy challenges –
and great laughs.
Ghostbusters II.

THEY



STABLE SCREEN ROOM



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CHAMP-100000NS

Yeah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.

tioned US Gold/Boys Club competition PAUL "OM MO" GLANCEY - C.V.G. Staff Writer and last minute substitute.

The team was ably supported by US Gold PR supreme Danielle Woodyard and her assistant Andrea, who organized the whole thing, argued with walters and took the pics.

THE COMPETITION

The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totaled and the win-

THE BRITISH TEAM ROSTER WAS:

JULIAN "The Egg's" RICHALL - C.V.G.'s EO, also ex-C.V.G. arcade champ and Master extraordinaire
MARTIN "Tactics" DEEM - Another

ex-C.V.G. arcade champ, and holder of numerous arcade world records.

SIMON "Pommes/Piles" HADLINGTON - Runner up in the US Gold/Boys Club games championship of '88.
STUART "New Bats Man" CAMPBELL - Casual winner of afternoon



▲ The night before... The TLT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the same was flowing a little TOO freely for our anonymous camera person...



▲ Martin Deem mulls over his strategy before taking on Arnie New Zealand's Gary.



▲ Martin and Deem try to glean a few moments of practice on Turbo Cup, the RT game which was to prove the team's weakness.



▲ Simon grips his day-glo joystick with relief, looking for tips as he takes control of Tiki the Kiwi. New Zealand's Gary is the game he's best at!

CHAMP-100000S



It's all over and it's time for the winners to pose in the Paris skyline (for Donatello to take a team photo). And they are (from left to right): Paul Glancy, Andrew Newson (US Gold flogger, translator and general home wizard), Marko Deem, Julian Agnelli, Stuart Campbell, and Simon Haslington. Was it necessary? Right, now off for some more of those fancy French croissants!

nars declared. The British team notched up record scores on Nintendo's Super Mario Brothers, Ocean's Amiga version of New Zealand Story and Sega's poppy old Captain Silver. The lads did creditably on the Amibros conversion of Forgotten Worlds too, and were only stifled by the ST version of London's Turbo Cup, which only Julian had played before (a year ago).

THE RESULTS

Bul took and a following wind were on our side. With stellar performances all round, the team took first place, followed by the French (sponsored by TIT magazine) and then the Spanish team (sponsored by Micromania magazine).

Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for "Best Player of the Tournament" (about 100) had he been (22 at a second) leader in Turbo Cup. Forward look, that leaves him something to set his sights on for next year's competition, which will be held at the ECEB Show (formerly the PC Show) next Autumn!

AROUND THE WORLD OCEAN WINS BATTLE

Ocean, continuing their policy of releasing strong 16 bit software, have just acquired the rights to the sequel to Planet of the Robots, a stunning 3D arcade strategy sim. Called Command Battle Command it's a 3D futuristic tank battle and will be released in March. More news when we have it.

A STUNNA

Donatello have snapped up the rights to two of Alan Taniguchi's hottest new concepts, Gassage From The Planet Of The Robot Monsters and STUN Runner.

Planet Of The Robot Monsters is a hilarious third perspective 3D romp in which you have to travel through a robot infested base and rescue the enslaved humans, while STUN Runner is a fabulous new 3D race 'n' blast game. For more details read the full review in the Arcade Action Megabook.



DR DOOM AND SPACE ACE

Coming soon from Entertainment International are two new licensed products. There's Dr Doom's Revenge, the game of the Marvel cartoon character, in which you control Spiderman and Captain America on their way to defeating the eponymous badde, and Space Ace, the reversion of the lesser disk arcade game that's being programmed by the team behind Dragons Lair. We've already seen a demo and it looks amazing on both ST and Amiga - expect a review next month.



The Seven Gates of

Jambala



ATARI ST



AMIGA



THE SEVEN GATES OF JAMBALA

Escape from the caves of Jambala in this fun-filled jump and run game with stunning graphics and sound.

You will face a labyrinth of caves which not surprisingly hide a host of inhabitants, good and bad, treasures, puzzles, magic spells and many hidden screens.

If you are lucky enough to find all 7 pieces of the missing magic wand and reach the last city you will finally have the chance to escape from the labyrinth.

A fascinating voyage of discovery through an unknown world of fantasy.

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A HEART OF STEEL

STRIDER



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ONE MAN – ONE SWORD – ONE FREE WORLD!

THE RATINGS

When a game is reviewed, we give ratings for five different GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites "blocky"? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound effect is low if the soundtrack or effects are inappreciable.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words... is it worth the money?

PLAYABILITY

This tells you how addictive and enjoyable the game is... the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that might've even appeal to the most ardent fans.

1-14
Light binary average that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's inside player who lives for coin-up conversions, reviews.

PAUL GLANCEY
He loved games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
[3-2-84] In Editor who loves, and taps in his hours.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.

REVIEWS SPECTRUM

ACTION FIGHTER	87
GHOULS 'N' GHOSTS	75
C+VG COIN-UP HIT!	86
STAR WARS TRILOGY	90
TOLKIN TRILOGY	88
CHARIOT RACE	88
WARRIORS	86
STORY SO FAR II	82
STORY SO FAR III	82
THRILLTIME GOLD II	86
THRILLTIME GOLD III	85
THRILLTIME PLATFORM I	85
CHRISTMAS COLLECTION	88
100% DYNAMITE	88
800% ACTION	87
QUESTS 'N' DOUBLES	88
MUHAMMAD FOREVER	84
WARREN	86
SAVANT	87
SOULT	87
WARRIORS OF LIGHT	88
SEPTINE	88
FRANSWERERS	88
NEWGAMES	88
TROOP	88

AMSTRAD

GHOULS 'N' GHOSTS	85
C+VG COIN-UP HIT!	86
STAR WARS TRILOGY	88
TOLKIN TRILOGY	88
CHARIOT RACE	88
WARRIORS	88
STORY SO FAR II	82
STORY SO FAR III	82
THRILLTIME GOLD II	86
THRILLTIME GOLD III	85
THRILLTIME PLATFORM I	85
CHRISTMAS COLLECTION	88
100% DYNAMITE	88

800% ACTION	84
SAVANT	88
SOULT	87
WARRIORS	87

C64	84
TURBO OUTFRONT	82
ACTION FIGHTER	85
C+VG COIN-UP HIT!	86
THE HIT	88
STAR WARS TRILOGY	88
TOLKIN TRILOGY	88
CHARIOT RACE	88
WARRIORS	88
STORY SO FAR II	82
STORY SO FAR III	82
THRILLTIME GOLD II	86
THRILLTIME GOLD III	85
THRILLTIME PLATFORM I	85
CHRISTMAS COLLECTION	88
100% DYNAMITE	88
800% ACTION	87
QUESTS 'N' DOUBLES	88
WARRIORS	88
SAVANT	87
SOULT	87
WARRIORS OF LIGHT	88
SEPTINE	88
FRANSWERERS	88
NEWGAMES	88
TROOP	88

ST	88
GHOSTBUSTERS II	84
DOUBLE SHAKERS	86
CHARACTERS OF BRASS	87
THE HIT	88
ACTION FIGHTER	85
INTERPHASE	70
CURSE OF THE PHARAOH	66
GHOULS 'N' GHOSTS	88
STAR WARS TRILOGY	88
LIGHT FORCE	88



C+VG HIT! REVIEWS

GHOSTBUSTERS II
Amazing graphics and great sound effects from all parts and parts of the RTI game of the film.

TURBO OUTFRONT
Excellent racing action 40-90 Gears' road-racing conversion rates in for a hit!

ROCK 'N' ROLL 84
This original and highly entertaining arcade puzzle game looks great and plays even better.

OMNIGON 88
Impressively intriguing puzzle with countless hours of depth.

INTERPHASE 70
A fantastic combination of shoot-'em-up shooting and puzzle gaming makes this original game a winner.

GHOULS 'N' GHOSTS 76
Grade for action through six levels levels of nightmare in this present grade conversion.

DAMOCLES 106
The sequel to the classic game. Damocles has been a long time coming, but it's well worth the wait!

SWITCHBLADE II 16
Bizarrely unique "samurai" action fighter is "samurai" game from the makers of Risk! Delightful.

HARD DRIVEN
Excellent realistic 3D driving simulation conversion from Simons - check out the HIT review!

WARRIORS	80
STORY SO FAR I	80
STORY SO FAR II	80
I LOVE THE PLATFORM II	80
PRESERVE COLLECTION I	80
DAMOCLES	106
NEWGAMES	110
INTERPHASE	110
MAKO GEMER	110
STAR WARS TRILOGY	110
TROOP	110

AMIGA

ROCK 'N' ROLL	84
ST GEMER	70
STAR WARS TRILOGY	88
LIGHT FORCE	88
WARRIORS	88
WARRIORS	88
STORY SO FAR I	80
STORY SO FAR II	80
PRESERVE COLLECTION I	84
STAR WARRIORS	110
WARRIORS	110
INTERPHASE	110
SWITCHBLADE II	110
MAKO GEMER	110
TROOP	110

PC

DAMOCLES	88
SEGA	
DOUBLE MASTER	128
FORNACE	128

PC ENGINE

BLOODY WOLF	100
-------------	-----

GHOSTBU

Times have been hard for the Ghostbusters. Instead of being treated like heroes after saving New York from the evil of Zoot, they were forced to take the blame for the battle-damaged city and had to disband. Now, four years later they're called out of retirement by a painting of an ancient Egyptian psychic named Vigo in the NY Museum of Modern Art, the presence of something supernatural under the streets of the city and Dana Barrett's baby, Oskar.

Activision's game of the film features three sub-games inspired by scenes from the movie. In the first stage, you have to lower Ray Stantz down a 120m deep shaft on a cable to get a sample from what is, in fact, a river of slime running along the Via Motta underground railroad. As Stantz descends you have to zap attacking spectres, ghostly hands and cable-cutting ghosts, while swinging him left and right to collect three bits of a goop scoop, as well as extra weapon supplies and courage when from ledges on the side of the shaft. The prospect of getting a man on a swinging rope to shoot ghosts coming at him from six directions while collecting extra weapons might sound like a nightmare, but in fact the clever joystick control makes it surprisingly

easy. So easy, in fact, that it's not going to be long before you're heading up the next section.

Having analysed the slime the Ghostbusters have found it sensitive to emotional energy, so they decide the only way to rid the streets of spooks is to use positively charged slime to animate the Statue of Liberty, then rally a crowd of happy New Yorkers behind them and draw power from their positive vibes. This part of the game takes the form of an unusual sideways-scrolling shoot 'em up with this Liberty leading some dinky citizen-spectres on the left of the screen, and swarms of demons and spooks flying on from the right. The statue is ketchy draws a supply of good slime to give their spirit-controlled fireballs which you can use to shoot down the ever-rushing swarms of phantoms. Busted phantoms drop slime to the streets, which a group of your folks have to

BY ACTIVISION

dash out and pick up to top-up the slime tank. The graphics on this bit are superb - try to incredibly detailed ghost sprites which look just like the spooks.

In the movie, 'The shoot' em up action is a little monotonous but it's basically good, understandable fun, and the occasional sight of having one of your fellows pulled up by a slime stream dropped on

▶ Jump the goop.



▶ A New Yorker gets carried off

▶ A Jerry Teller blocks the road.



CLUSTERS II

**C+VG
HIT!**

UPDATE

Expect the usual differences between the 3D and Amiga versions. The 3D bit games should have the same graphics but compressed graphics and sound, and, of course, no speech.

ST £24.99

GRAPHICS 88%

SOUND 85%

VALUE 82%

PLAYABILITY 84%

A great license which puts the movie's action sequences to very good use in three varied and playable levels.

OVERALL 85%

his doom to a right fall.

Finish the stage and you enter the final confrontation. To return to Earth and rule a Nigo's ghost has to enter the body of a baby, and the baby he happens to have chosen is Oscar

Barren. He is cloning power from Oscar who has been placed before his passing by the terrified artist, Janice Potts. You have to abduct the 'Busters' into the galaxy one at a time, then select one of them to look

the baby and hide it, another to do over Janice, and then another two to tap Nigo when he finally awakes. I won't go into any further detail, because the way this section plays is almost identical to the same from the film. Anyone who's seen it will know exactly what to do.

Don't worry if you haven't seen the film, though, as the game leads you through, digitised pics and speech before each sub-game.

I was quite surprised to find that Ghostbusters II was one of the very few games of the film which actually matches the quality of the film. In fact, I was a bit disappointed with the film so I'd go even further than that and say that it is even more enjoyable than watching the movie! The graphics are excellent throughout, the action is accompanied by three neat renditions of the film's soundtrack, and all three games are good fun to play. What else matters?

PAUL GLANCEY



Tap Janice and save the kit.



Barren. You lose...

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Mail Bag



Here he comes. Walking down the street. Getting the funniest looks. From everyone he meets. Hey-hey it's the YOB-ee. And people think he's a-yobbin' around. But he's too busy writing. To be kicking anybody down. If you've got something interesting to say, write to YOB'S MAILBAG, C+VG, 36-32 FARRINGTON LANE, LONDON EC1R 3AU. If your letter is particularly interesting, you could win a special YOB prize!

PRICEY CREDITS

Dear YOB,
I've got straight to the point - has anybody noticed the price of arcade machines lately? For example, I was in an arcade the other week and I was happily playing on Chase HQ and ran out of time. I delved into my trouser pocket and felt around (ooorrrr). To my shock I had run out of money. To be exact I had gone through 20 and I had only been there for half an hour! (And before you start getting ideas it wasn't because I was crap at everything.)
I realise that the sophistication and technology of these machines is very great and they must cost an enormous amount of money, but perhaps the arcade owners could have a system where, when they have a new machine, make people pay

about 50p a go until the machine has paid for itself (twice if they want) and then lower the price to around 20-30p a go. This would certainly please me because I am very poor (and no remarks about the stamp being 2nd class please) and I'm pretty sure it will be easier on everybody else's pockets too.
Yours poorly,
Big Blair Barry, Bostals, N Herts.

YOB: Although your sentiments on machine pricing are sound, unfortunately a thing called money-grabbing capitalism stands between the arcade owner and him pleasing you. After all, given the choice between earning loads of money and pleasing some spootty a**s, I'm sure you'd go for the cash. And as for spending 20 in half an hour, I'm sorry to say and sad to report that you really

must be a pretty rubbish gameplayer.

EVERYBODY NEEDS GOOD NEIGH-BORES

Dear YOB,
If you don't mind, please may I take the offer glee out of Gail Robinson in Neighbours. In the episode on Monday, 24th of July, Gail was playing Frogger on her computer at work. While playing she was pressing buttons at random, and generally taking yanks to get across the road bit. When she did she said to Paul 'I've got to get across the log; I don't think I'll do it'. Paul does it for her in 0.00003 seconds, then both decide to have a contest on the game. Why oh why do people on TV still talk about "those ugly Space Invader machines" and "Pole Position". When will people eventually realise that games have developed drastically and teenagers play games like *Hard Drive'n'* not bloody *Frogger*.
James Oliver, Ruffield, Surrey.
YOB: Too flippin' right. It seems there's mass ignorance about computer games in the generation above us. What really offends me of, though, is that not only does the BBC still waste out crumby old *Jason Minter* at the first available opportunity, but there's no tally program for computer games. After all, it's the ideal media to show off graphics and sound.

And it's a proven fact that playing computer games is the second most popular pastime after watching the telenovelas. *Charon! Four shows please!* *Dance on Four!* programmes (usually four teens from the Lambeth Inner City Dance School doing Swan Lake in Dr Martens accompanied by tons of musicians on duddlinaj - how many people watch that, compared with the potential audience of a decent computer programme? Write in and let your feelings known...

OU EST LA MACHINE?

Dear YOB,
I am writing to you to see if you can help me. It is about two of my all-time favourite arcade games: *Dragon's Lair* which I have not played in 4 years, and *Super Don Quixote*, 2 years. Please could you tell me where in England

I could find these amazing games. I've tried Scarborough, Whitty, Redco, Black pool and Alton Towers, with no luck. Also could you tell me how much they both cost as complete machines and where I can get them from. Michael Palmer, Judders, Cleveland.

YOB: Jazz, arcade game of the western world, reliably informs me that there's a Dragon's Lair machine in one of the arcades in his home town of Southend. As for Super Don Quixote - it's very, very unlikely you'll find one anywhere. And don't even think about buying a laser disk arcade machine - they're very unreliable and are incredibly difficult to maintain.

I SAW...

Dear YOB,
I have developed an incredible technique to create two computers from one! Simply take a good, sharp chainsaw and slice off the disk in your computer in half! Then reassemble and viola - two computers for the price of one!

St Paul, Strensall, Yorks.
YOB: What a great trick! Try it out on your head and see if you get similar results - but make sure you have adult supervision.

DUTCH CHEESE

Dear YOB,
The first part of my letter is about the Dutch jek who calls himself Marco Van Basten from somewhere called DDFC. He writes me he's stupid having big Screen and AGM (which have now been got rid of). However, he is the stupid one because he is a software pirate. And he also claims he's putting them in British shelves. It's completely pointless because all he can do is get caught eventually. So next time he writes send him a few hand grenades and get a technician so when he opens the parcel, the pins are pulled out. KARBON! No more Dutch pirate.

John Steen, Newcastle.
YOB: How apt. As I've always said, computer pirates are the racialist acid marks in the T-Flora of the computer industry.



AN ARTISTE

Dear YOB,
The drawing of the man writing Mail Bag on the wall is so crap. His body is all out of proportion and if he's just writing Mail Bag then why is his pen still on the letter BT? I think I could do a lot better, so I've drawn a man for you to use.

Joan Mainer, Marlborough, Wilt.

YOB: What an artistic genius. Straight from the famous West Cheshire County Primary School of painting. If I'm not mistaken,

WHAT'S BEST?

Dear YOB,
I am hoping to purchase a console in the very near future and would like some advice about the Sega Mega Drive and the PC Engine. Which one is technically superior, and which has better long-term prospects? I am extremely grateful for your help.

Thank you,
YOB: For the answers to all your questions and more, just read the C+VG Complete Guide to Consoles Book, out in the newsagents now priced only 2.95.

CHEAT OR NOT?

Dear YOB,
I am a loyal ST owner and C+VG reader. Recently I was reading the high score page in your brilliant mag and came across the high score for Robocop. Thinking I could beat this I began to play my copy of the blockbuster game. But to my anger I could not beat the high score, not to my own lack of skill but to the conclusion that the per-

son with the high score in question is not talking the truth. (Check! Marco! I hear you say but on my own evidence I have found this to be true. It is impossible to achieve such a score without the use of some sort of cheat. Trying every possible means of beating the score I still came 40,000 points short of Robocop's score on completed game.

Please deal with this person in the appropriate manner. Sam, Belfast.

YOB: The way to get a score that high on Robocop is to cheat as many battles as possible within the time limit. You can get scores that high - you'll just have to practice, matey.

LET'S MAKE LOTS OF MONEY

Dear YOB,
Please can you tell me what I have to do to make a lot of money like a computer wizard.

No name supplied.
YOB: Easy, write a completely brilliant game that sells loads of copies.

NO CHANCE

Dear Yobby-Poo,
Please could you have a quiet word with your palmatee Julian Niguel and talk him into giving me his IPC Engine as I don't feel inclined to fork out the spendsteroids for a brand new one. If you don't I might come round and accidentally snip off his hippy-style hair!

Simon Bailey, Barnetford, Kent.

YOB: Go forth and multiply was Julian's sacred answer.

A XENON STAR

Dear YOB,
On Wednesday 13th, at precisely 5.30, my house was finally at rest. I nervously moved towards the computer to insert the fatal disk. This time, there were no interruptions, this time the Xenons were going to die. As it turned out, everything went exactly to plan. I even had four lives by the time it came to the last and of least guardian. I was cool, confident and collected. Well, John's latest song started loudly in the background and the final confrontation began.

It was a piece of cake, he had no defence against three lasers, bullets that were bigger than my ship, two shields and enough power-ups to supply the National Grid. In fact, my armoury was so big I felt sorry for him.

Well, the reason I'm writing is because I want to see if I am the first person to finish Xenon II. Or if not, how many came before me. Jonathan Khan, Brockbourne, Wilt.

YOB: Sorry to disappoint you, but you're the 1,837th person to finish the game. Make sure you're quicker next time.

Mail Bag

WET NANCY GIRLIE

Dear YOB,
I am a cool rock band high flying guy! And if anybody messes with me I will break their smiles with a pair of Doc Martens, so send me a C-VG T-Shirt or else. Steven Jetson, Liverpool
YOB: Cool? Rock hard? I bet you wear pink slippers with fluffy pom-poms and listen to Brax, you big wet girly nancy.

WRESTLIN' SPEC-TRUM

Dear YOB,
I own a pretty pathetic Specto. But I love wrestling so could you give me a list of wrestling games available for it and how good or bad they are. Are there any plans to convert the coin-op Main Event, as I think it's dead cool.
Hulk Hogan, Shrewsbury

YOB: As far as I know there's no conversions of Main Event coming on any machines. Tough.

PENNY WISE...

Dear YOB,
I went out and bought an arcade yesterday, so it will be a darn sight cheaper than buying at the interior, crap coin-op stores coming out at Christmas!
Mark "The Owner Of A Brand Spanking New Arcade" W. Aston, Kent

YOB: No it won't.

HONORARY TWERPS OF THE MONTH

Dear YOB,
Our company has copied many well known games, like Robocop, Operation

Wolf, Mr. Hell, Last Ninja II, etc. etc. This is all possible, because, at a lack in the Dutch law, by our Research and Copy team has done a great job!

By the way, why did you call our Chairman of the Board, Marco Van Bester MBA, a hero? (C-VG, July 1989?) He isn't pathetic at all!
Prof Dr Roder Gullit MBA, Dutch Piracy Software Federation

YOB: Well, what a right festering little pussule we have here. What annoys me about this sort of person is their immense self-importance. They think they're so ruddy clever, when in fact their mindless antics require the brains of a retarded slug. And I'm afraid that like you, your 'chairman' is a pathetic little twerp - why don't you just go back to help getting and do us all a favour?

IT'S EASY

Dear YOB,
I have one mega-complaint to put to James Pignall. How in Yob's name can he clock up a score of 12,670,000 on Nintendo's Gadius when it only goes up to 9,999,999? Was it just a mistake and you meant 1,267,000? If so I am bloody annoyed as I spent 8 hours clocking up the highest possible score. I had over 90 lives left, only to find that the score returned to zero.
If JA arrived at the score by clocking the top score and then getting another 3,670,000 then this can't really be called 12,670,000 because this cannot be displayed. If you do make a mistake with the score then



please make me the no. 1 slot in the legendary high score table.

Alan Walker, Cheshamford, Dorset

YOB: What a biggin' blo. It's called going round the clock - just because a machine can't register scores of over ten million doesn't mean it's impossible to score over that, does it? It's just a simple case of addition you dummy...

MORE SILIENESS

Dear YOB,
I'd just like to give a subtle nudge off to all those 'My Amiga is better than your ZXII' any day' people who insist on slagging off their nearest rival (ie ST and Amigas, C64s and Spectrums, ZXII's and Acorn Arcors, etc). Don't bother later! There's one computer that really finishes you off (and it's not the Ultra 1,000,000 or 79,000,000 megabytes computer either). It's the DRAGON 32! I bought it way back in 1984 and it's had to be repaired once in five years. Not bad for a John Menzies display model! And don't laugh at me either. Within two years I'd bought a Spectrum and frankly, I don't know why I bothered. Most games I only had about ten) on the Dragon were played

for hours on end, yet on the damn Spacy (and more recently my uncle's ST) I spent more time loading in the game (hour over a hundred) than playing it. (Come on you lot - graphics and sound don't count for everything you know.

Besides, the trouble that Spectrum caused me is NOT worth talking about. The Dragon has used two tape recorders in five years (my Grandad uses it now), the damn Spectrum at least four. Within two months of having it I had to send it back (twice) and after a patchy year I had to be repaired.

To say the Dragon's a tough customer is an understatement. The poor thing's been on for at least ninety weeks out of the last hundred (my Grandad rarely turns it off) and nothing has happened to it yet (the repair was done beforehand). When I look at that poor, labouring beast it drives me so mad to think of all those wonderful 16 bit computers receiving so much unworthy praise. Performance beats looks any day! Richard Peers, Fovels.

YOB: I can't really think of anything to say, as it would be like kicking a poor defenceless blind cripple while he's down.

PLACCY PAGES

Dear YOB,
The other day I was reading your section and I was so busy reading it I accidentally knocked my tea all over my mag. So please please make your section waterproof. Also I think C-VG is cool.
Kieran Ginty, BRFO 140
YOB: My section is boggy great, sleek proof, smudge proof, and your finger doesn't go through when you wipe your ball on it. What more do you want?

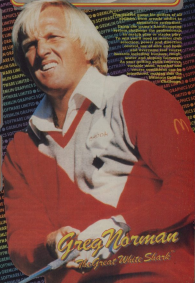
INTERESTING

Dear YOB,
The other day I found a sweetie walk behind the hedge. I discovered it was broken. I discovered it was broken and, after a little clever thinking, remembered that's where I'd been keeping my Ice Block collection. I then deduced, it wasn't a brilliant idea to leave a stick of ligned dynamite in my brother's school bag. I've

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The Great White Shark

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though he'd deliberately killed my pet woodhouse. I got some big tortoise instead. By the way, I got 1,349,000 on Out Run while driving and hugging an old leg. Is this a record? Also I have a tip for your tips section. If you get totally g'm'd out with your computer games, just pour petrol on them and set them alight! Plus an added bonus. It works with any game! Now after that mega tip I have got some questions for you. I have recently bought a PC Engine CD Rom. If I put two slices of white bread in it with a leafy thing would it toast them? Please answer this question because our toasted sandwich maker is broken and we can't afford another one after shelling out nearly 200 for a PC Engine (including the price of the CD Rom). Also, if I spread masabury jam on all my Sega games (preferably Robinsons) can I play them on my PC Engine? The floppy, thanks.

YOB: What a crazy hairy - a couple of luscious virgins short of a good time and no mistake.

YODA AND DARTH STRIKE BACK

Dear Uncle Travelling Mat, Yo Ho-Ho! Merry Christmas to one and all! May your stockings be happy and full like Yoda's! Mind you, it does seem rather odd writing this letter in the middle of a heat wave - just to get it printed for your December issue. We would like to add our support to your strong views on piracy. Pirates cause nothing but trouble (Blackbeard was always a nasty piece of work). We

used to copy Aquarius software for seven people around the world and my friend's dog was captured by the police and subjected to hours of vicious torture. We believe that there would be no piracy if they could see what the police could do to a dog with a pair of oven gloves and a hairdryer.

We think you will be excited to learn that our Space Invaders game has been signed over to Code Masters under the title of Space Invaders Simulator (original, g'n?) and its sales should make us into millionaires (according to David Darling). Richard Darling may look like a total dorky, but after he had seen our game he was quoted as saying "WOW! AMAZING! What a brilliant game! The programmers must have been working on this one for decades! Wonderful! Wonderful! This game features more levels than I have pairs of Y-Fronts (given)!" We think he liked it...

Perhaps we could take this opportunity to thank you for the splendid photograph you saw fit to attach to the front of October's issue. However, Yoda and I think we will need 180 more to cover our Christmas luxury this year (either that or an extremely small turkey). Perhaps you could attach a packet of Flaxo to next month's issue...? So, once again we'll sign off with a whimsical stocking greeting (omg!) "Goodbye!" Darth Vader & Ploof of TAC (The Aquarius Club)

YOB: What per-ance loons, and winks and talking giant bottom-flapping purple leeches that our maids and deats used to go to

Woodstock in. With again soon and make me giggle. Have a special YOB prize of one hundred pounds worth of software for being very entertaining.

NINJA SPOTTING

Dear Yob,
Come, come Grasshopper is what you said in the October issue answering a letter from Paul Halifax. When you say Grasshopper, according to me, you think of China, but Ninjo to comes from Japan and when you say kung-fu as in unarmed combat that is wrong. Unarmed combat in Ninjato is called Yutaiho and sword fighting is Kenjutsu. Ninjutsu splits up into many different skills such as Shinobi which means stealth walking, Bujutsu in which a ninja trains with a stick about 4 feet long. There are many more skills of Ninjutsu and when, in the arcade game Shinobi, when you do ninja mags you are supposed to be doing fuji sai which is not a spectacular feat but a form of meditation in which the ninja makes signs with his hand. Doing this he centres his strength on the meaning of the sign. There are five signs: earth, wind, fire, water

and void. With combinations of these signs the ninja puts himself in different mental modes.

I thought I would also mention that female ninjas are called Kunoichi and use their charms and small knives to their full capabilities. Also Master the Ninja King Oh dear. We're now sunk to the martial arts equivalent of train spotting. Does anyone really give a flying fig whether the spits on screen is doing stunts, karate or chess suary? It's just a game, after all. The subject of kung-fu ninjas karate maysies is now well and truly closed.

I'VE GOT A GAME

Dear YOB,
I've just finished writing a computer game on the C64 and I wonder if there's a company who wants to distribute it. It's got a one or two-player modes, the player and enemy sprites are in 16 colour hi-res mode and it has many levels of super's action and strategy. I hope you can find a good company who are willing to pay a fair price for it. By the way, we're also working on two other games at the moment. Can you help us please.

Mario Van Steen, Pissarenbeek, Holland
YOB: If your game is as good as you say, the best thing to do is make some protected demo disks and send them off to top companies around Europe and see whether they are interested in publishing it. If it really is good, I don't think you'll have any problems getting it snapped up.



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ACTIVISION SEGA

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PLAYMASTERS

It's tips time again, with a load of stuff to help you out on all sorts of games. If you're a decent games player, send your tips to: **C+PS TIPS, C+PS, PRIDEY COURT, 38-32 PARKWAY, DON LANE, LONDON E9 1JAA.** If your stuff is particularly good, you could well win the monthly megaprice of £100 worth of software for your machine! This month Dan Wilson of Bucks is the lucky winner. Next month it could be your turn...



SPECTRUM

ALTERED BEAST

To load any level, plus the end of game screen, simply press down on the whole of the keyboard while the game is in play. That's not Steve Haw of *Blasphem* in the West Midlands.

FORGOTTEN WORLDS

Apart from Steve Haw is this Muffinace pointer for *LOJ Gaid's* fab arcade conversion. To get rid of the enemies enter 30071.0. This game also causes an interesting effect in two-player mode when the 2nd player is carrying a weapon (but doesn't wish to come onto the screen).

NAVY MOVES

If, like us, you find that level one is only too hard and want to play the infinitely superior

arcade adventure on level two, use the code 88722 when prompted to do so.

NEW ZEALAND STORY

Typing **FLURRY** on the title screen gives you infinite lives and, if you press **ENTER** while playing, you jump to the next level. Also, type **FRIL-LIP** on the title screen for mega-livespower.

NINJA MAS-SACRE

Steve Haw has come up trumps again with three level codes for Duppell's budget best 'em up-cum-platform game.

Level 25: **SMOW**
Level 30: **EASY**
Level 35: **BACK**
Level 20: **BLAME**
Level 25: **STAG**
Level 30: **PULL**
Level 35: **BREK**
Level 40: **SHAD**

C64 BLOODWYCH

Chris Tweedle has compiled a useful guide to this prelude to Dungeons & Dragons, which should work on the 16 bit versions as well as the 64.

1. Talk to a monster, ask it if it has anything to sell, and buy whatever it offers. Do the same again and this time buy its food for one gold piece. Do this until you have sufficient level points.

2. Sell surplus armour, weapons, etc. so that you have enough cash with which to buy food and spells.

3. Buy **VITALIZE** spells for each person, as they diminish the sleeping time required after combat.

4. Buy a **COMPASS** spell as you need to know where you are going!

5. Walk down the prices shown on the two tables when you come across. The cheapest prices are what you should offer for anything which you buy from a monster, prior to purchasing food. Offering less is generally a waste of time.

6. You will find a door with a tapestry opposite which reads **"THE KEY OF HVT IS WHAT I'M DYIN'".** This door leads to the towers.

7. The key to said door is the **CHROMATIC KEY**, which is found in a room in the Crypt, accessed through a door on the other side of The Maze.

8. Once you find The Maze, use the reverse spell, as there is a position where you are spun around, so remember before each step to check your bearing. Also, plan your route as it is easy to get trapped by the maze.

parts of The Maze - an accurate map and a waxy eye are required.

9. Once you find a flight of stairs leading down with a tapestry which reads **"WELL, COME BACK"**, use your conjure spell at the bottom of the stairs, as there is a portal at which you evolve through 100 degrees.

10. In the Crypt, find the Chromatic key in a room with a guard. Dragons or spiders make suitable conversationalists! Strike first and ensure you have an escape route.

11. Check all shelves! They may hold important keys - also, look for armour left lying on the floor.

12. While Ghouls are weak while carrying a weapon, they aren't a weapon themselves but they do reduce your armour rating.

SEGA ALTERED BEAST

When the title screen appears, push up and right on the joystick and hold down button two. When you start the game you will find that, instead of having only three energy blocks, you are granted with five.

RAMBO III

If you have one, plug your rapid fire unit into the system and, when your machine gun bullets are all used up, the firing will remain the same!

OUT RUN 3D

Pressing the pause button twice sends you into the sound test.

MY HERO

Jump over the Kite and Bomb Throwers and punish them in the back to gain an extra life.



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SEGA FROM *Virgin*

**"DO ME A FAVOUR...
PLUG ME INTO A SEGA"**

GHOST HOUSE

Korea jumping onto the arrows fired at you and, after a while, you will turn golden and receive invincibility for a short while.

SHINOBI

Push down on the D-button and, when the eyes begin to move on the title screen, press button two. It is now possible to choose missions or sounds.

VIGILANTE

On the title screen, push up and left and hold down either of the fire buttons and SELECT STAGE will appear. Pick your starting level by moving up or down.

AMIGA

KING OF CHICAGO

C-NVD sales for gamers of all ages! And just to prove it, here's a potted solution to Cinemascope's third graphic spectacular, submitted by 41 year old Ricardo Alvarez Lopez from Madrid in sunny Spain.

- Call the Old Man to become boss of the North Side. Explain that the murder was carried out for the people of the South Side.
- Recruit five more men to your gang. If money is tight, decrease either your own or Lotters wages.
- Go for the West Side, heeding Ben's advice and supporting politician Burke.
- Recruit another five men to the gang.
- Go for the East Side, heeding Ben's advice and supporting Burke for City Hall. You now have the North, East and West Sides and a friend in City Hall.
- If you hear rumours of white slavers in your territory, let Ben solve the problem with a single telephone call.
- Attack the South Side with

a bomb. Be accurate, as you have only one opportunity. Enter the house and kill Gino.

- Kill the boss of the South Side - you are now the King Of Chicago!

SHADOW OF THE BEAST

Finding Psychosis' latest masterpiece a tad too tricky? Ronnie Harrington who haunts from the Mirror has the perfect answer to your problems. Insert disk one and what Beast life appears, press the left mouse button and joystick button together and keep them depressed until saved is insert disk two. You are now the great nephew of unlimited lives.

NEW ZEALAND STORY

To follow on from our guide to warg games throughout Tallis' search for his chimp cousins, here's another, this time from G Ingham at Wark. On level 3-4, stand at the entrance to the room in which the giant octopus is located and fire to the right a few times. A warg will appear which, when entered, takes you to the beginning of level 3-1.

SIM CITY

Citizens less than willing to agree to higher taxes? Follow these simple guidelines from Massimo Barbieri of Italy and watch that cash roll into the Treasury. If only Nigel Lawson had taken this advice!

At the beginning of each year, set the tax rate from the Budget window to zero %. Play the usual way until December (or November if the speed is set at High). Go to the Budget window and set the tax rate to maximum (20%). Return to the Editor. When the Budget window pops up in January, reset the tax rate to 0%. The way, the income will always be maximum and the citizens will live happily, believing that they live without taxes!

STARQUAKE

This one's getting on a bit, but it's still one of the most playable 3D screen arcade collect 'em ups on the ST. However, you're finding your self stuck as far as finding passwords are concerned, here's some from Iain Au-Yang of Leicester.

HIND
LUANG
SOLUN
FLIED
BORNO
ROKKA
SOCH
TARBIT
TSDIN
DRING
DIONG
KWANG
DANAO
KALLED

OUT RUN

While driving along the freeway, type in RED BARONET-TA. Pressing T results in



extra time while 3 sends you to the next stage. Thanks for that advice, Seminal Burn of Brighton.

QUADRALIEN

Although we didn't jump through hoops when this one came out, some people obviously thought it good enough to purchase. One of these birds is Iain Au-Yang who has sent in these code-words for the levels:

Level Two: 179961
Level Three: 018655
Level Four: 010169

PACMANIA

After your two credits have been used, wait! When the level selection appears, don't press anything. If you hang on for a while a Continue countdown appears. Press the to continue from where you left off with another two credits.

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GAME TIPS

BATMAN - THE MOVIE

To complement this month's amazing *Batman* of Levels 1 and 5, here is a roundup on how to get the best from the *Batman*, kindly donated by *Vlad Vale* (aka *Chai Fai Wal of De-Gain, Eire*).

SECTIONS 1 AND 5

- Shoot the ladders as soon as they appear on either side of the screen.
- To pass huge gaps and spikes, stand in a position where you can shoot and hack your rope diagonally. Swing past gaps/spikes and press fire when you reach the other side to release rope. Make sure you don't hit the wall or a ledge when swinging.
- To ensure that you don't fall too far when swinging, shoot the rope up and climb down to check that there is a level beneath you. If there is, it's safe to swing.
- Killing Jack Napier is a cinch. Just throw a bat-bang at him while avoiding the bombs he throws at you.
- Killing the Joker is slightly more difficult and needs fast reflexes. When you reach the top of the Cathedral, wait till you see the Joker. Attempt to shoot

him - you will miss. Fire the rope diagonally at him. He slips and falls from the ladder which is suspended from his escape helicopter. Shoot at him while he is falling for a laugh!

SECTION 2

- There is a chance, stay at the side of the road.
- Look at the arrow indicator and, at the same time, keep an eye on the Batmobiles, dodging any oncoming cars.
- As soon as the indicator points up, press fire to hack batrope to lamp post.

SECTION 3

- Try as fast as you can to sort out the elements. If, after a while, you have only identified a couple, pause the game by pressing F5. The music will continue but the countdown will stop. You now have time to sort out the puzzle at your leisure. When you have got

SECTION 4

- Stop a third of the screen from the right.
- Cut ropes as soon as you see them.
- Don't try to cut ropes when the batmobiles are being lowered. Wait until they're free again.

LAST LEVEL



Use *Demolition* when by shooting over trees.

★ - If you need you need to use. Shoot an arrow, use with shot rope on blue walls (good tip)

LEVEL 1



S - STREET ■ - 1-4-5-6-7-8-9 - Two ladders (horizontal) bombs ■ - Two ladders (vertical) ● - Rope cannot be extended more than 2 times

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AMIGA



ST

VENOM II

A lot of people out there have been battling right and day to complete this megastar (again, last gun I know). Players guides have been storming the office, the most impressive of which were sent in by Dan Wilson of Bucks and Danish dude Tommy Theerkildsen. Take it away, lads!

WHAT AND WHEN TO BUY

LEVEL ONE: 1st shop buy Health, Super Machine, 2nd shop sell Rear Shot, buy Double Shot, Side Shot.

LEVEL TWO: 1st shop buy Side Shot, 2nd shop sell Side Shot.

LEVEL THREE: 1st shop buy Health, Rear Shot, 2nd shop sell all Rear Shot, buy Side Shot, Laser, Power-Up.

LEVEL FOUR: 1st shop sell Rear Shot, sell Side Shot. N.B. Try to stick with your best weapon, and end up with 2x Cannons, 2x Lasers and either Side Shot or Rear Shot.

REMEMBER! ALWAYS SPEND YOUR MONEY IN THE SHOPS AS YOU CAN'T TAKE LEFTOVER CASH WITH YOU.

WHAT YOU'RE UP AGAINST

SEAWORMS: Annoying (be easy), Drain Energy when touched.

EYES: Found on Level Two. Very fast - collision is almost inevitable. Usually appear in large groups.

SLUGS: Found on Level Three. In the Maze. Try to shoot them before they fire rocket shots.

BELS: Found on Level Three. Enter the screen regularly, usually from the bottom.

WALL SHAKES: Found on Level Three. Difficult to spot at times. Go below them in order to kill.

DINOSAUR HEADS: Found on Level Four. Similar to Wall Shakes except they don't pop out.



PIRE: Found on Level Four. Similar to Wall Shakes.

HALFWAY AND END MONSTERS

SMALL: Shoot at eyes. Avoid Mines.

ALIEN: Shoot at eyes at either side of top. Scroll back-

wards and shoot centre eye. Avoid mines.

SPODER: Destroy as much as possible. Fly down to face spider and fire continuously. Avoid fireballs.

CRAPFISH: Travels in a figure of eight. Stay below and fire into its face. Avoid claws.

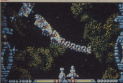
SNAKE: Attacks from left of screen. Circle round, shooting head as it goes in and out of alternate sides.

DRAGON: Shoot the side heads first, then tail, then main head.

HEAD: Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.

TRAK: Use head-seeking missiles.

GRAND SPACESHIP: Shoot all cannons until totally destroyed.



ITEM	COST	COMMENTS
ADVICE	300	ONLY USEFUL AFTER LEVEL ONE
SPEEDUP	500	ESSENTIAL TO SURVIVAL
HALF HEALTH	500	RESTORES HALF YOUR ENERGY
AUTOFIRE	500	ESSENTIAL IF JOYSTICK HASN'T ONE
NASHMAN	800	10 SECONDS OF SHEER HEAVEN
FULL HEALTH	1000	RESTORES ALL ENERGY
REAR SHOT	1000	VERY EFFECTIVE ON LATER LEVELS.
SMALL MINE	1000	USELESS
SALES SHOT	1000	CANNOT BE USED WITH REAR SHOT
ELECTROBALL	1200	TOO SENSITIVE TO CONTROL
POWER UP	2000	DOUBLES SIZE OF BULLETS
LARGER MINE	3000	USELESS
DOUBLE SHOT	3000	RECOMMENDED ON LATER LEVELS
CANNON	4000	EFFECTIVE WHEN USING TWO
DRIVE	4000	WASTE OF MONEY, BUT FUN
MISSILES	4000	WEAK TO START WITH
LASER	4000	AWESOME WHEN TWO OR MORE USED
DRONE	4500	TOO SLOW TO BE EFFECTIVE
FLAMER	5000	EXTREMELY LIMITED RANGE
BOMB	5500	LIMITED RANGE BUT VERY POWERFUL
EXTRA LIFE	6000	SPRINKS FOR ITSELF
HEMERS	6000	FOUR SLOW BUT POWERFUL MISSILES
PROTECTION	6000	DOESN'T DO MUCH
BITMAP SHADES	6000	DARKENS SCREEN-UTTERLY USELESS

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ST

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ALLEN SYNDROME
836,800 Andrew Stamp, Portsmouth, Hants

ALYDING BEAST
475,000 Gary Lewis, London

ARCADE
750,300 Julian Signal, G+HS

ARMAGEDON II
454,000 Neil Evans, Chesham, Gloucestershire

BAM
160,400 Stephen Simpson, Olney

BACHMAN
1,400,000 James Boyd, London

BEYOND THE ICE PALACE
10,000 Stephen Ruggell, Guildford

BLASTERS
7,475,000 Richard Hutton, Harwin, Essex

BUBBLES & BONNIE
5,185,700 Colin Tracey, Colchester

BUSBY BOY
197,000 John Tracey, Colchester

BRADON MILLS
100,000 Neil Daniels, Hovey

BURNIN' TOR
942,500 Melissa Spencer, Red-
ditch, Yorks

EMPIRE STRIKES BACK
100,100 Ian Probst, Puckley

FLINDS BANK
4,383,000 Neil Evans, Chesham,
Hants, Gloucestershire

FORGOTTEN WORLDS
88,000 Timothy Hodges, Peterborough, Cambs

FR
705,100 Niklas Aronsson, Sweden

GAFF WARRIORS
77,500 Craig Gethelander, Stone, Staffordshire

GALAXY ADVENT ARCADE
4,100 Richard Oswald, New-
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LED STORM
800,000 Richard Davis, London

LEWIS TO KILL
40,000 Timothy Hodges, Peterborough, Cambs

NEW ZEALAND STORY
408,787 Stephen Simpson, Olney, Ws Herts

OPERATION WOLF
300,000 Aaron Kramer, Maccles-
field, Cheshire

OUTRAN
14,871,000 Geoff Evans, Ma-

chynell, Dyfed

PAUL AND
2,177,000 A Redfearn, Hudders-
field, Yorkshire

RED HEAT
77,800 Timothy Hodges, Peterborough, Cambs

RETURN OF THE JEDI
120,000 Ian Probst, Puckley

ROCKOP
401,200 Aaron Kramer, Maccles-
field, Cheshire

S-TYPE
503,200 Melissa Spencer, Red-
ditch, Yorks

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2,000,800 Stu, Milton Masbury, Leics

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5,143,100 Neil Key, Sheffield

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447,000 Carl Evans, Wrexham, Flintshire

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607,400 John S, Gants Hill, Essex

TEST DRIVE II
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VENOM II
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007, Surrey

SPECTRUM

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268,000 Colin Bell, Castle Group,
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DOUBLE DRAGON II

BY VIRGIN/MAS-
TERTRONIC

Last year Virgin/Mas-tertronic released conversions of Techno's highly popular coin-op, Double Dragon, and although they sold well, all versions were disappointing. This Christmas sees the same company releasing conversions of the sequel to Double Dragon, the imaginative (so-called) Double Dragon II.

If you don't already know, Double Dragon II is a horizontally scrolling beat-'em-up in which one or two players get the chance to walk into the wrong side of town and do battle with anyone they find there. The reason for all this violence is simple: a group of bad-ies has once again kidnapped your girlfriend (didn't they get the message last time?), so you (and a mate if he's not busy) have to go and rescue her.

The backdrops are suitably ready as the heroes begin their



▲ They appear dead! That's not true!

quest, and within seconds the first gang members leap out from rooftops and attack. These are a pretty meany crew, ranging from car-wrecking madmen and experts and whip-wielding dominos to nine-foot giants. All strange to the heroes and wear down their energy bars - if this happens three times, their

quest is over.

Fortunately the heroes can give as good as they get, and have a range of kicks and punches which can be used to good effect. They can also pick up and use items dropped by badies, such as whips, knives, baseball bats and large bones.

At the end of each level is a

very large bad guy who must be overcome before the heroes can continue, and at the end of the very last level a final boss (bad for head-in and most love can finally prevail).

While Double Dragon II is basically very similar to Double Dragon, the ST conversion is far better than last year's effort. The graphics are almost identical to the coin-op, and the gameplay is very faithful. The two-player mode works very well, adding more fun to the proceedings, and the game is challenging and addictive. It's a shame Virgin/Mas-tertronic didn't get it right last year, but at least there's now a decent computer Double Dragon game that beat 'em-up fans will genuinely enjoy.

JULIAN RIGNALL

UPDATE

Amigo-winning Double Dragon II fans will be pleased to hear that the version for their machines will feature even better graphics and sound than the ST version. We've seen absolutely nothing on the 8-bit version, so check 'em out before buying.



ST	£19.99
GRAPHICS	81%
SOUND	72%
VALUE	76%
PLAYABILITY	83%

An accurate conversion of the popular arcade combat game which beat 'em up fans should relish.

OVERALL 80%

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FOOTBALLER OF THE YEAR 2



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FEATURES

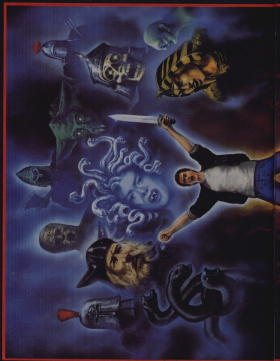
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AVAILABLE ON SPECTRUM AMSTRAD CPC C64 AMIGA ATARI ST

US Gold released their conversion of Sega's hydraulic arcade driving machine, *Outrun*, this time two years ago, and although it sold incredibly well, it was generally considered to be a disappointment.

Two years on and history seems to be repeating itself - for what we have here is a conversion of the sequel to *Outrun*, *Turbo Outrun*. Is it better than the original? Well, read on and find out.

The aim, as in *Outrun*, is straightforward enough in that you've got to race across America in your gleaming red Ferrari, with the sun shining through your shades and your blonde girls sit by your side. This time round, though, you have a race route from New York to Los Angeles, ahead of you instead of a nameless batch of freeways, and the Testarossa in the first game has been swapped for a considerably more powerful (top speed of 333mph) F40. Game two is the ability to choose the road you wish to drive on, to compensate, the number of stages has risen from five to six (each four stages, each containing four stages).

At the end of each state the option is given to customise the F40, making available such extras as a bigger engine, wider tyres and a more powerful turbo boost than the one already fitted. Progress at the steering wheel is essential to completion of the course, as all the other road users will be doing their damndest to prevent you from finishing. Don't be tempted to drive recklessly, however, poor handling could mean your little girlfriend leaving you at the garage in favour of your arch rival - a funky guy with a Porsche 911.

Just about everything from the coin-up has been included in this staggering C64 conversion - manual/automatic gear shift, variable weather conditions, the car bouncing when you hit a log, all the roadside objects... the only thing missing are juggernauts on the road and the massive fire power when you crash the car. But you don't really miss them when the gameplay is this hot and exciting.

The graphics are truly excellent, with fast and very control-



▲ A snowdrift would make this stage easier.

BY US GOLD TURBO OUTRUN

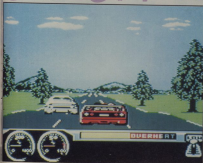




▲ Arrow to left/right, right down to the gearbox select.

▼ ST remains on the starting grid

OUTRUN



UPDATE

The finishing touches are currently being put to the Spectrum, Amstrad, ST and Amiga versions of Turbo, and all should be available by the end of the month.

C64 (9.99)

GRAPHICS 92%

SOUND 94%

VALUE 90%

PLAYABILITY 90%

The speed you need out of the gate you want come together in the most incredible racing game yet seen on the C64. An outstanding conversion which shouldn't be missed.

OVERALL 91%

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you'll find more
are a series, and up
them

ATARI ST £19.99
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Shao Lin, so they say, is a temple of peace somewhere in the wilds of Manchuria where the monks are taught meditation, the spiritual secrets of universal energy fields, and also how to beat the disc also out of your about anyone on the planet.

Now you're sure to be thinking, yeah, yeah, another beat 'em up, but where *Chambers of Shao Lin* differs from every other game of this type is in its six training sessions which let you build your own fighter and build up strengths in particular disciplines. Then you can move on to a four-part quest to do over a dragon.

While some of the tests are just a matter of repeatedly dodging bombs or an opponent with a large staff, there are a few which are quite ingenious. In the Test of Speed, for example, your belly-on-scorpion hero is standing on a platform in a well with two holes in the walls through which gullies of water are flowing. There are two crabs suspended over the holes, but to cut their ropes you need to release the sandbags holding up two axes by tossing them with a steel ball suspended at head height from the ceiling. High kicks get the ball swinging but you time it and you could

CHAMBERS OF Shao Lin

▶ Tap that sucker out!



▶ Dodge the stick in the Test of Speed



end up with it between your eyes. Do well in certain disciplines and you'll be rewarded with mighty strength in the other arenas. If you do particularly badly, you won't be able to perform some of the more exotic moves.

The first part of the mission is made up of four, single screen beat 'em ups, which, as single screen beat 'em ups go, are pretty good. The graphics are smart and the computer combinations are challenging opponents. As I've already mentioned, the moves available are dependent on your success in the discipline rounds, but with a well-earned fighter there is a decent selection of kicks and punches.

The final section is fraught with dangers, in the form of swooping dragons and rolling rocks, which your chap has to duck and jump over.

All the sections are beautifully designed on-screen, and if you watch the backgrounds carefully there's always someone flying a kite or a flag falling off a verandah or something. The sound effects are competent, and if you have a 16MBIT you get some very nice sampled music, as well (SD owners get sound, as well as sound chip-boards).

PAUL GLANCEY

UPDATE

Plans are afoot for Amiga and CD-i versions. A PC version of *Chambers of Shao Lin* is being released by Commodore over in the States, so PC owners will either have to import it, or wait for someone else to distribute it over here.

ST £24.99

GRAPHICS 80%

SOUND 82%

VALUE 82%

PLAYABILITY 79%

Doesn't have the custom playability of SN-4, but the game and character creation elements give *Chambers of Shao Lin* plenty of lasting appeal.

OVERALL 82%



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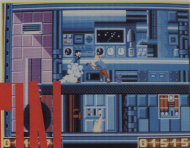
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TEMPLE OF DOOM



BY INFOGRADES

On an isolated missile base deep in the heart of Tibet, Ireland, Europe's top scientists are putting the finishing touches to the world's first moon rocket. On board, the intrepid crew of Tin Tin, his faithful hound Snowy and his charm Captain Haddock, and the Prof steers the in-flight computers, not realising that the dastardly Colonel Borna and his gang of evil henchmen have also joined the lunar party, intent on wrecking the mission in their own devious way. The countdown begins - and so does our continuous hero's debut adventure on home computer.

Colonel Borna and his gang have set about lighting fires and planting bombs in each of the rooms of the rocket. Seeing that something is amiss, Tin Tin and Snowy go to investigate. In a mad dash through five different stages, each with a rapidly decreasing time limit, Tin Tin must ensure that all the bombs are defused, all the fires are extinguished and Colonel Borna is disarmed and no longer poses any threat to the mission.

Once a level is cleared of danger, the scene changes to a third-person perspective 3D view of the rocket, hurtling through space. The aim of the game is to collect eight red en-

ergy orbs, needed to give the ship the necessary boost required to move that bit closer to the moon.

Tin Tin On The Moon opens with a superbly animated sequence of the rocket's launch from Earth, and the high quality presentation is retained throughout. Each of the main characters is instantly recognisable from the cartoon series, both in how they look and the way they charge about the place with reckless abandon. The sound effects are great, too.

However, although every-

thing looks and sounds first class, the game itself is far, far too easy - I got to the last level on my second go, and would probably have completed the game had I persevered for another hour or so. As the majority of the game is split between only two different game styles, the varying appeal is questionable. Saying that, the lack of difficulty and, indeed, the funniness itself, make this an ideal Christmas present for younger gamers, or those of you out there who haven't the time, patience or ability to sit and master a more complex game.

PAUL RAND

UPDATE

Amiga and PC versions are available soon, and will look and play very similarly to this version.

ST	£19.99
GRAPHICS	90%
SOUND	88%
VALUE	74%
PLAYABILITY	77%

An adorable computer rendition of the aptly cartoon character's exploits, but the lack of difficulty makes this more suited to younger players or computer game novices.

OVERALL 79%



▲ Snowy shows off a rude party trick.

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COMPUTER
C+VG
HIT!

BY FIREBIRD ACTION

In the year 2029, things aren't as hunky-dory as people might have hoped. Far from the annihilation of the terrorist threat to appear in the last 20th century, each of the world's national groups have joined together in a bid to wipe out Western democracy and free trading. Oh dear. Sounds like it's time to call for the Action Fighter.

Five missions await completion in Firebird's conversion of Lego's rather obscure arcade game. The player begins by ripping up the road on a sleek, high-powered but vulnerable micro-cycle. Every so often a letter of the alphabet wanders its way

down the screen, beginning with A and ending with F. Once all letters up to D have been collected, the microbike transforms into an armoured car.

During this little ground-based excursion, you're given the chance to drive into the waters of passing Lego trucks, gaining extra weapons, rockets (to shoot down any passing enemy helicopters) and limited immortality in the process. Once the letter F is picked up it's time to transform once more as you shoot off the end of a pier and become a jet fighter, aiming to destroy airborne stackers in a vertically scrolling shoot 'em up. At the end of this stage awaits



▲ Watch out for the chopper! Your target, which you must eradicate before the President is kept from orders.

The coin-up never really took any interest by storm, so why Firebird took on this license beats me. As a game it's quite impressive in its own way, relying on playability rather than gamey power. The Spy Hunter-style gameplay is certainly addictive for a while and the transformation of game styles adds variety. Unfortunately the whole concept is too simple and, even though play is tough, it doesn't really hold your interest for very long.

PAUL RAND

UPDATE

Amiga, PC and CPC versions are on the way. While the Amiga version should resemble the ST game, Amstrad Action Fighter will be a colourful, slightly jankier copy of the Spectrum version.

ST £19.99

GRAPHICS 71%
SOUND 66%
VALUE 69%
PLAYABILITY 78%

A faithful conversion of an obscure, yet enjoyable coin-up. It's fun for a while, but it by no means an essential purchase. Buy it if you're feeling nostalgic.

OVERALL 71%

C64 £9.99

Very disappointing when compared to the other attempts. Crisp graphics, baroque sound and wobbly presentation neither what could have been a fun Spy Hunter clone.

OVERALL 46%

SPEC £9.99

Massive graphics are easy on the eye and sound is as much as can be expected. An admirable conversion which is well suited to the Spectrum.

OVERALL 75%


▼ The weapons truck makes a delivery



FIGHTER

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SEGA

The main character in this game is a mouse-controlled sphere, trapped in a complex of 12 maze-like structures. And guess what? Yeah, that's right, you've got to escape from 'em all.

Although it's a generally simple task to roll around, tapping your feet to the Genesis-style soundtrack (which blares out of the TV speaker as you go), it isn't long before you startle across a highly unstable section of floor. It's possible to lay your axes with which to repair these danger zones, but these implements aren't exactly cheap and you begin without a single penny in your pocket, so it's a good idea to collect the coins left scattered around by previous, less fortunate maze explorers. The coins vary in value, starting from \$1.00, and you must be wise with your dough, only spending it on items which you need, as opposed to wants.

As well as pick axes, you can also spend your limited on bombs (to blow up obnoxious bunnies

and uncover previously hidden sections of walkway), armour (which allows you to smash down blockages found along the way) and parachutes (which stop you falling through holes in the maze). Rays (which also be found) to unlock doors in the maze.

Completing most of the 12 stages is a real challenge, as the scores of fortunes are definitely NOT in your favour and you're allowed only the bare minimum of objects to assist you in the search for each exit. The ball rolls around very realistically and the programmers have got the inertia effect just right.

Backed up by impressive graphics and some great sound-effects, Rock 'n' Roll is a must for everyone who enjoys arcade puzzle games.

PAUL RAND

ROCK 'N' ROLL

BY RAINBOW ARTS



▲ Loads of extras on level 12, but how to get there is a secret.

N'ROLL

**C+VG
HIT!**

CHOICE



AMIGA	(24.99)
GRAPHICS	90%
SOUND	88%
VALUE	87%
PLAYABILITY	90%

Rainbow Arts' most impressive release for a long time. Great graphics, superb sound, infatigably addictive gameplay and the urge to "just finish this level" all come together perfectly in one neat package.

OVERALL 89%

⚠️ Worthless of awards to send you off to rest.

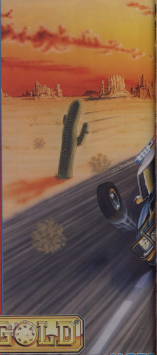
UPDATE

All other versions of Rock 'n' Roll (Amiga ST, C64, Spectrum and Amstrad) are out stock, at a price of 18.99 for ST and 9.99 for all 8 bits except the Spectrum, which will be 8.99.

⚠️ These keys could come in handy...



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**C+VG
HIT!**

ing enjoyment.

The amount and variety of characters throughout the game is huge, ranging from supply drops and mail services to alien control. Bugging life insurance? Most of the characters you meet can be interacted with, lots of them having some rather interesting things to tell you.

Omicron Conspiracy is a very large game which manages to cross the bridge between arcade and adventure brilliantly, ending up with a totally original game which is both highly addictive and very entertaining.

PAUL RAND

OMNICRON CONSPIRACY

BY IMAGE WORKS/FIRST STAR ▶ His Stern Official 2165

As a Powers was just another Aztec Police captain. At least, he was until a particularly pleasant dream was cut short by the buzzing of his WalkPhone, ordering him to report immediately to the Chief's office on Orion. Ace knew that big things were in store for him, after all, no-one below 'Colonel gear' to see the chief unless something's up.

Something is up - and it's big. A drug racket of intergalactic proportions has erupted and the blame rests heavily on the shoulders of the universe's worst scum, the Sarkis. It turns out that one of the Star Police's crack agents had infiltrated a Sarkis narcotics squad, his last transmission revealing that they were about to board one of Orion's cargo ships for reasons unknown. Since then the agent has failed to contact headquarters, so Ace has been put on the case, his duties being to discover what has happened on the vessel, the fate of the agent and, should any-



thing have happened to him, to continue the investigation.

The game has been designed so that although it's possible to visit a lot of the 250-odd different locations in no particular order, play runs along a fairly straight line without the player actually realising, giving scope for stumbling across the odd clue by "chance", greatly enhanc-

UPDATE

Amiga and ST versions of Omicron Conspiracy are on their way and will, at the very least, match the PC version in terms of graphics, sound and gameplay. They should both be considerably cheaper, too.



PC	£34.99
GRAPHICS	77%
SOUND	63%
VALUE	88%
PLAYABILITY	90%

A conspiracy on a universal scale means a lot of hard detective work for a Star Cop (as well as a few lucky breaks) but the feeling of accomplishment with each new level is immense. Make sure the work if you find your chances of cracking the superb adventure.

OVERALL 90%

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SIM CITY

What you should know about the game of the year.



more. Every decision inevitably influences the life of your town. In a special mode, you can view urban statistics, health, fire, and other indicators of your cities. *Sim City* is ranked from the great workbooks of 1989. It won today's pollsters and from the famous business magazine *Fortune* as well as winning unique games which contain 4 game defined categories: 1. *Sim City*, *Sim City*, *Sim City*. With PC's exceptional length of play, it's still simple to play with ease and graphics, without any compromise.



Design and build the city of your dreams. *Sim City* gives you the keys. The rest is up to you.

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INFOGRAAMES



INTER



▲ To get past this security camera



▲ Locate the circuit



▲ BURN!



▲ ...and the way is clear

C+VG HIT!

Interphase is set in a future where nobody watches the telly! Anyone with a spare moment goes for more direct sensory stimulation by plugging their head into a DreamTrack - an electronic recording of all the physical and emotional sensations which accompany various "exciting" experiences.

Chadd is one of the dreamers who actually master these recordings, and he's just found out that his latest track could well destabilise the mind of anyone who plays it. There's only one thing for it - Chadd has to connect his brain to the building's computer and deactivate its security systems, the cameras, pressure pads and floor sensors, while his girlfriend tops up to the top floor of the 15 story DreamTrack Corporation

building, pinches the deadly track and gets out.

As Chadd's brain interfaces the computer it interprets the electronic surroundings as solid shapes on the surface of a multi-level structure of ceilings and floors. Each shape represents a different type of security circuit which Chadd can deactivate with a blast of energy or a flaming missile. These weapons also come in handy for destroying pestering debuggers, which appear as intelligent squawking or frugal unicorns (it's meant to be a dream, remember).

You can play the game just as a 3D shoot 'em up, but getting to the top of the tower and out again requires brains rather than just blasting power.

Chadd is in constant contact with his girlfriend and he can check where she is at any time on a floor blueprint. As she walks the corridors, Chadd has to strategically deactivate security systems so that she can pass through unharmed. Clicking on an object takes it into the Namon, which indicates the direction of the relevant circuit in the 3D network.

It isn't just a question of smashing off everything in her path though. For instance, on

INTER

PHASE

BY IMAGEWORKS

the first floor, you have to leave a particular security camera switched on so that when the gyl passes, it activates a robot which moves out of its room towards the camera. The way the system is moved means that she can just drive past the robot, and then get safely through the room it's just left.

Unless you're a right old Mr Logic, finding each floor's solution is a matter of trial and error, especially the earlier ones which present you with more and more new components to figure out. Luckily, there's a game save option, so you don't have to start from scratch every time you get stuck.

You're not just going to be playing Interphase for its 3D graphics, excellent though they are. It's the combination of 20 levels of intriguing logic puzzles (20 if you count the return journey which, of course, has to be played backwards), and an imaginative 3D chess 'em up which makes it such a winner. In my opinion, it's one of the few ST games which approaches the standard of thinking gameplay set by *Dungeons Master*. And that's about the highest praise I can give.

PAUL GLANCEY

PHASE

ST

REVIEW



▲ Ground floor. Get from reception to the lift.



▲ Pacing between floors means a trip through The Tunnel.



▲ A missile streams towards an attacking ship.



▲ What The sloping on a unicycle for, eh?

ST £24.99

GRAPHICS 84%
SOUND 75%
VALUE 89%
PLAYABILITY 90%

A wonderfully-recursive blend of strategy and on-track action. Supports 3D graphics, hours of interesting gameplay and a cheeky sample from Paul Apple's 'What You Were Here' as part of its action.

OVERALL 89%

AMIGA £24.99

Completely indistinguishable from the ST version. Brilliant.

OVERALL 89%

UPDATE

Expected in very similar PC version at the same price early next year.

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DAY OF THE PHAROAH

BY RAINBOW ARTS

Over 4000 years ago Egypt was a thriving area, and the people lost their Pharaoh. Seth, the God of Evil, ordered rich and powerful people to kill all heirs of the Pharaoh, passing them the throne after doing so. All would have been lost for the Pharaohs were it not for Anisek the Sun God, who whisked one young heir away and hid him with the Fellahs, a tribe of workers who had made their home on the banks of the Nile.

Now it is time for you, as the child, to climb the social ladder from non-very-well-off worker and emerge as rightful heir to the Egyptian throne. With only a few possessions and a ship, given to you by another God, Oshu (an enemy of Seth), you must enter the big, wide



▶ Take the Peqi challenge world and do what must be done.

Success or failure ultimately depends upon your skills at buying and selling in the markets of the towns and cities which you can sail to in the game.

One of three arcade sequen-



▶ Riding the waves, dodging the rocks.

The arcade sequences are also poorly designed, and are either far too easy, or impossibly difficult, making the game frustrating and annoying to play.

Day Of The Pharaoh is an admirable attempt at a Commodore style interactive mouse game, but unfortunately the poor graphics and gameplay make it a very average game.

PAUL RAND

ST £19.99

GRAPHICS 68%
SOUND 63%
VALUE 53%
PLAYABILITY 51%

A very average attempt at a Commodore-style game, mainly relying on a rather poor buy/sell strategy. The arcade sequences are also very unexciting.

OVERALL 58%

AMIGA £34.99

Apart from a few cosmetic differences, the game is exactly the same. There just isn't enough incentive here for your money.

OVERALL 59%



▶ What's she doing...

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▶ Running through the rain in your lads: not recommended



Kidnappings aren't a modern-day thing you know - they used to occur in medieval times too. Then, the abductees were the dead and his disciples. The ransom wasn't a few million in used notes either - the king dem's for sale in this little caper.

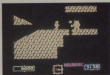
But when the chips are down and things are looking to say the least, dead, something must be done. The hostage in question is none other than the king's not-quite-soon daughter - so it's time to call on Camelot's answer to Rambo, Sir Arthur T Knight, BOD (Rescuer of Demons in Distress).

Arthur must battle his way through the many lands which make up the kingdom, which is now absolutely infested with Satan's creations. Beginning in the court grounds and travelling through forests, castles and similarly dangerous areas, Arthur must complete each section

within the allotted time limit - if not, the enormous creature at the end of each level will rain-slash the place and kill everyone, including old Ar. Beginning with a magic lance which returns to his hand every time it is thrown, our hero can pick up other weapons constantly left behind by the enemy. These include razor-sharp blades, axes and fire-bombs, which can be a great help on some levels but a hindrance to progress on others.

As well as extra weaponry, treasure chests appear from nowhere, some of which contain magic armour with varying powers, including the ability to create a mirror image of its wearer (doubling firepower) and a smart bomb-type effect. Caution is recommended though, as many of the chests contain demons who hurl magic spells, turning the brave knight into an unarmed low-to-the-ground slug

GHO



GHO

BY US GOLD

for a while.

Arthur starts the quest with three lives; if he is hit by a bad die or struck by a weapon he loses his armour and must continue in his nifty white boxer shorts until he finds another suit. However, if he is attacked in his semi-naked state, he loses one of his lives and must go back to the beginning of the level.

Ghost'n'Goblins on the ST is an extremely faithful conversion of the coin-op. Most of the original's features have been retained and, although the graphics aren't pixel perfect, they're easily recognisable. The game itself is as fast frustrating with death knocking on the door almost immediately after play has commenced. Once you want to go further and further into each level though, annoyance



▲ CHANGING



SOULS N' OSTS



**C+VG
HIT!**

▲ Got a nasty tree?

turn into satisfaction with each inch gained. Sound must also be given a mention, the music being some of the best I've heard on the ST for a long time - it's very atmospheric!

Ghosts 'n' Goblins is about as good as anyone could hope for. Practically everything which made the coin-op such a delight to play is in there, right down to the pouring rain on the forest level. Getting your armour rusty has never been so much fun!

PAUL RAND

UPDATE

Amiga and C44 *Ghosts 'n' Goblins* aren't too far behind the others. The Amiga version should look and play much like its ST cousin, and the C44 version promises to be the best of the 8-bit conversions!



ST	£19.99
GRAPHICS	89%
SOUND	87%
VALUE	88%
PLAYABILITY	89%

An accurate conversion of the hit coin-op that's tough, but very addictive. Go for it!

AMSTRAD £9.99

Alexis of colour and loads of playability make up for the shabby appearance in the Amstrad version of *Ghosts 'n' Goblins*, most notably the push-scroll. As with the others though, it's as good a conversion as could be sensibly expected and you can't ask for more than that.

OVERALL 85%

OVERALL 88%

SPEC £9.99

The graphics are a bit on the rocky side, but it's still a beautiful conversion and an excellent game which provides plenty of thrills, lumps and excitement.

OVERALL 85%

◆◆ VIRGIN'S SANTA ◆◆

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CEMINI WING

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discover why!



SHINOBI

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SILKWORM

It's not just Eve after months of negotiation with the Pentagon despite a missive out of Afghanistan, we're still under threat. There's no one left to press the Nuke button so the battle has switched to cyberwar and plans. Non-stop shoot-'em-up arcade action.



CONTINENTAL CIRCUS

Complete in formula car races in Brazil, America, France, Mexico, Germany, Spain and Japan. Race hard, but watch out for other cars. Colliding can be fatal. And do win the prize for fuel and repairs.



GEMINI WING

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NINJA WARRIORS

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Feminine two-player simultaneous martial arts mayhem. Our friends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally inside her. Use whatever weapons you can find to stay alive.



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COMMODORE
£9.95
AMSTRAD

ocean

AMIGA TOP 20

1	(-)	Xenon II	Imageworks	96%
2	(17)	Promised Lands	EA	85%
3	(10)	F18 Combat Pilot	DI	76%
4	(-)	Bloodwych	Mirrosoft	81%
5	(1)	New Zealand Story	Ocean	88%
6	(3)	Populous	EA	94%
7	(2)	Robocop	Ocean	90%
8	(6)	Kick Off	Anco	84%
9	(15)	Falcon Missions	Mirrosoft	93%
10	(4)	Honda RVP	Microware	82%
11	(-)	Falcon	Mirrosoft	93%
12	(-)	Shadow of the Beast	Psygnosis	79%
13	(5)	Test Drive II	Accolade	90%
14	(-)	Passing Shot	Imageworks	88%
15	(8)	Rick Dangerous	Firebird	87%
16	(14)	Indiana Jones	US Gold	81%
17	(16)	Vigilante	US Gold	81%
18	(13)	Lombard RAC Rally	Mandarin	83%
19	(18)	Grand Prix Circuit	Accolade	75%
20	(12)	Forgotten Worlds	US Gold	82%

All test Xenon II is out, and, as everyone predicted, it's hyper-driven straight to the number-one position. Long-awaited role-player Bloodwych is another high climber for Mirrosoft, stepping swiftly into fourth position.

PG'S TIPS

SHADOW OF THE BEAST: Excessive and bland sort of game, but flash graphics and sound are winning a lot of fans. Expect it to climb higher.
BATMAN - THE MOVIE: Out as you read this, and probably at nearly breaking up the chart.
INDY ADVENTURE GAME: At the mercy of the stars (so good), even C-VG's old-hand masters are hooked.

OUTSIDE BET

STUNT CAR RACER: Superb racing simulator just hitting the shelves.

Wow! Action and adventure as three new releases jump straight into the top of the chart. We expected Xenon II's instant rise but it's surprising to see Bloodwych and Promised Lands up there so soon.

PG'S TIPS

BATMAN: Just out and heading on up already, no doubt.
STUNT CAR RACER: Microstyle's 3D stomach-churner of a race game. Great stuff.
INDY ADVENTURE GAME: Lucasfilm's superb adventure game with universal appeal.

OUTSIDE BET

TOWER OF BABEL: Intriguing 3D puzzle game from Microware, which is sure to attract a fair bit of interest.

ATARI ST TOP 20

1	(-)	Xenon II	Mirrosoft	94%
2	(-)	Promised Lands	EA	85%
3	(-)	Bloodwych	Mirrosoft	81%
4	(5)	Falcon Missions	Mirrosoft	88%
5	(1)	New Zealand Story	Ocean	88%
6	(4)	Indiana Jones	US Gold	81%
7	(-)	Populous	EA	94%
8	(7)	Falcon	Mirrosoft	93%
9	(6)	Kick Off	Anco	84%
10	(-)	Passing Shot	Imageworks	81%
11	(-)	TV Sports Football	Mirrosoft	87%
12	(3)	Robocop	Ocean	90%
13	(9)	Forgotten Worlds	US Gold	88%
14	(12)	Out Run	Klaxix	75%
15	(-)	APB	Domark	78%
16	(-)	Rocket Ranger	Mirrosoft	82%
17	(2)	Story So Far	Elite	85%
18	(-)	Blood Money	Psygnosis	84%
19	(-)	Postman Pat	Alternative	89%
20	(14)	Lombard RAC Rally	Mandarin	83%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

ALL FORMATS



▲ Eighteen bumps enough close to make it the floor.



▲ Since it wings out of ignorance of fate.



▲ MiG 28 begins its descent.



▲ It's Batman wings into fourth position.

		GAME	COMPANY
1	(1)	CRAZY CARS	HIT SQUAD
2	(2)	INDIANA JONES	US GOLD
3	(4)	ROBOCOP	OCEAN
4	(-)	BATMAN-MOVIE	OCEAN
5	(6)	YIE AR KUNG FU	HIT SQUAD
6	(3)	GREEN BERET	HIT SQUAD
7	(10)	N ZLAND STORY	OCEAN
8	(15)	BATMAN '88	OCEAN
9	(-)	XENON II	IMAGEWORKS
10	(5)	ENDURO RACER	HIT SQUAD
11	(9)	MIG 28	CODE MASTERS
12	(-)	SPITFIRE 40	ALTERNATIVE
13	(-)	RICK DANGEROUS	MICROPROSE
14	(8)	POSTMAN PAT	ALTERNATIVE
15	(12)	SCOOBY DOO	ENCORE
16	(-)	PASSING SHOT	IMAGEWORKS
17	(-)	VIGILANTE	US GOLD
18	(-)	APB	DOMARK
19	(-)	TOP GUN	HIT SQUAD
20	(13)	DRAGON NINJA	OCEAN

After months of chart domination by budget software, full price games are hitting back. Still, it's a shame about crappy old Crazy Cars holding the number one position, when more deserving titles like - well, just about any of

CHARTS TOP 20

	ANY	SPEC	AMS	C64	ST	AM
QUAD	●	●	●	-	-	
OLD	●	●	●	●	●	
N	●	●	●	●	●	
N	●	●	●	-	-	
QUAD	●	●	●	-	-	
QUAD	●	●	●	-	-	
N	●	●	●	●	●	
N	●	●	●	●	●	
NETWORKS	-	-	-	●	●	
QUAD	●	●	●	-	-	
MSTRS	●	●	●	-	-	
ALTERNATIVE	●	●	●	●	-	
OPROSE	●	●	●	●	●	
ALTERNATIVE	●	●	●	●	●	
RE	●	●	●	-	-	
NETWORKS	●	●	●	●	●	
OLD	●	●	●	●	●	
ARK	●	●	●	●	●	
QUAD	●	●	●	-	-	
N	●	●	●	●	●	

the other games in the chart - are left floundering in the chart's nether regions. It's even pipped the immense new Batman game, but expect the Dark Knight to take the top spot next month, after the superb 16 bit versions have been released.



▲ Body bungee around in second place.



▲ His broadly smile earns Green Beret sixth position.



▲ It's a touch Scooby - won't be at 19 next month.



▲ Passing Shot - surprisingly popular for four weeks.

C64 TOP 20

1	(1)	Crazy Cars	Hit Squad	53%
2	(3)	Pitstop II	Klax	55%
3	(-)	Batman	Ocean	90%
4	(8)	Indiana Jones	US Gold	80%
5	(6)	Robocop	Ocean	84%
6	(11)	New Zealand Story	Ocean	83%
7	(10)	Yie Ar Kung Fu	Hit Squad	79%
8	(9)	Summer Games	Klax	77%
9	(4)	Enduro Racer	Hit Squad	38%
10	(2)	Green Beret	Hit Squad	81%
11	(15)	Batman '88	Ocean	80%
12	(17)	Spitfire 40	Alternative	48%
13	(13)	Double Dragon	Malvern Hill	45%
14	(17)	APB	Domark	65%
15	(14)	Dragon Ninja	Ocean	81%
16	(20)	1945	Encore	67%
17	(-)	Top Gun	Hit Squad	29%
18	(-)	Treble Champions	Challenge	79%
19	(7)	Scooby Doo	Encore	61%
20	(-)	Emlyn's Soccer	Audiogenic	94%

Yeugh! Crazy Cars sits at the top for another month. Surely you could be spending your cash on better gear than this cruddy old jalopy? Hopefully, one of Hit Squad's better releases will displace it by next month.

PG'S TIPS

STUNT CAR RACER: Just as good on the 64 as it is on the 128 - a major contribution to quit usability.

MYTH: Great graphics make the inside adventure something really special.

THE UNTOUCHABLES: Excellent seven-part interpretation of the movie - a bit late in the day though.

OUTSIDE BET

MURDER: One of the best blasts ever for the C64 - at bud get price! It's got to be big!

Spectrum games are struck with Batman, which is good news for Ocean who have all three of their Batgames on the shelves, earning a mint. As usual, budget games dominate.

PG'S TIPS

UNTOUCHABLES: Temic adaptation of the movie, which is bound to go far.

CANOE COM-OP HITS: Superb compilation of five US Gold arcade classics - got to be a fair 'oldfiddlersman' - biased?

TUMBO ESPRIT: Action-patched speed cop game, re-released at a budget price.

OUTSIDE BET

IRON LORD: Ubisoft's gaudy medieval romp, with lots of arcing and adventuring going for it.

SPECTRUM TOP 20

1	(-)	Batman	Ocean	92%
2	(2)	Crazy Cars	Hit Squad	60%
3	(1)	Batman '88	Hit Squad	85%
4	(7)	T I Dozy	Code Mstrs	75%
5	(1)	Indiana Jones	US Gold	81%
6	(8)	Enduro Racer	Hit Squad	87%
7	(11)	Robocop	Ocean	69%
8	(5)	Postman Pat	Alternative	70%
9	(10)	Scooby Doo	Encore	75%
10	(10)	MIG 29	Code Mstrs	35%
11	(4)	Green Beret	Hit Squad	85%
12	(8)	M Carlo Casino	Code Mstrs	77%
13	(-)	Yie Ar Kung Fu	Hit Squad	70%
14	(7)	Daley's Decathlon	Hit Squad	69%
15	(-)	Spitfire 40	Alternative	65%
16	(17)	Pro Powerboat Sim	Code Mstrs	76%
17	(-)	Batman 3D	Hit Squad	82%
18	(-)	New Zealand Story	Ocean	80%
19	(16)	Fast Food	Code Mstrs	59%
20	(-)	Cup Football	D&H Games	72%

THE C+VG STAFF'S CURRENT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), SUPER MONACO GP (ARCADES), INDI ADVENTURE (PC), F-15 STRIKE EAGLE II (PC), EARTHSHAKER (PIN TABLE)

PAUL GLANCEY: FINAL LAP TWIN (PC ENGINE), DRAGON SPIRIT (PC ENGINE), INDI ADVENTURE (ST), INTERPHASE (ST)

PAUL RAND: STUNT CAR RACER (C64), ROCK 'N' ROLL (AMIGA), SHADOW OF THE BEAST (AMIGA), WONDERBOY III (SEGA)

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— SGT. JOE KERRY.

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TINTIN ON THE MOON




"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained consciousness. Everything seems OK, we are now taking over the controls of the rocket." Board the rocket, you will solve with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Barn, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which isn't everybody's idea of fun)? Will you succeed in landing and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé.

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COMPILATIONS

Christmas is just around the corner, and just like every other year, that means it's time for software companies to start wheeling out compilations by the ton. Julian Rignall has been sorting out the bargains...

STAR WARS TRILOGY

CONTENTS:
STAR WARS
EMPIRE STRIKES BACK
RETURN OF THE JEDI

C+VG COIN- OP HITS

CONTENTS:
THUNDERBLADE
BIONIC COMMANDO
ROADBLASTERS
OUTRUN
SPY HUNTER

SPECTRUM £12.99

An excellent all-round how-to-compile box with a real mix of titles ranging from the classic Spy Hunter to last year's Outrun. Thunderblade, Thunderblade and Bionic Commando are both superb.

OVERALL 87%

AMSTRAD £12.99

Round and Square of course, so offer with the classic Spy Hunter is the star of the package in this package range. Not very good to mention. Definitely one for all Cole users.

OVERALL 83%

C64 £12.99

Thunderblade and Outrun are good. Spy Hunter is superb, but the star of the package is Bionic Commando, which sports some brilliant platform action and some amazing sound-effects. If you're a C64 owner who enjoys coin-op conversions, don't miss this bundle of goodies.

OVERALL 87%

THALAMUS: THE HITS

CONTENTS:
SANKION
DELTA
QUEDEX
ARMALYTE
HUNTER'S MOON
HAWKEYE

C64 £12.99

A stunning package of some of the best C64 games ever. Hawkeye is good, Hunter's Moon is a stunning visual and aural experience, Quedex is weird, but very playable, Sankion is superb, but a bit of a poor beast, and Armalyte and Delta are two of the best shoot 'em ups on the C64. And just to make the package even more worthwhile, Delta features the best computer soundtrack ever written, and a fantastic Mix-a-tape music loading system. An absolute must for every C64 owner.

OVERALL 97%

SPECTRUM £12.99

The first two vector graphics Star Wars games are nicely executed, and contain all the features of the original, the third one is a bit of a disappointment. One for the collectors.

OVERALL 78%

AMSTRAD £12.99

The vector games are both excellent variations of the arcade originals, and the fans of the Jedi, although judiciously is colourful and playable. Recommended.

OVERALL 80%

C64 £12.99

The C64 isn't much cop at doing vector graphics, and the versions of Star Wars and Empire Strikes Back suffer as a consequence, with slow frame update making the game jerky to look at and busy to play. The Return of the Jedi is bloody and doesn't really capture the atmosphere of the arcade original.

OVERALL 63%

ST £24.99

Star Wars and Empire Strikes Back are both visually indistinguishable from the arcade versions. Return of the Jedi packs all the features of the coin-op, but is let down by poor graphics and occasionally quirky gameplay. Still, this is a superb package for Star Wars fans.

OVERALL 81%

AMIGA £24.99

Exactly the same criticisms as the ST package - the only difference is the clearer adapted speech on all the games. Star Wars fans shouldn't miss this.

OVERALL 81%

ON CRAZZLY

WINNERS

CONTENTS:
PLASTERBOIDS
THUNDERBLADE
LED STORM
IMPOSSIBLE MISSION II
INDIANA JONES AND
THE TEMPLE OF DOOM
(NOT ON ST AND
AMIGA VERSIONS)

SPECTRUM £12.99

Plasteroids, Impossible Mission II and Thunderblade are great. LED Storm is average and Indiana Jones is simply meh. Overall, this is a decent compilation that offers hours of play.

OVERALL 80%

AMSTRAD £12.99

Again, the only poor game in the compilation is Indiana Jones. Plasteroids and Thunderblade are both great, combined with the other titles, this is a compilation that will keep you amused all Christmas.

OVERALL 81%

C64 £12.99

Impossible Mission II is a classic, while the others, apart from the fantastic Indy game, are good, solid titles offering loads of fun and challenge.

OVERALL 81%

ST £24.99

Apart from LED Storm, which is a bit of a wacky game, the games in this compilation offer a decent mix of hunting and adventuring. Recommended.

OVERALL 78%

AMIGA £24.99

Similar to the ST package, but all the games have improved graphics and sound. Featuring a decent mix of titles, winners is an entertaining compilation of shooting and arcade adventures.

OVERALL 80%

LIGHT FORCE

CONTENTS:
IK+
VOYAGER
BATMAN
R-TYPE

ST £24.99

An interesting mix of titles make this a very tasty package. International Karate + is a fantastic fighting game full of action and utterly addictive. Voyager is a neat and thought-provoking 3D battle game which has plenty of depth. Batman (not the game of the film, but Ocean's game of the comic) is an interesting arcade adventure and R-Type is the belle of the ball, a slightly jerky conversion of even its classic horizontally scrolling arcade shoot 'em up.

OVERALL 84%

AMIGA £24.99

All the games in this compilation feature better graphics and sound than their ST counterparts, making Light Force the best Amiga compilation available at present. Put it on your Christmas list.

OVERALL 87%

DARK FORCE

CONTENTS:
LAST NINJA II
DARK SIDE
BATMAN
R-TYPE

SPECTRUM £12.99

Containing a mixture of shooting, adventuring and fighting, Dark Force is a powerful package of high quality games. Last Ninja II is great. R-Type is one of the best ever Spectrum shoot 'em ups. Batman saves, not the game of the film is bad and Dark Side is an engaging and addictive 3D arcade adventure.

OVERALL 84%

AMSTRAD £12.99

R-Type is a bit wobbly on the Amstrad but Dark Side, Batman and Last Ninja II are all great, making this a great value for money compilation which will keep you glued to your Amstrad.

OVERALL 81%

C64 £12.99

A great compilation, let down only by the slow and rather cumbersome Dark Side. There's a hours and hours of play in this one.

OVERALL 81%

100% DYNAMITE

CONTENTS:
AFTERBURNER
LAST NINJA II
WEC LE MANS
DOUBLE DRAGON

SPECTRUM £14.99

A top name game compilation which doesn't quite live up to expectations. Double Dragon isn't a bit of fun. Afterburner is alright, but gets repetitive and the other two games are very good. Check out other compilations before making a buying decision.

OVERALL 73%

AMSTRAD £14.99

Afterburner is slightly better in this version, but otherwise similar criticisms apply to the Spectrum package - shop around before buying.

OVERALL 75%

C64 £14.99

Afterburner, WEC Le Mans and Double Dragon are all ace, making this very good value for money. Go for Dark Force instead.

OVERALL 51%

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MS-DOS Version: \$49.95 • PC Version: \$49.95
 CD-ROM Version: \$49.95 • PS1 Version: \$49.95

COIN-OP HIT\$™

This is a collection of 100 computer games that are available on all major computer platforms. It features a variety of levels and a special bonus disc with a collection of Michael Jackson's music.

MS-DOS Version: \$49.95 • PC Version: \$49.95
 CD-ROM Version: \$49.95 • PS1 Version: \$49.95

MANIC MANSION™

Manic Mansion is a classic arcade game that has been ported to all major computer platforms. It features a variety of levels and a special bonus disc with a collection of Michael Jackson's music.

MS-DOS Version: \$49.95 • PC Version: \$49.95
 CD-ROM Version: \$49.95 • PS1 Version: \$49.95



COMPILATION

STORY SO FAR I

CONTENTS:
IKARI WARRIORS
BUGGY BOY
BATTLESHIPS
BEYOND THE ICE PALACE

ST £19.99

A fairly good package offering a few hours of solid entertainment. Beyond the Ice Palace is a tough Genesis II Gooties clone. Battleships is a pointless computer version of the paper and pencil game Buggy Boy is a great racing game and Ikari Warriors is a fairly enjoyable one or two player Command & Conquer variant.

OVERALL 72%

AMIGA £19.99

The games are all very similar to the ST versions, so the same criticisms apply. A cheap and reasonable compilation.

OVERALL 72%

STORY SO FAR II

CONTENTS:
SPACE HARRIER
LIVE AND LET DIE
HOPPING MAD
BEYOND THE ICE PALACE
OVERLANDER

SPECTRUM £12.99

None of the titles on this compilation are particularly brilliant, and some of them are getting on a bit. There are better alternatives available at the same price that offer more and far more exciting games.

OVERALL 62%

AMSTRAD £12.99

Nothing really exciting on offer - many of the better games have already been on other compilations. Check out other compilations before shelling out your cash on this.

OVERALL 62%

C64 £12.99

A weak package which suffers the same criticisms as the other two versions. The games might offer a couple of hours entertainment, but you won't come back to them afterwards.

OVERALL 62%

STORY SO FAR III

CONTENTS:
LIVE AND LET DIE
BOMB JACK
THUNDERGATS
SPACE HARRIER

ST £19.99

Space Harrier is the best of an otherwise average collection of games. Live and Let Die is alright for a while, but Thundergats and Bombjack offer only limited entertainment.

OVERALL 60%

AMIGA £19.99

Exactly the same criticisms as the ST package - Space Harrier is good, but the rest of the titles don't offer much in the way of thrills and spills.

OVERALL 61%

STORY SO FAR IV

**QUARTET
WONDERBOY
THE EIDOLON
GHOSTBUSTERS
BACK TO THE FUTURE
ALIENS**

SPECTRUM £12.99

Although there are six games on this compilation, three of them - Quartet, Back to the Future and Ghostbusters - are poor and Wonderboy is only average. The Eidolon and Aliens are great, both combining atmosphere and playability superbly. The latter two games are already available on budget - it might be better to buy them separately and save some money.

OVERALL 60%

AMSTRAD £12.99

The Eidolon is one of the best ever Amstrad games, and Aliens and Ghostbusters are both great. The rest of the games aren't very addictive and won't keep you occupied for more than a few hours. Check to see whether you can buy the three best titles on budget first before paying with your cash.

OVERALL 61%

C64 £12.99

Again, the three best titles, Ghostbusters, The Eidolon and Aliens are already available on budget - the others are all poor.

OVERALL 61%

ON CRAZZLY

EPYX ACTION

CONTENTS:

4X4 OFFROAD RACING
STREET SPORTS BASKETBALL

IMPOSSIBLE MISSION II
CALIFORNIA GAMES
THE GAMES: WINTER EDITION

SPECTRUM £12.99

4X4 and Street Sports are both poor, but the rest of the games are good and offer a varied, long-lasting entertainment.

OVERALL 79%

AMSTRAD £12.99

Same software as the Spectrum version. One if a gem.

OVERALL 80%

C64 £12.99

Again, the two rotten apples are 4X4 and Street Sports - the rest are great fun. Not an essential purchase by any means, but there's plenty of fun on offer.

OVERALL 82%

THRILLTIME PLATINUM I

CONTENTS:

IKARI WARRIORS
BUGGY BOY
BEYOND THE ICE PALACE
HOPPING MAD
OVERLANDER
LIVE AND LET DIE
SPACE HARRIER
GLADIATOR
DRAGON'S LAIR

SPECTRUM £12.99

Plenty of titles on the package, but apart from Buggy Boy, none of them are outstanding. Thundercats, Beyond the Ice Palace and Space Harrier are fun, but Dragon's Lair and Gladiator are down-right awful.

OVERALL 62%

AMSTRAD £12.99

Like the Spectrum version, this compilation has plenty of titles, but only a few are exciting. You'll have fun trying them all out, but as a whole the package doesn't offer much lasting appeal.

OVERALL 63%

C64 £12.99

Buggy Boy, Beyond the Ice Palace and Dragon's Lair are great, but the rest are pretty poor. Fun for a while, but you'll only be playing a few of the games for a long period of time.

OVERALL 64%

THRILLTIME GOLD II

BATTLESHIPS
SABOTEUR
SCOOBY DOO
AIRWOLF
FRANK BRUHO'S BOXING

SPECTRUM £9.99

Well, well, well. Would you believe it. All the titles on this compilation are already available on budget - most of them for two pounds! The best ones to buy are Frank Bruho's and Scooby Doo. Saboteur is alright, but the other two aren't really worth bothering with. Buy them separately and save cash.

OVERALL 52%

AMSTRAD £9.99

Another pointless compilation. Just refer to the Spectrum criticism and you won't go wrong.

OVERALL 53%

C64 £9.99

Yet again, refer to the Spectrum criticism. Buy your titles separately and save your cash for something better.

OVERALL 53%

THRILLTIME PLATINUM II

CONTENTS:

IKARI WARRIORS
BUGGY BOY
SPACE HARRIER
BATTLESHIPS
LIVE AND LET DIE
BOMB JACK
THUNDERCATS
BEYOND THE ICE PALACE

ST £24.99

A veritable bargain, with eight titles for only twenty five quid! Buggy Boy, Beyond the Ice Palace, Space Harrier and Ikari Warriors are all fun, but the others range from average to poor. Still, at that price you can't complain - and there's certainly hours of fun to be had with this.

OVERALL 83%

AMIGA £24.99

Again, a bargain pack featuring a wide variety of games and plenty of entertainment. A great compilation that should keep you happy all through Christmas and well into the New Year.

OVERALL 83%

COMPILATION CRAZZY

THRILLTIME

GOLD I

CONTENTS:
PAPERBOY
GHOSTS 'N' GOBLINS
BOMB JACK
TURBO ESPRIT
BATTY

SPECTRUM £9.99

All the titles on this compilation are available on budget. If you like all the games - and Bombjack, Turbo Esprit and Ghosts 'n' Goblins are particularly good - it might be worth buying this. Otherwise buy your favourites separately.

OVERALL 63%

AMSTRAD £9.99

Exactly the same collection as the Spectrum version. If you like 'em all, you could save three pounds by buying this package. If you don't, pick up your favourites on budget for less (and Turbo Esprit, Bombjack) and three great titles, Paperboy, Ghosts 'n' Goblins.

OVERALL 63%

C64 £9.99

Surprise, surprise! The same collection again. This time, though, Batty and Ghosts 'n' Goblins are definitely worth buying separately. The rest aren't much use - and don't bother with Turbo Esprit. It's complete rubbish.

OVERALL 60%

CHRISTMAS COLLECTION

CONTENTS:
URIDIUM
CYBERNOID II
HYDROFOOL
(SPECTRUM ONLY)
LIGHT FORCE
ELIMINATOR
EXOLON
SANXION (C64 ONLY)

SPECTRUM £12.99

A busy port-pour of golden odds and new titles, none of which are bad. Hydrofool is a great 3D forced perspective arcade adventure. Eliminator is an interesting racing game-cum-shooter, while all the rest are extremely polished and playable shoot 'em ups. Highly recommended.

OVERALL 86%

AMSTRAD £12.99

The same collection (or should that be compilation) as the Spectrum version. The Christmas Collection offers value of highly enjoyable computer entertainment - check it out!

OVERALL 88%

C64 £12.99

Sanxion has been included instead of Hydrofool, making this a shoot 'em up only package - which isn't a bad thing if you're an arcade blazer. There's literally weeks and weeks of fun to be had with this one.

OVERALL 86%

TOLKIEN TRILOGY

CONTENTS:
THE HOBBIT
LORD OF THE RINGS
SHADOWS OF MORDOR

SPECTRUM £12.99

The Hobbit is a classic adventure game, and although it's nearly six years old, it's still challenging and addictive. Lord of the Rings is a similar, but larger game which comes in three parts and features multi-character control. Shadows of Mordor is relatively new, and is a complex RPG-style adventure. The Tolkien Trilogy is a brilliant package for adventure fans, and is highly recommended.

OVERALL 85%

AMSTRAD £12.99

All the versions play identically to the Spectrum games, but the graphics are far more colourful, and where relevant the sound is better. Look out for The Tolkien Trilogy - it'll keep you engrossed for months!

OVERALL 86%

C64 £12.99

Once again, exactly the same gameplay as the other versions, but with even better graphics and sound. If you're a C64 adventurer, check this one out!

OVERALL 88%

PREMIERE COLLECTION II

**ELIMINATOR
CUSTODIAN
MERCENARY
BACKLASH**

ST £24.99

Backlash is an enjoyable, but ultimately dull, while the best 3D shoot 'em up. Eliminator is a relevant 3D futuristic blasting racing game. Custodian is pretty poor, and Mercenary is a superb, appealing fast-paced 3D arcade adventure. Overall a nice variable package.

OVERALL 70%

AMIGA £24.99

Same collection, really. Mercenary and Eliminator are both great, but the other two games in the package don't. Take it or leave it.

OVERALL 70%

**GIANTS
OUTRUN
GAUNTLET II
1943
STREET FIGHTER**

AMIGA £24.99

Dauntler II is the star of the show, combining slick and addictive gameplay with great graphics and sound, but the others on the package aren't so hot. Street Fighter is the worst fighting game available on the Amiga - it's truly dire. Outrun is an average port-out from the Amiga's ST version and 1943 is a fairly average vertically-scrolling shoot 'em up. Only Dauntler II offers more than a couple of hours entertainment.

OVERALL 65%

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BUDGET

MUTANT FORTRESS PLAYERS

A hard-meaty team go first in some ways in the top league. To you can guess how hard he feels when a gang of mutants make off with his beloved sighted, whether (aggressive). Beginning in a dark forest (as deep as lot of games of late) it's hard to see a plenty in a horrendously scrolling screen to re-assert your beloved who to ensure your beloved who to.

Zombies must be re-killed, mutants must be plucked with your limited supply of bullets, and dinosaurs need returning to the forest which they emerge from. With only one life, keep a close eye on your energy level, picking up the first aid kits along the way, as well as extra weapons and handy armour.

Most Fortress rates in comparison with the horde of re-issues currently flooding the market, especially Ghost 'n' Goblins which is likely to be derived from. Control of first is enjoying being unable to care in the air when a bubble is on your back, and precision is spare. If you're after a game like this, try the more enjoyable and less expensive Ghost 'n' Goblins instead.

SPEC £2.99

Crude graphics and unimpressive gameplay make this a very average budget game.

OVERALL 53%



PAPERBOY ENCORE

Jump on your BMX bike and pedal up the screen at your best-selling paper round, avoiding hazards including burglars, drunk, anti-dep, radio-controlled cars, speeding traffic and railway spine tests. Each of your subscribers must have their paper delivered - if they don't get it, they'll stop their order. Annoy non-subscribers (and receive valuable bonus points) for smashing their windows and ge-

den errandsmen with a delivery-burled newspaper. At the end of each day, tally your earnings and a BMX game course where you can rack up the points by shoving spore newspapers at the park-side targets. Don't worry if you run out of papers though, more bundles are available at regular intervals.

We loved Paperboy when it first arrived, we were marginally impressed when the Commodore game arrived and now we're jumping for joy at its new £1.99 price tag. As playable as



C64 £1.99

Paperboy on the C64 wasn't the best Commodore in the world first time around and, unlike a good Xbox port, it hasn't improved with age. Sprites are blurry and disproportionate, in-game music is more of a nuisance than a tune and the old bug never lets up. Head, Suitable fodder for unimpressed Paperboy junkies only.

that, with clear, albeit monochrome, graphics and terrific gameplay, if you missed the game first time round, snap it up now - you never know, it may even improve your paper-throwing skills.

SPEC £1.99

As enjoyable as it was when it first hit the streets and, at £1.99, it should warm your heart after you've finished a cold paper round.

OVERALL 53%

OVERALL 83%

HYPER-SPORTS HIT SQUAD

Enter the HyperSports Championship and take part in the six events of Swimming, City Racing (or Buses), Shooting, the Yacking Horse Archery, Trips Jump and Weight Lifting. A combination of unrelentingly snarky waggling and post-perfect control need to be utilised to get the player through all of the disciplines. Most of the events allow three goes to equal or beat the qualifying time or score, the third unsuccessful attempt means disqualification from the championship.

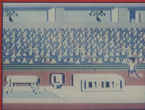
Even though the game is so

C64 £2.99

A bit far from the past which upstages many of its less-wrinkly competitors, if multi-event sports fans are kept in your focus, don't pass up the chance of getting HyperSports.

OVERALL 90%

old that it's badly in need of a shove, HyperSports refuses to give up its claim to be one of the most enjoyable arcade sports games on the C64. Some of the events are looking a little dated now, but the enjoyment is still there. A wrap at three goes!



RAMPAGE HIT SQUAD

A division's celebration of the quite three-player carnage, which sees the players in either King Kong, Godzilla or Wolfman, each fifty feet tall, rampage on Ocean's border label with hopes of making the reputation for one of the many cities which must be levelled throughout the game. To ramp up the progress of the mutant monsters and the good of Full Army after coming on missions, armed with machine guns, rockets and telegraph's, with the intent of wiping out your enemy (displayed by a bar at the top of the screen) and turning you back into a wacky

C64 £2.99

Full-colour graphics do not compensate for the sub-standard control apparatus in this version. Definitely one to have a look at before long.

OVERALL 62%

funnel.

Rampage is as close a conversion as anyone could possibly hope to achieve on the Spectrum. The three-player option has been thoughtfully retained, and the monochrome graphics capture the spirit of the original.

SOLDIER OF LIGHT RAD

Released on The Edge's low-budget label, Soldier Of Light is the computer version of the cult Taito coin-op, originally called Nam's Dream. Working for the Federation you, as Spacecopier Nam, must get on the orders of Galactic High Command and rid the galaxy of a brogue of rampaging alien types. Each planet must be tackled one at a time and, with only a single shot laser cannon for protection, you have a tough task on your hands. Collecting strategically placed weapons puts bonus your firepower, making life somewhat easier the further you go. Once a planet is cleared of enemies the action switches to an intergalactic dog-fight as you, in your fighter ship, fly to the next area.

While the game itself is an enjoyable arcade romp with lots going on, Soldier Of Light only vaguely resembles the original arcade machine in presentation. No more than cover-ups aesthetically, it's best to think of Soldier Of Light as one of the better budget games around, as opposed to one of the better coin-op conversions. Worth checking out if fun without frills appeals to you.

SPEC £1.99

Again, it's fun itself, but without any graphics or sound niceties. A wacko oddity and people who don't know what to blow their last few pounds on should be well pleased.

OVERALL 77%



SPEC £2.99

An excellent conversion, fun for people who can't get enough of the arcade game. Others may not be so ecstatic about it, though.

OVERALL 71%

AMSTRAD £2.99

Similar gameplay to the Spectrum game, with the presentation of the C64. The best of the three but still a game to try out first.

OVERALL 74%

C64 £1.99

An extremely unimpressive conversion which, despite its cheerfulness, still provides a challenge for fans of the coin-op.

OVERALL 77%

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OUT RUN™ "Take the wheel of a Ferrari Testarossa and test your driving skills on some of the meanest roads this side of the M2V. And there's no speed limit..."



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Reviewed by Julian Rignall
Editor of C & VG.

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BUDGET

GHOSTS 'N' GOBLINS ENCORE

A bonus for Snigs, take an extra word that the Devil can hurt as in your quest to rescue a fair maiden in distress. Beginning in a dark, zombie-infested graveyard you start the way with your attackers, rime leaders, jump-gaping demons, pick up new armour when you lose yours and generally survive all the way to the last level, where it's a quite one-two with Lucifer before you get the gal.

Ghost 'n' Goblins top list score of it's appeal after all this time - it's still one of the most impressive arcade conversions ever on the systems. Colour wash team its ugly head now and again, but that it is no more detrimental to play. The sequel to Ghosts 'n' Goblins, Ghosts 'n' Goblins 2, is out soon - what better way to prepare yourself for a than to practice with this?

C64 £1.99

The 84's enhancements, presentation-wise, make this a superb conversion. Don't miss it.

OVERALL 90%



SPEC £1.99

Amaze back and play of premier quality - top list as well as Ghosts 'n' Goblins and complete the set!

OVERALL 88%

SHORT CIRCUIT HIT SQUAD

Number Five is alive! But not for very long if the subscribers get to him first in this budget incarnation of Ocean's game-of-the-film. A two-person, food one was Number Five trying to break out of the Nova Robotics factory where he was a scientist, solving puzzles using his in-built devices and newly acquired intelligence, before he's alive.

AMSTRAD £2.99

Colourful sprites and backdrops have a realistic, detailed sheen to them, and the music is as good as you can expect from the Amstrad. The game's like some, though.

OVERALL 62%

down by the focus engineers. Part Two is a straightforward horizontally-scrolling shoot 'em up, blasting the badies with your laser and jumping over innocent, unoffended creatures.

While the first section of the game is a reasonably addictive arcade adventure, part two is much less difficult, requiring absolutely precise timing to avoid the many animals which get in your way. Number Five is really made from the movie, but the game itself makes little attempt to stick to the plot. The music is jolly, though.

SPEC £2.99

The gameplay is almost identical, but movie-theme graphics look crisper and add to the atmosphere.

OVERALL 64%

C64 £2.99

A movie-to-game film title becomes a fairly playable budget game until you reach food two. It looks and sounds okay, but there's not much game to play...

OVERALL 62%

THUNDERCATS ENCORE

Thundercats is a horizontally-scrolling, kick 'n' play sports-as-you-become Lion-O in a multi-level path through New Earth, bumping off Huno-Ba's Male Men by the score and collecting extra weaponry, points and lives as you go. After every

few levels the chance is given to rescue a member of the Thundercats team which, should you be successful, results in a massive points bonus.

What makes a game such as this an action, and Thundercats a leader with the staff. Backed attack you almost non-stop, and it's important to be on your toes at all times if you want to stay in the piece. Although mostly monochromatic, colour is used when it will not interfere with the gameplay, bringing up intricate presentation no end, as do the effective backdrops and neatly animated character sprites. Thundercats is a challenging shoot 'em up.

at all times if you want to stay in the piece. Although mostly monochromatic, colour is used when it will not interfere with the gameplay, bringing up intricate presentation no end, as do the effective backdrops and neatly animated character sprites. Thundercats is a challenging shoot 'em up.

C64 £1.99

Slight differences in gameplay, obvious graphical tweaks and sensible use of colour make this a great shoot 'em down.

OVERALL 87%



SPEC £1.99

Cheap and cheerful arcade fun of the first order.

OVERALL 85%

GLOBAL WARMING? - RUBBISH

THE NEXT ICE AGE STARTS IN 2 MONTHS

Imagine a 30 Kilometre meteor smashing into the Earth. Imagine a new Ice Age. The Earth, frozen and frozen, picks its last island oasis. This last refuge is threatened by ruthless invaders. The history of the island, charts and maps of your 80,000 square mile refuge and a 32 strong band of defenders in years. The first shot has been fired and time is not on your side.

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- CONTROL A FORCE OVER 32 MEN
- A 3D TERRAIN NEVER BEFORE SEEN HOME COMPUTER
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WHEN THE LEVELS OF DIAMOND DUST IN THE ATMOSPHERE REACH A CRITICAL LEVEL, THE RESULT IS ...

**A BLEND OF DEEP DEEP STRATEGY & ACTION
THAT ONLY HAPPENS ONCE IN EVERY 500m YEARS.**



MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

A close-up photograph of a hand holding a joystick. The joystick is black with a silver-colored top. It is mounted on a red, textured plastic base. The background is dark, making the red base and the hand stand out. The overall composition is dynamic and emphasizes the tactile nature of the device.

QuickShot
JOYSTICKS

**ONE THING
MAKES THEM BETTER THAN
THE REST....**

Performance

FIRST CONTACT

FIRST CONTACT... A MEETING OF SPECIES
— BUT NO MEETING OF MINDS.

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Marketed in prosperity, unanticipated and therefore militarily weak, yet through technical superiority has spiraled throughout the galaxy. The unthinkable has happened — thousands of alien alien vessels are now being launched through the occupied quadrants of the galaxy. The first violation has occurred. Alien forces penetrate the station #14 vital to human inter-galactic communication. Your cunning and ingenuity in controlling and programming the maintenance situation the station is the last hope of mankind.

- Strategic gameplay giving months of enjoyment.
- Fast paced action.
- Superb graphics.
- Immersive play areas with laser decks and entire alien vessel.
- Attention to detail gives total enjoyment.
- Choice of action orientated or deep strategic play.

...ANOTHER GAMESBY CLASSIC



IN-BETWEEN SCREENS (MAY 1988)



MASTERS OF STRATEGY

HAAAIII-YAAA!!!

WIN A COPY OF CHAMBERS OF SHAO LIN
AND A BRAND SPANKING NEW ST TO PLAY IT

Hon'able software merchants at Grandslam think their new game, Chambers of Shaolin is the bee's knees, if not the dragon's forehead when it comes to in-depth computer beat 'em up technology. In fact, they're so sure of themselves that they've prepared to prove it to one ultra-fortunate C+WG reader.

Unfortunately, this game is so amazingly hot that we could only get hold of one Atari ST copy to give away... But in case you haven't got an ST, Grandslam decided to throw one of those in as well. Not bad, eh?



Winning these goodies is all down to your creative ability, so no hard questions about "How long is the Great Wall of China in furlongs?" or "What was the name of Charlie Chan's number two son's number three girlfriend?".

No.

Instead, we want you to design the ultimate martial artist - a Ninja with jet-powered shurikens, a Kung Fu master with spiked espadrilles, that sort of thing. The more outlandish the gear, the better.

Put your design on paper in the form of a sketch or painting (don't worry if you can't draw - it's ideas we're after), then bung it in an envelope with your name and address, then send it to... THE INSCRUTABLE SLASH 'N' BASH COMP, C+WG, PRUDY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

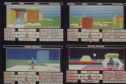
The closing date is January 3rd 1986, so you've got the entire Christmas holidays in which to complete your masterpiece...



OUT OF THIS WORLD

TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the constructors of your own series of towers, platforms and lifts. Attempt to test your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle - Tower of Babel is a whole new concept in strategy gaming.



WEIRD DREAMS

A RIDE ALONG THE ROCKY ROAD OF SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ABSORBERS.

Imagine yourself in a world full of nightmares with Tall-Grass creatures & riled eating eyes. Picture yourself in an upside-down landscape. Here is a weird dream & wandering what the...

"Weird Dreams is stunning. It's one of the most bizarre concepts yet seen on a computer being more of an experience than a game".

MASTERS OF STRATEGY
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MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

DAMOOCLES

BY NOVAGEN

106

▶ ST



Two years is a long time in anyone's life, let alone a software publisher's. You can do a lot of things in two years: things which were illegal then could be perfectly appropriate now, for example. Or you could start to write a sequel to your best-selling classic, stop half-way through to produce a parallel sequel to another one of your classics, and then carry on from where you left off.

What's a ready-made Newsgen? Paul Winkler did. It's been a long time coming, but Damocles is the follow-up to what was the ultimate adventure game. Mercenary is fast, bigger, better and considerably meaner.

Damocles carries on from where you left off in Mercenary. Remember? You were heading for the Gamma system when you were forced to crash-land on Targ and subsequently had to acquire an interstellar craft and escape with up to 10 objects and as much money as possible.

Arriving in the Gamma system and landing on the planet Eris, you find that the comet Damocles is due to collide here in a few hours time - and you are the only one capable of stopping it.

Damocles gameplay is similar to its predecessor's, only this time around the hundreds of objects dotted around not only have financial value, but a use - for example, an assortment of tools lying around could have

variable repair qualities. Then there's a camera, complete with film, which can be used to record events at your leisure. Explosives also play a major part. One obvious solution to your plight would be to blow up the comet, and no doubt a few buildings or planets along the way.

Your only help is your ship's computer, a ninth generation PC by the name of Benson. He's a guide and mentor who's notaverse to the occasional dry quip amidst his helpful banter which scrolls across the top of the panel below the play area.

Moving around the Gamma system is straightforward enough, allowing you to concentrate on the task in hand. There are no maps, no undercarriage and no complicated instrumentation to worry about. The panel below the play area shows, to the left, temperature, speed, altitude and coordinates for navigation purposes, while on the right there's time remaining, cash remaining and a view window window in the corner. Whereas in Mercenary you could only drop the last object taken, here you can select the object you wish to drop or use and it's shown in the window in the corner - the panel so you know what you are dealing with.

The Gamma system is similar to our own, containing a sun, nine planets, 18 moons and thousands of stars - all 'mapped' onto a heavenly backdrop (by, coincidentally, means you can see



▲ A piece of wreckage? The more obvious star constellations for navigation purposes. Each planet has its own day and night cycles, and even your pass - only you don't have time to sit



▲ The Gamma system.

DAMMOCKLE

107



Voyager must be busy. Landing on a planet you can watch planes take and run races, or getting back to the task in hand - explore building complexes, road networks (complete with tunnels) and underground masses found in most of the cities. Most objects are found in rooms in the buildings or masses, but some are only available from the trading post.

The more energetic player may enjoy walking or running around, but for the unworldly others among us there are 28 different vehicles to be discovered. Not all of them are capable of space flight - the helicopter and tank for example - oh, and the skateboard, which is only worth using when you get really desperate!

Anyone familiar with Hologram's Planetary will appreciate the virtual total freedom available to the player in DammoCKLE as the two play very similarly - only DammoCKLE is considerably larger and no-less absorbing because of it. Fluid solid 3D graphics generate a visually believable environment which is a joy to explore, and the unique feeling of being there is exemplary. There are dozens of 'near bits' to discover along the way and plenty of bonuses a city offers to bring a smile to even the most jaded adventurer's face. It's not surprising DammoCKLE took two years to produce - it will probably take at least another two years to complete it every which way possible!

BRIAN NESBITT

ST	£19.99
----	--------

GRAPHICS	98%
SOUND	77%
VALUE	93%
PLAYABILITY	96%

If you thought flying around in Hologram's it was good, wait 'til you get a load of this. DammoCKLE is an experience to behold - and one not to be missed.

OVERALL	95%
---------	-----

UPDATE

Sorry, B&B users, versions for your machines are out of the question. Most has yet to begin an Amiga conversion, but expect to play a very similar game in a month or so for the same price as ST DammoCKLE. The news is also good for PC people, who didn't get to sample the delights of Planetary the first time around. The CGA, EGA and VGA conversions of DammoCKLE are being carried out by Paul Winkler and should see the light of ship toward the middle of next year. A price has yet to be fixed, and depending on the product's success, a PC version of Planetary could follow.

around and watch! That said, it's easy to get bogged in the planetary frivolousness, and you can begin to appreciate what the breath-taking view looks

... is the new adventure!



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▲ Search out for the gunman

1993 is a dirty era in world history, with drugs, prostitution and similar unsavory practices more rife than ever. Look on the bright side though, at least there's only one man controlling the lot. Soggy is, the little in charge is President Bangler, who has the police and armed forces, as well as the entire criminal underworld in his grasp. All though he has crushed almost every uprising against him and his government, one rebel organization, led by Mull, continues the struggle against the vile ruler's despicable acts. A plan draws up to infiltrate the dictator's ranks, with the intention of assassinating Bangler, using two state-of-the-art robots, the Ninja Warriors.

So deadly areas stand between the druids and Bangler, and these must be cleared of hostile forces before the President can be reached. In a-lypse has informed Bangler of the threat to his life however, well extra troops have been drafted in to each area, with a super-strong guardian at the end of each one to ensure the quick demise of the robots.

Disposed to knife-wielding shuriken-throwing ninja, the druids can withstand only a limited number of hits before they explode into shards of metal. And if that isn't enough, a self-destruct device has also been built into the robots, destroying them should they fail to com-

plete each level within the given time limit.

Ninja Warriors began as one of those ultra-energetic triple-monitor run-ups, and the elongated look of the arcade machine has been represented surprisingly well on the ST, the overall playing area being compressed into the middle third of the screen. Although this means a reduction in the size of the graphics, everything still looks remarkably similar to the original, especially the robots which lose parts of their skin when hit by

NINJA

BY VIRGIN SALES CURVE

WARRI

bombs and bullets, uncovering their metallic frames underneath. Animation of all the sprites is first class, with a charming little spurt of blood when enemy soldiers are decimated by a shuriken. Sound is also a delight, using a combination of crisp samples and bug-standard (but still very pleasurable to the ear) ST music throughout to great effect.

The simultaneous two-player option of the coin-op has been retained for the computer game, and rightly so. Ninja War-

▼ Taking on the hordes solo is tough



▼ Dodge the cyber-humitbork!



NINJA WARRIORS



A standard video tape costs £14.99.

UPDATE

Can *Ninja Warriors* be coming soon, and also use it this screen to give a coin-up feel. Should be worth looking out for.

ST £19.99

GRAPHICS 87%

SOUND 85%

VALUE 84%

PLAYABILITY 88%

Ninja Warriors has transferred from coin-up to computer extraordinarily well. The graphics are small, but well-defined, and a novel loader ensures a wide variety of obstacles throughout. Play it tough, but it's a conversion that looks '93 ahead: yours will relish.

OVERALL 85%

AMIGA £24.99

Better scrolling, better sound and better sprite definition than the ST make this a winner all the way. *Ninja Warriors* is one of the best buys '93 up available on the Amiga at the moment - check it out.

OVERALL 88%

C+VG HIT!

system which dumps the necessary data into memory as and when it is needed. Scrolling is held up now and again because of this constant interruption from the drive, but you're normally too busy hacking up scores of warriors other side of you to notice.

Ninja Warriors is a tough game, but the great playability keeps you coming back for more. Highly recommended to best 'em up fans.

PAUL RAND

rent a mega-tough drive, from the word go. *Ninjas* must also be made of the clever loading.

Do he'll blow your head off!



BY MICROSTYLE

XENOPHOBE



▲ Start that crawler.

Xenophobe is a quite serious little bit of time-player shoot 'em up in which two main characters enter a series of abandoned space stations and destroy the aliens who've taken over.

Although Xenophobe is an accurate conversion, it still isn't particularly fun to play. The fault lies not in the computer game itself, but instead with the coin-up from which it has been copied. Arcade Xenophobe (which incidentally featured three player action) wasn't a hit due to its simplistic gameplay. All that is to the game is learning into a platform, picking up a load of ob-



▲ 80% infectious! Target aliens, and shooting diagonally downwards or forwards at hordes of green aliens. There's hardly any variety from screen to screen, and very little in the way of two-player interaction. Consequently the first few games are fun, but boredom soon creeps in.

The graphics and sound are fine, but the gameplay's just too bland to make this anything other than average.

PAUL RAND



▲ Shoot it in the head!

AMIGA	£24.99
Looks and sounds the same as the coin-up, but lacks variety and lasting appeal.	
OVERALL	61%

ST	£19.99
Arcade perfect graphics and good sound, but the gameplay just doesn't hold your attention for long.	
OVERALL	60%

SPEC	£9.99
The graphics are mono-chrome, but the gameplay's the same. There's just not enough variety to hold your attention.	
OVERALL	61%

C64	£9.99
GRAPHICS	77%
SOUND	80%
VALUE	61%
PLAYABILITY	78%
Starts off as a fun shoot 'em up, but repetitive gameplay rapidly puts a dampener on the proceedings.	
OVERALL	60%

DRAKKHEN



ATARI ST
500K/1000/2000
PC & COMPATIBLES

INFOGRADES



ZOOOOOM!!!

WIN

A DAY BURNING UP THE TRACK AT SILVERSTONE OR A FAB RADIO CONTROL RACER

If you read last month's C+VG you'll know that Virgin Mastertronic's conversion of Continental Circus is one of the top road-racers around. But y'know, sitting in front of a screen joysticking your F-1 sprite around a famous Grand Prix circuit is all very well, but for REAL, trouser-soiling thrills, there's nothing like a REAL trip around a world-famous race track, driving at mind-warping speeds in a REAL racing car! And that's just what Virgin Mastertronic are offering two first prize winners in this fabulous compo - a day's tuition at the John Watson Driving School at Silverstone in either an MG Montego EFI or a SC1 single seat racing car!

Don't despair if you're a non-driver, though, because Virgin are also giving away a terrific radio-controlled racing car, as well as copies of Continental Circus and posters as runners-up prizes for those who don't yet possess a current driving licence.

All you have to do to take delivery of one of these prizes is design the most amazing racing machine on four wheels. You know the sort of thing - Pirelli Enormo-tyres, a vast engine, loads of chrome and some purely fancy paintwork - something that could do some real damage to the environment.

Get your sketch or painting in a whopper envelope and send it to: I'VE DESIGNED A CAR THAT LOOKS SO NEAN YOU'LL HAVE TO CHANGE YOUR UNDERPANTS COMP. C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

We'll be judging the competition as soon as we get back from Christmas holidays (if we survive New Year's Eve, that is), so make sure your entries are in by January 2nd.

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▲ Kick the back up the screen for extra energy.

Hiro, the last Bladeknight, stands alone and staves across the barren, red wastelands that were once the peaceful world of Theson. He is the only survivor of a terrible war, waged by Harok and his nightmarish forces, who rose up and shattered the Fireblade, the power source of the people of Theson. Now he must bring the death of his race by entering the Undercity, Harok's lair, joining together the sixteen fragments of the shattered blade and using it to kill Harok.

The mission starts near the entrance of the Undercity, a



▲ Very Oriental opening screens.

BY GREMLIN
GRAPHICS

SWITCH

sprawling board-
gicked lair.
And that's nearly
guaranteed by

Harok's forces, who
attack Hiro on sight.
Being a Bladeknight, he
is skilled in combat, but sometimes even his powerful punches and kicks can't cope with the vicious onslaught, and his energy bar is worn down as the enemy strikes. If the bar is worn down five times his mission is over.

But things aren't all bad - sometimes extra energy capsules and even weapons such as guns and flamethrowers can be found by kicking open fake panels in the walls. Extra weapons are extremely useful, but because the power of the Fireblade has been destroyed, they only work for a limited period of time.

The pieces of the Fireblade are hidden throughout the Undercity, often in rooms



▲ Don't bring your arms down, or you'll



SWITCHBLADE

C
C
C**A Hold!** The title screen (yeah, we ran out of juju).

whose doors are hidden behind walls which break when punched or kicked. So when you enter a new room, check out any likely-looking walls for hidden rooms and secret passages.

But it's the incredibly addictive gameplay that makes Switchblade a classic platform game that no self-respecting games player should be without.

JULIAN RIGNALL

HBLADE

02



When the Finalblade is fully assembled, Holo can finally lure down Hovak and face him in a final showdown. There can only be one winner...

Switchblade (designed and programmed by Core, who were also responsible for the brilliant rock *Dangerous*) is a tremendous game which looks and sounds like a 16 bit product, but plays like a console game. The gameplay is superb, with a beautifully balanced difficulty level that is very challenging, but lets you get just a little bit further with every go, making it massively addictive (watch the hours fly by when you're playing it). There are loads (and I mean loads) of hidden bonuses to discover, and you seem to find something new every game, adding even more lasting appeal.

The graphics are small, but detailed, and the sound is great, with a thumping good soundtrack and excellent spot effects.

C+VG
HIT!

UPDATE

ST, Amstrad, Spectrum and C&M versions are coming soon, and will all feature the same mouthwateringly addictive gameplay. Don't miss 'em.

AMIGA £24.99

GRAPHICS 81%

SOUND 91%

VALUE 90%

PLAYABILITY 95%

A smashing platform game which combines unbelievably addictive gameplay with great graphics and sound. If you thought *Rock Dangerous* was good, this'll blow your socks off!

OVERALL 93%

1 BATMAN

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3

Beach Volley from Ocean

Your team beats the odds from London to Sydney challenging all comers in the latest event that's bringing the beaches. Fantastic action with variable terrain and play on 1000 sq m 1000m. The lightning reflex shot sends us sea bank your service, jump block or defend your match winner.

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Beach Volley

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THE SUN'S BEACH VOLLEY

DRIVING'S BIGGEST JUSTICE

THE SUN'S BEACH VOLLEY

DRIVING'S BIGGEST JUSTICE

GG

2

Strider from US Gold

In the eternal struggle between good and evil, both Resurrection and Strider face very different fates. As the hero of Strider, you need to do battle with The Lord and his wicked minions. You're dropped into the desert and must guide him to across platforms, destroying evil spirits with your trusty sword. Get through all the evil and return to Moscow to face the Grand Master of the East Army.

Resurrection also has their games loaded with plenty of action and nothing around are certainly going to enjoy this.

Rating: **Normal**



Strider		PRICE	CODE
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GET ONE FREE!

4

Turbo Out Run from U.S. Gold

Get ready to put your foot to the metal, pedal to the floor, because Out Run is back! The game takes you on a 4-lap race across America. Driving a four-wheeled sports battle bumper in bumper with good guys and bad guys, police cars, Panthers, alien engines and local gophers. Select different scenes will take you through congested city streets, over seas and by mountain passes and across uncharted deserts.

Once they lose and rightness and go for manual or auto game play selection.

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Atari ST	Disk	\$ 9.99	8F78900
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CVD 12/88

Hard Drive was originally developed as a real-driving simulator, designed to help learners get the feel of what it's like to be behind the wheel of a car. However, halfway through development, the programming team wisely decided that the real drive would make far more money if it was turned into a game, so they beefed up the specifications of the car, added speed and stunt tracks, and created the highest-grossing arcade game of all time.

The racing is an impressive feat, and features very fast-filled, 3D polygon graphics that create a real-world environment. There are options that let you select an automatic or five-speed five-speed gearbox, and the car handles very realistically. So how, then, has it been squeezed into an ST? Read on, and find out.

As in the arcade game, you're given the choice of an automatic or manual gearbox. Automatic is a must for beginners. Clunky drivers who opt for manual gear change can use the keyboard or a joystick just like a real stick-shift. You can also use a joystick or keyboard for steering, but the mouse gives the best feedback and provides the best feeling of really driving.

Once you've got the controls sorted it's onto the race. There are two tracks to drive on, stunt and speed, and the rules are simple: just drive through one of the checkpoints down the road before the clock runs out to get extra time. As long as you keep on going through

BY DOMARK



▲ The tracks - expect more in the near future!

those checkpoints (there are three), you can keep on going. Be prepared to put your foot down - the time limits get tighter and tighter!

Just like in real life, it's the other road users who make life difficult. Cars and trucks invade the tracks in both directions and while they don't actually drive dangerously, they do get in the way sometimes. When the clock is ticking down, you have to be prepared for some

pretty hairy overtaking, and if there's anything coming in the opposite direction... **CRASH!**

It's almost worth crashing, though, because whenever you total the car on a building or another vehicle, fly off the loop-the-loop, fail to make the jump over the bridge, the track is replaced from a random angle so you can see exactly how you just hospitalized yourself!

At the start of a game, you're given a lap time target. Beat it

and you get the chance to challenge the legendary Platinum Platoon, a mean computer driver who'll give you a very fast one-lap race around the course. Beat him to the finishing post and your winning lap is kept in memory as the next lap time target - beat your own record and you actually challenge yourself to a race, with the computer car mimicking lap-by-lap... ah!

Programmer Jürgen Fries, who's already worked on a lot of



HARD DRIVING

REVIEW

proving the proverbial quart into a pint pot. The arcade game is fast on very specialised hardware to produce the 3D graphics, but the ST has replicated these superbly, and what's more, they hardly slow down at all when things get busy. Smooth arcade sound effects are in there, too, from the scorching of tyres to the distinctive caw. But it's the perfect control feedback and the exhilarating sensation of driving unfettered that provide one of the greatest racing experiences you'll have on a home computer.

As if you needed any further persuading, Demark are releasing extra track disks, early next year to use with *Hard Driver*, featuring new cars, tracks and realistic scenarios, and later on in the year they plan to release a full-track editor, so you can design and race your own tracks! When more could racing fans ask for?

JULIAN RIGHALL

ST	£19.99
GRAPHICS	90%
SOUND	78%
VALUE	89%
PLAYABILITY	93%

A winning combination that combines all the features of the arcade game and plays brilliantly. An absolute must for all boy racers.

OVERALL 92%



- ▲ Ready... Go!
- Don't get too close to the track or...



**C+VG
HIT!**

▼ ...KERRBLUNCH!
as the remote reply shows!

UPDATE

The demo version is coming along nicely, and will test and play the same as the ST version. Spectrum and Amstrad Word Deluxe both look very impressive, although they do slow down when there's too much going on - still all the features of the arcade game are in there. The Commodore version is an unknown quantity - it's not the greatest machine for doing 3D graphics, so it's advisable to take a look at the game before buying.

▼ The infamous loop-the-loop.





THE BEST OF ARCADE ACTION



RICK DANGEROUS captures the essence of Rick Dangerous: a simple, but addictive, action-adventure game. Rick Dangerous is simply a fun, old game, it contains humorous graphics & some of the most famous low-down game play I've seen in years. "C & VG 87"

QUARTZ You'll need super-human reactions to play Quartz. A challenging 3-way scrolling shooter, it's where missiles shoot in every direction. Keep your finger on the trigger and your wits about you to survive 22 waves of enemies.

Quartz "Incorporates just about every great 'em-up' concept ever devised — enough to inspire just about anybody." The Edge

MR. HELL Cut your chopper airborne and soar fit, hot through mass action with challenge. Add your money to buy new weapons at the fire-power is upped, clearing your path to success. The Mucky takes name and cunning. Play there, soar high, keep up the fight!

P-47 Put your thumbs on the lightning P-47 Thunderbolt can swoosh deep behind enemy lines, blow away the enemy air force, blast ground installations and blast your way to victory in the stunning conversion of the classic.



Axel has become mega-rich, but so all the riches which he received from being named in the Beauty Hills Cap theme tune, and he's so happy to a kind lady because of it. Unfortunately, his girlfriend Lucy isn't what you'd call over the moon, as she's been kidnapped by a big, green dragon whose wing was spotted by the film company. Axel, being the charming chappie that he is (and because he wants even more publicity and royalties), braves the terrors of the outside world and sets off to find young Lucy.

The dragon is hiding in a far-away castle which Axel must reach to play the ransom, passing



▲ Our favourite here leaves bricks 'n' blocks.

AXEL'S MAGIC HAMMER

BY GREHLIN

though eight different levels before reaching his woman. A myriad of goodies must be annihilated along the way, which include poisonous snakes, vampire bats and grinning jiggies in the moon. To add to this convoluted plot of affairs, Axel must collect all of his cash, which is hidden throughout the eight levels (the fly-superstar doesn't love bank), in order to get his girl back safely.

To protect himself from the rigours of the outside world, Axel carries a hammer with which to kill the badies over the head, as well as to smash the many blocks which obstruct the way. Some blocks, though, hide useful objects which our lad can utilize on his journey, articles which include new weapons, extra lives and keys to secret doors.

Axel is working to a strict time limit set by the dragon, but he will have enough time to search the many bonus rooms, hidden across the levels, which may or may not contain money or objects.

Anyone who wants a mega-CDROM will immediately realize where the programmers have taken their inspiration from, the thought of Alex Kidd generally takes you in the face from the word go. In fact, Axel's Magic Hammer is a clever combination



▲ Fireballs make things a little easier.



▲ What an 'arrowing' experience! (See last p.)

of all these cute Japanese games, with devilish woodland creatures begging you almost whatever you go, lots of goodies to collect and a host of hidden rooms to hunt down and loot. Unfortunately, programmers Core have made one little slip-up while attempting to put across the feel of a wacky Japanese arcade adventure - when was the last time you saw Phono or Alex fighting their way across a black 'backdrop'? Colour is all-important in this type of product, something which has been overlooked. Still, that's hardly a niggle, and Axel's Magic Hammer gets

the thumbs-up from this reviewer. It's captured the feel of the console, with a load of cool graphics which you'll want to struggle up to, were they not trying to do you in, and music is suitably bouncy, jolly and generally superbly suited to the proceedings. Brilliant!

PAUL RAND

UPDATE

The Amiga version of Axel's Magic Hammer will be released shortly, and with the exception of a few minor colour and sound alterations, should be exactly the same as the ST game.

ST £19.99

GRAPHICS 79%
SOUND 82%
VALUE 82%
PLAYABILITY 85%

Alex Kidd on the ST? Not quite, but an impressive game-of-the-games, which gives ST owners the chance to play console owners at their own game.

OVERALL 83%



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WOOAH! WEEEE!! WHOO-HOOO!! OH DEAR, I'VE CRASHED.

Oh, how the cynics chuckled when Domark announced they had bought the license to convert Atari's *Hard Drive'n*, the machine with the mighty "Polygonizer" hardware which makes real 3D vector graphics such a breeze to program.

But now those same cynics are "laughing on the other side of their faces" (to coin a popular phrase) and if you look at the review on page 120 of this issue, you'll see why. The conversions are nothing short of brilliant, and Domark are so pleased with them that they are happy, nay, ecstatic to be giving away a brand spanning new video cassette recorder and a collection of highly entertaining cassettes, jam-packed with stunt driving escapades and loads of car-crashing talk. Great fun, all in all.

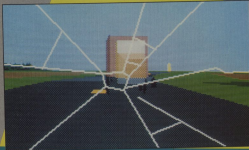
"How do I win this sexy prize?" is the question which is no doubt playing about your lips. Well, no old beauties, all you have to do is this. Find yourself

a large piece of paper, dig out your little sister's Care Bear-shaped fluffy pencil case, then pull on your thinking cap and design the ULTIMATE stunt driving course.

We want loop-the-loops of course. Barrelroll loops - sure, yeah. But the winner will have even more bizarre and exotic obstacles on his or her track, like... Oh no, no clues. We're going to leave it wholly to your imagination.

Once you've got your idea on paper, bang it in a nice big envelope then whizz it off tooooo... THE "DOMARK DOESN'T HALF DRIVE A HARD BARGAIN" COMPO, C-70, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AJJ.

The winner will be picked as soon as we come back from our Christmas hols in January of next year. Remember, we can only return entries if they've accompanied by a stamped addressed envelope!



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SCAPEGH0ST

C+VG
HIT!

BY LEVEL 9

There's one thing you can be sure of when you play *Scapegh0st* - you won't make a fatal mistake that will get you killed. How come? You're already dead when the game starts! In fact, you start your existence in this game by watching the closed casket come at the end of your own funeral, and from then on, it's up to you to prove how effective a ghost you can be.

The adventure is in three parts, and while each can be played separately, it's far better to treat the game as one whole adventure. In this case, on the Amiga at least, moving between parts is almost transparent to the player. Playing a part out of order will undoubtedly spoil the story as a whole.

Scapegh0st has all the usual Level 9 commands. You can GOTO a named location, character, or object, talk to other

▶ Policemen in mourning suits attend your funeral.



▶ Luke uses force.

characters and ask them to carry out tasks for you. And with BAH, SAVE and UNDO commands, you have a solid set of tools at your disposal for getting you out

of trouble. On versions with graphics, the pictures slide up and down under mouse control, and refresh in situ.

Scapegh0st combines a very

original story line with some highly unusual puzzles based on the supposed characteristics of ghosts. The high-level commands available make it a pleasure to play, and free from frustration even if a silly mistake is made. The puzzles range from easy to quite hard, and there are clues in the text to guide the player, making this a game anyone should be able to tackle with confidence.

Despite the occasional glitch, I rank *Scapegh0st* at Level 9's most enjoyable adventure. Their most enjoyable adventure of all time, in fact, because really Level 9 have announced that this is to be their final adventure.

KEITH CAMPBELL

UPDATE

If you're an adventure fan, you'll be pleased to hear that *Scapegh0st* is coming out on virtually every machine: Spectrum, C64, Amstrad, Atari, ILIUM (atari only), BBC 486, BBC Master (with pictures) Atari TT, IBM PC, Amstrad PCjr and on C64, Amstrad and Spectrum - 2 disks with pictures. Hurrah!



I stared, gazed at the others, as a priest roared pliginibus over a nearby grave, and wondered who had copied it this time. Then I read the name in a nearby wreath...

⌘This version allows you to use BAH SAVE and BAH RESTORE to save a position in memory, and UNDO to take back bad moves!.

I was standing beside my own grave, I could see some mourners, a detective, a friar, a new wreath and a sound of march.

As the mourners prepared to file away, ignoring me, I was still scared to die yet... This was going to take a bit of getting used to, that's all!

AMIGA £19.99

GRAPHICS 78%

SOUND N/A

VALUE 86%

PLAYABILITY 89%

A jolly good adventure which will doubtless appeal to all adventure players.

OVERALL 86%

A REALLY WICKED MIX...

NESTLE MIX



**THAT
WILL PIN YOUR
BACK TO THE WALL!**

ocean

ADVENTURE

Oh dear! Keith Campbell reports from a barren desert of a once-green adventure world. But is it all bad news?

Adventure fans could be in for a lean time in the coming month: Level 9 have released their "Best" adventure, Scapgoose, and are moving on into cross-platform RPGs. There will be a core development team to their adventure fans, especially those who were looking forward to adventure-oriented RPGs from Level 9—the Austin's original plan.

Nothing new is likely to emerge from Magnet's forests until at least March. When asked for her, Anita Sinclair was being particularly tight-lipped about future plans, except to say that their next adventure will be "mind-blowing." Scrolls currently intend to release no more than one adventure per year. To fill their idle hours, they are diversifying into business software, it seems. What? Yet more spread sheets? Perhaps there will be some spectacular pull-down graphics...

Apart from the promised Sierra titles reported last month, and the occasional surprise that pop up now and again, it seems we will be pretty starved of new adventures until Eivras arrives. Eivras, a big name in honor in the USA, is a big girl whatever she goes, as I discovered recently, when, with countless others, I queued for a turn at its rather close to her in a London nightclub to capture the essence of the press launch of a video and computer game. Eivras specializes in horror, and as well as being the mascot of Mike Woodcock's Horror Soft, she is to star in their next adventure, entitled Eivras - Mistress Of The Dark. Eivras (the game) should be coming to a computer store near you anytime now.

ADVENTURE HELPLINE

What next?—the intonations of the vessel's adventurer—inspired by Alice and Mark Brington. Playing Manhattan New York, they have found a crowbar and a body in the park, and you guess for them. It took weeks to be sure or less the spot is here! Erik Brington from Doherty got stuck. He's outside the Natural History Museum, and stands on Central Park by a bush under which he has found a metal device. Sounds like you have unearthed Alice and Mark's crowbar there. End.

While pondering their Manhattan dilemma, Alan and Mark decided to play *Call of Cthulhu*, and were last heard of expressing their disappointment at not finding a key for the door under James' cabinet. Any experienced gold diggers out there?

Alan Ralph of Brighton has a Personal Nightmarer in which he gets run down and killed by a car. He can dodge it, but sooner or later it always comes back and gets him! Can anyone rid him of this terrible dream?

Who can come to the rescue of a lady in distress? Her name is Carol, and she is having terrible trouble with a hang-glider in that Ram Jam adventure, *The Tower Of Terrors*.

Here's a problem from a home-grown adventure to test you! It's one that I have not come across, but then a Helpline is here to help: all Who can tell Ian Miggard of Ludlow how to get past the Stone Dragon in *Crystal Caves*?

How do you escape from a bunch of barbaroids, when your hands are tied and you

have no possessions? That is a question that has been much troubling Legend Of The Forest players. Has anybody solved it? There's only one chance, I thought when I bumped into that "unknown before breakfast" adventure expert Paul Coppins, once a mainstay of the C+VG Adventure Helpline, and who's currently working for Microspace. "But I only hit upon the answer by accident!" exclaimed Paul in his usual in-deed way. You'll find Paul's way out of this tricky situation in the *Claws* section.

If you have answers to any of the problems mentioned here, some hot tips for a recent adventure or RPG, or some pressing problems of your own, then drop me a line at Adventure Helpline, C+VG, Priority Court, 30-32 Farnborough Lane, London EC18 5AU. I'll write back as soon as I can! And if your name is Kelly Minster and you live in Italy, please write again as I would like to discuss *Scary Mutants* but I have lost your address!

ROLE CALL

Dungeons Master is nothing if not a tricky game, and it seems my fingers have fallen victim to its trickery! According to Stephen Galt of Newark, the answer to "I am all, I am none" is not NOTHING, as printed in the September issue, but the BERSERK OF DAWN. If only those items are correct the gate will open, but if it all bears a hole opens in the wall on the left hand side of the gate as well, and it contains a key.

It's not much fun shopping around in a sewer, not knowing where to go next! That's the current position of Simon Leigh of Bristol, who is playing *Barf's Tale*, and cannot find the exit stairway going down from the first sewer level. Meanwhile, Jonathan Murphy of Camberley has found the silver square

and dice, but is unable to locate the silver triangle, needed to enter the final level of *Mangar's Tower*. I must say that your adventure column has been going strong through thick and thin when other lesser magazines have stopped covering, as the stars due to "lack of interest." I'd just like to say keep up the good work," adds Jonathan. And I'd like to say "Thank you, Jonathan!"

Erik Brington made it into the wizard's room in the magnificent pyramid of *Pool Of Radiance*, but died at the



hands of the demons. How can he return and survive the experience?

And finally: "Any idea where the abyss is in *Ultima IV*?" asks Michael Rudge of Billingham.

HOME GROWN ADVENTURES

Mitch Penhelt of MSB Games hopes to revolutionize the UK market with a series of new adventures. First will be *Blood Of A Vampire*, a CBI text adventure. A UK hit version may follow. "Any publishers out there interested?" asks Mitch, hopefully.

Correction: Thanks Of Time, an adventure from Titan Games, reviewed in the September issue, costs £9.99, not £14.99 as printed. A

URE

graphically enhanced version capable of running on a 386/33 is also available for \$3.95.

This month sees the first feature games adventure from Stormbringer Software: *Mesquites*. 60 minutes for the 48k Spectrum using PA 16, it casts you as a vampire, and the game opens just after a successful encounter

with a victim. In flight from the police, stumble into a bunch of



aliens, and pass out as they point a hand-held device at you.

You wake up to find yourself a rare species in an alien menagerie. As alien blood is not compatible with your metabolism, your only hope is to find the last Bloodstone of Real, and acquire it.

This is a humorous adventure, with a few graphics and some refreshingly amusing replies to the player.

'Examine handbag', for example, elicits the reply 'A quite spacious handbag that formerly belonged to a middle aged woman with blood group O Rhesus Negative.' And after removing your clothes to provide enough objects to plot a maze, every response contains the phrase 'I spy with

my little eye a Rat's Ronye Bony Rod!'

I can do nothing but warmly recommend this slightly overrated adventure. It costs £2.49 and it's available from Ian Brown, 1 Amanda Road, Gile Harva, Leicester LE2 9JW, to whom cheques should be made payable.

ACL TO RETURN?

As we go to press, a copy of a letter from the ACL member's Club Ltd to an ex-member has come into my hands. It announces the re-launch of the club during November, and was apparently sent only to people who had ordered socks as through ACL. The mention is made as to the position of members with gaps of their subscrip-

tions unexpired when the



club ceased to function. I wish to make it clear that I am no longer President of the club, nor do I support it in any way.

CLUES

A

ZORK II

BALLOON: Fly it by removing the cones from the container, and burning anything inflammable in it.

BAND: Try walking through walls.

BOX IN WALL (UP VOLCANO): Use the fire trick to blow it open. Make a hole from rising.

CRABS: They each have a different effect when eaten. Work out your strategy before consuming.

CAROUSEL ROOM: To stop it revolving, press the buttons in the machine room.

CLEAR SPHERE: Throw your sword at the glass to get it.

CRYPT: Turn off all the lights when inside!

DRAGON: Keep attacking it with the sword and moving towards the far wall.

LIZARD REPELLENT: You must stop the caravel room before you can find it!

IRONKEY: Retrieve it from the other side of the door

using the classic method! The tools required are in the game.

PORTRAIT: Remove it from the bank by dropping the two chairs in a viewing room, and then walking through the curtain.

LIZARD DOOR: The lizard likes a special type of candy.

MINIB: Move it by casting the FLOAT spell. You need the wizard's wand to do this.

ODDLY ANGLED MAZE: It is shaped like a baseball pitch. Move as if going from base to base, and note that the lights should get brighter as you progress.

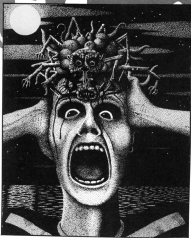
UNICORN: To get his key, kill the dragon and rescue the princess. Follow her when she leaves to collect your reward.

wand.

WELL: To reach the top, get into the bucket and pour water.

WIZARD: Not paid to him at the end of the game. Pay the devil his due and get him to do the dirty work!

Z



ADVENTURE CLUES

This month's hot problems solved:

SPACE QUEST III: Take the ladder with you immediately after you have climbed it. When you leave the shop, turn left and take the lift in the monument.

LORD OF THE RINGS: Send Sam ahead (without the ring) to kill all the orcs; then you don't need the game.

RING'S QUEST IV: Climb the whole staircase from bottom left to top center.

SAVE CLASH: Inevitable attempt!

LEGENDS OF THE SWORD: Drop and break a bottle before getting caught. Use your feet to manipulate the broken glass to cut your bonds.

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STUNT CAR RACER

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MEAN MACHINES TENNIS ACE

So what if it's the middle of Summer? So what if the municipal court is under six inches of rain or six feet of snow? With Tennis Ace you could be John McEnroe every day of the year and suffer no ill effects.

The first thing that occurs to you about Tennis Ace is that for a tennis game it has a vast array of option screens. They start with a one or two-player select and password entry so you can start playing part-way through a social tournament.

Next you're given the choice of being one of sixteen players, which are rated on technique, power and speed, and are also designed to imitate players, not

players on all-rounder. After that you can train, start a tournament or play a singles or doubles exhibition match on a lawn, clay or hard court. As well as playing your opponent in a doubles match, the computer can play as your partner which makes for a more interesting (and slightly easier) game, if found.

When you finally get around to actually starting the game, a big player bounces the ball, and the screen changes to a top view of the court which scrolls from side to side to follow the ball. The two buttons provide forward and left views, but if the ball is in the right place, you can also smash it across the court. Now a huge range of shot options, it's true, but sufficient. After all, getting the diagonal to



perform a diving backhand would be pretty difficult on the Sega's control pad.

Graphically, Tennis Ace is nice rather than outstanding, but there are a selection of angle cues and there's even some of the Sega-speech which sounds like a sub-optic illusion.

To be honest, watching a ball bounce back and forth over a line down the centre of the screen never really got my pulse racing. But if computer tennis is your bag, this is one of the best examples of it - not quite an ace, but worth checking out.

PAUL GLANCEY

SEGA	£24.95
GRAPHICS	80%
SOUND	75%
VALUE	79%
PLAYABILITY	77%

Lots of options and decent graphics make this the best tennis game on the Sega. Check it out if you're a fan of the sport.

OVERALL 79%





CLOUD MASTER

Wonderworld is in a state of turmoil. The crazed wizard Blugh has emerged from 2000 years of solitude, his warped mind set on overthrowing the gods and ruling 'Wonderworld'. But one person is man enough to stand up against Blugh and beat the charlatan at his own game. So, with magic gun in hand and flying "Monkey" cloud underfoot, off you go to do battle with Blugh's minions.

And what a motley crew they are, too! Throughout the game you encounter, amongst other things, formation-flying cane flutes (which complete with noisy red wings around the middle), winged Chinese warriors, cat heads (the remnants of Blugh's support) and armoured turtles, each packing a powerful punch in the form of unlimited bursts of invulnerable gunfire.

Luckily for you, you're not alone in the fight, for throughout the battle you are able to enter hidden shops and borrow an arm of well-powered extra power. Extra firepower is also available by clearing away certain waves of badies, but guns are useless if you aren't firm of foot and rely on the old cloud. And at the end of each level you are treated to the full by an enormous end-of-stage monster which throws them at you faster

than you can say "Help, help I'm going to die!"

Although the Cloud Master offers little in the way of innovative features, perseverance reveals a rather enjoyable little game. It's important not to let your mind wander while playing it, due to the vast amount of bright colours on screen, the eye can easily be torn away from impending doom in the shape of a noisy bullet.

Playability is generally high, apart from one annoying facet which is that, when shot, you are sent back to the beginning of



the level. I have never understood why this 'feature' is included in games, as it puts the

player off progressing further after he has spent ages toiling to get where he is.

Well, shoot 'em up fans should enjoy the action.

PAUL RAND



SEGA	£24.95
GRAPHICS	88%
SOUND	42%
VALUE	68%
PLAYABILITY	75%
A frustrating but over-the-top enjoyable shoot 'em up which features the well-used characters you'll meet jump full of love.	
OVERALL	71%

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► PC ENGINE

MEAN MACHINES BLOODY WOLF

Oh dear. A group of terrorists have captured the President and taken her deep into the heart of their country. Sounds like a job for Bloody Wolf, hard man extraordinaire.

Because it's a solo mission, Bloody can only take a machine gun and a limited supply of grenades with him. But if he finds anything useful along the way, he can pick it up and use it against the hordes of enemy soldiers. Such items include bazookas, mega machine guns and flame throwers - all ideal for wiping out large numbers of enemy soldiers.

The action takes place in a pseudo-3D scrolling landscape. Bloody can run in and out of the screen, and throw grenades and shoot in all directions. Enemy soldiers are everywhere - on motorbikes, behind oil drums, perched on trucks - and all fire at the hero on sight. If Bloody sustains a hit, his energy bar is worn down, and a completely depleted bar results in the loss of one of his three lives.

As well as the president, the evil terrorists are also holding other soldiers prisoner - including your best friend - and all can be rescued for extra points by



simply touching them.

As the hero progresses through the game, there are major obstacles to overcome, such as a giant submarine and a huge tank, and there are some horrible cut-scenes in store later on. It's not going to roll what, but if you've seen Rambo II, they're along those sort of lines...

To be perfectly honest, Bloody Wolf looks pretty good, but beneath the poor graphics

and mediocre sound lies a fantastic arcade adventure that's full of action and excitement. It's tough to stain with, with loads going on, but the superb gameplay keeps you coming back for more - I've been playing it for hours now!

JULIAN RIGNALL

**C+VG
HIT!**

ENGINE	£29.99
GRAPHICS	76%
SOUND	74%
VALUE	82%
PLAYABILITY	93%

Poor graphics and sound belie a challenging and highly addictive combat game which keeps you entertained for hours at a time. Superb!

OVERALL 86%





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LAST NINJA 2



Since he's been, but not destroyed, the evil Shogun Kunitake used all his magic powers to transform himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitake's growing powers, the arcane gods send all their wisdom to bring you, the Last Ninja, across the abyss of time and control your arch-enemy step by step. You arrive in this exploding and awesome modern world braving combat with you, your own intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitake once and for all?
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THE ARCADE IN YOUR BEDROOM

If you're one of those who's always wanted a real coin-op in your bedroom, Merlion Technical Services has something that you could well be interested in. Paul Glancey has the story...

Owning an Engine or a Megadrive was one hard-to-beat pose for anyone who wanted to be part of the real gaming elite. I use the past tense, because now there IS a way to cut-cool. Johnny "Console" Chukobrostrakes, across the street - Merlion's Personal Arcade Plus.

After many months of importing and selling consoles, Merlion Technical Services have decided to take the arcade experience even further with a coin-op cabinet which fits around a Megadrive, PC Engine, or just any console or computer on the market.

It's a sturdy (pre-built) wooden box that comes in black, silver, red or wood veneer and is, to all intents and purposes, a coin-op cabinet.

At the top of the machine is a shelf into which you put a SCART monitor/TV (it can be up to 19 inches wide). Incidentally, you **MUST** have a SCART socket on your monitor otherwise the machine won't work. Once the monitor is safely stored, all you have to do is plug the cabinet's joystick socket into the controller ports of your console (just like plugging in a joystick), bump in a cartridge and switch on. The cabinet has two arcade-quality sticks, six fire buttons and two select buttons which you can use on any one or two-player PC Engine or Megadrive game.

▶ The cabinet. Plug in and go!

But this isn't the most exciting feature of the Arcade Plus, though. Inside the veneered chipboard casing, there's a circuit board which lets you hook up the main program board from any JAMMA-compatible arcade game to the joystick. Effectively this means you can slot in any game with the same single joystick/throw fire button controls - anything from old classics such as *Duress* to newer titles



▲ Smart set!



▶ You gotta be grip with 'em, boys!

like *Prefabricated*, *Ice* or *Golden Axe*. Obviously newer, classier boards cost the most (*Phalxion* would set you back around £325) but you can pick up old games such as *Bombjack*, *The Art of Fighting*, *Pengo*, *Exolon*, *Real Warriors* and *Tiger Hill* for as little as £30 in the classifieds of arcade trade papers like *Coin Slot*. The high turnover of arcade games mean that there are heaps of bargain boards coming on to the second-hand market every month.

At £189.99, the Personal Arcade Plus is an obvious luxury, but it gives arcade fanatics the chance to play real coin-op games at home at a relatively cheap price (since a proper arcade cabinet of similar standard would set you back over £400). Older arcade boards can be bought surprisingly cheaply, often only a few pounds more than a PC Engine or Megadrive cartridge, and you can always sell boards at very little loss once you're bored with them.

If you've got the cash, the Personal Arcade Plus is an innovative and highly desirable piece of equipment that any arcade fanatic would want in his bedroom.

For more information, contact Merlion Technical Services on 0428 78627, or write to PO Box 18, Helemburgh, Dundasborough, GB4 7DD.



CORRRR!

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Those lovely people at Nintendo have decided to move Christmas forward a month and have five brilliant Nintendo Deluxe Sets to give away. These megapacks contain a Nintendo console, a light gun for shooting down those pixel buddies, a friendly ROB robot AND a couple of games to get you started! Brilliant, eh?

"Where's the catch", we hear you cry. Well, there isn't one. Well, not much of one really. All you've got to do is answer the easy peasy lemon squeezy questions below, pop them on the back of a postcard and send it off to: N-N-N-N-N-N-N-NINTENDO COMP, C-V6, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Okay, here are the questions...

1. Mario is a Nintendo megastar - but what is his brother called?
2. What is the sequel to Donkey Kong called?
3. Gradius is one of the top Nintendo shoot 'em ups. What was the arcade game better known as in the UK?

Please make sure your entries arrive before January 4th 1990, 'cos that's when we'll be putting them into a large pair of Y-fronts. The first five correct entries pulled out will win their senders the fab Nintendo sets. So what are you waiting for? Get writing!



TOOBIN'

BY DOMARK

Okay, okay! I know it's winter, and it's most probably just about to pour with rain, but imagine yourself in California on a sun-baked day. It's hot. Refreshing hot. To cool off, you and your buddy hit each grab a six-pack of Coles, inflate a couple of giant inner "tubes", jump in the creek and prepare to let your troubles float away...

But as you drift off down-stream, you start to dream that the creek has become a wide, wide river. Suddenly, off to the right, a tree plunges into the water and floats in your direction! If it punctures the tube it'll be certain glug-glug! In desperation you hurl one of your Coles into the water to float, amazingly, it goes straight to the bottom! But before you have time to get lucky... some more formidable foes appear further down the bank...

Fishermen can't bear deadly

▼ Dodge the snakes, big!



▲ That'll be the 'gum'!



looks at you, and you have to use your hands and feet to frantically paddle your tube away from rocks, sharp branches in the water and nasty-toob-eating snakes.

The only way you and lil' can ever wake up from this nightmare is to reach it all the way to the end of the river - and that means running the gauntlet of a daunting array of hazards. Every so often the river forks - with each separate tributary leading to another world. In Hillbilly land, blunderbus-packing bumpkins are after our hapless hero. Hell is full of such nightmare creatures as skulls, hole monsters and pyramids with eyes. Even worse is The City (all concrete, nasty punks and pollution), and then there's The Jungle and Ice World, which are



both starting with deadly wildlife.

To make things even more difficult you have to manoeuvre your boat through bonus gates. Most are easy and a great game. Most are down from the top of the screen and back you look from back.

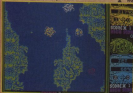
But it's not all a nightmare. There are some water rams dotted around the river which can be picked up and hunted at the beaches, and if you grab a sea pack, you'll have an unlimited arsenal - very handy. Beach balls speed up your robbery rate and there are also extra bits to collect in the form of boat patches.

If you manage to reach the beach party at the end of the final level, the nightmare is over and you can return to normality (as if anything in California was).

▶ **Wildlyland on the Spectrum.**



▶ **Wildlyland on the Spectrum.**



▶ **Update on the Spectrum.**



▶ **Update on the Spectrum.**

even normal anyway).

As you might have gathered from reading this, Update is one strange game. But it's this surreal atmosphere that makes it so appealing. Paddling down a river

▶ **Update on the Spectrum.**



checking Cake care at wacky beaches might sound silly, but it's great fun - you just never know what to expect next!

The graphics on both the Amiga and ST are great, with nicely detailed sprites and colourful backgrounds, and there are a host of wacky soundtracks to look at. The gameplay is light and airy, with bonuses all over the map and some really crazy worlds to paddle through.

Whether or not you were a fan of the coin-op, the computer is definitely worth checking out.

JULIAN RIGNALL

UPDATE

Amiga and C64 versions are coming soon, and will play very similarly to the Spectrum version, but will have much better graphics and sound.

ST	£19.99
GRAPHICS	83%
SOUND	81%
VALUE	79%
PLAYABILITY	84%

Looks, sounds and plays great. An excellent combination of Tengen's wit and wonderful run-up.

OVERALL 82%

AMIGA £24.99

More colourful sprites, full-screen scrolling and superb bonus levels make this even more fun than the ST version. If you're after an original and fun-packed game, check this sucker OUT!

OVERALL 83%

SPEC £9.99

Decent scrolling, but some of the sprites are a little indistinct. Still, the conversion captures the spirit of the coin-op, and is addictive and enjoyable.

OVERALL 78%

PREVIEW

NORTH AND SOUTH INFOGRAMES

Remember the North and South TV mini-series of a couple of years back? Well that's got nothing to do with this game. Well, OK, it has, but only insofar as it's based on the events of the American Civil War. Stop yawning at the back, there - sure it's a strategy game, but there's not a hegouge or co-ordinate entry system in sight. In fact Infogrames' effort is an ingenious arcade strategy game in the Defender of the Crown mould which pits your Yankees against the computer's Confederates (or the other way around). Three left-aimed arcade sections and loads of humorous touches make North and South one to look out for. **RELEASED: AMIGA NOW, ST PC NOVEMBER**
PRICES: AMIGA ST PC £24.99



EUROPEAN SUPERLEAGUE CDS

Christmas wouldn't be Christmas without a footy game in the charts, and CDS have come up with the goods just as Division One is beginning to get interesting. European Superleague casts you as the manager of one of the top eight international teams, with the intention of taking your brave boys to the top of the table. Standing in your way are the other

teams (of course), a know-it-all chairman who has no qualms about firing you at the first available opportunity, injuries to your players and postponed matches. Totally loon driven, and using a unique system to display each Saturday's playing-match proceed-

ings, European Superleague kicks into touch as you read this. Oi, Beilly, get that contract signed sharpish! **RELEASE: AMIGA ST SPECTRUM AMSTRAD C64, NOVEMBER**
PRICE: AMIGA ST, £19.99. SPECTRUM AMSTRAD C64, £9.99



SNOOPY AND THE CASE OF THE LOST BLANKET THE EDGE

Seems The Edge are right ones for licensing cartoon characters. After digitising Genfield's furry fozzog they've produced an arcade adventure starring Schulz's abundant beagle. The plot centres on Linus' security blanket which has mysteriously gone walkabout and it's up to Snoopy to take on the role of detective in the search for the missing material. The



MIDWINTER RAINBIRD

Alas, the Green Party didn't get into Parliament, and the environment has suffered. The Greenhouse Effect and Global Warming are in full swing. The world's governments have deteriorated along with the climate, and now one renegade dictator is harnessing the newly formed Free Villages Peace Force. It's up to you, as Captain Stark, to take on the enemy in a selection of scenes, in-

DARIUS PLUS THE EDGE

Toto's three-screen, twin-stick subaquatic shoot 'em up never received the adulation it deserved, but *The Edge* are about to fix that with their long-awaited conversions. Two extra titles would have worked out a bit expensive, so the original has been reworked and even tarted up a bit by the Alien Syndrome programmers, hence the "Plus" suffix. How it plays, we're not sure, but doesn't look nice? Review real ish.



RELEASE: ST AMIGA, C64 SPECTRUM AMSTRAD NOW

PRICE: ST AMIGA 19.99, C64 SPECTRUM AMSTRAD 29.99

Peenuts characters are all in there, giving out objects and verbal clues to help the dog detective along on one of the three different solutions. Sounds interesting - check out the review next month.

RELEASE: ST AMIGA NOW, C64 SPECTRUM AMSTRAD, DECEMBER
PRICE: ST AMIGA £19.99, C64 SPECTRUM AMSTRAD £9.99

THE PUNISHER THE EDGE

Delph Lindgren, he of the fatty lips and tri-cops which stormed across cinema screens in *Rocky IV*, returns to celluloid soon in a movie version of this violent comic book. *The Edge*, marking the current revival of the whole comic industry secured the rights to the game of the film, a screen shot of which is here for your perusal. Expect bodies of fat 'n' guts when *The Punisher* blasts his way onto your monitor screen in two shakes of a dolphin's flipper.

RELEASE: SPEC AM5 C64 ST AMIGA, DEC
PRICE: TBA



THE SEARCH FOR SHARLA THALAMUS

is production even as we speak in *Thalamus'* latest and most ambitious title to date. *The Search For Sharla* is being billed as a cross between *Dungeons Master* and *Lords Of Midnight*, with the task in hand being to defeat the evil sorceress, Sharla, who's up to all manner

of nasty things. The stats being bandied about are pretty staggering, with tens of thousands of different graphic views, a realistic sleep option (sh? - Eaj) and over 500 interactive characters. This C64 screen shot looks a bit of all right, but how will the whole kit and kaboodle turn out like? Find out soon in our forthcoming review...
RELEASE: SPEC AM5 C64 ST AMIGA, DEC
PRICE: TBA



riding hang-glider battles, skiing jaunts and cable car assaults. Bery stuff, huh? And so it should be, as it's being programmed by Lords Of Midnight creator Mike Singleton and his Madstrom software team. With real-time, fast-paced, light-sourced, solid 3D graphics-ahem, Madstrom should take the fancy of every intent CND campaigner.
RELEASE: ST AMIGA PC, NOVEMBER
PRICE: ST AMIGA PC, £4.99

SNARE THALAMUS

Crumble! Thalamos certainly aren't resting on their laurels, are they? The boys with the smartest T-shirts in the biz (excluding our own, of course) sent us a screen shot of their latest original

product, which is described as "a weird shoot 'em up". Other details are lacking at present, but we should have a review of the product next month, so keep your peepers peeled. **RELEASE:** C64, NOVEMBER **PRICE:** C64, £9.99



SEVEN GATES OF JAMBALA GRANDSLAM

This strange game takes place in the mythical world of Jambala and you play a little bloke with absolutely no dress-sense whatsoever (oh that 'groovy' purple jacket and top hat). The

object is to travel through the world, battling monsters, sloping off with your spoils and, presumably, opening the seven gates in the title. All sounds rather jolly, doesn't it. We'll review it when it lands on our desks... **RELEASE:** ST AMIGA C64, NOVEMBER **PRICE:** ST £19.99, AMIGA £34.99, C64 £9.99



JUMPING JACK SON INFOGRAMES

Jumping Jack Son is the only surviving ancestor of rock 'n' roller Jumping Jack Flash, he of the old Rolling Stones hit that none of us can remember. Anyway, young Jack has to retrieve every last rock and roll record, left littered about by The Conductors, a vi-



TV SPORTS BASKETBALL MIRROR-SOFT/CINEMAWARE

Who said TV Sports Football was the best, and-and-all in 16 bit sports sim? Whoever you were, if CinemaWare is a follow-up is anything to go by, you were wrong. We've seen a couple of early demos and, well, our jaws literally dropped. In fact, one member of staff had to be rushed to hospital to have his seven back in place! The full five-on-five game is portrayed,



using some of the most realistic action you'll ever see outside of a basketball court, and of course all the frills, spills and little brass twiddle bits you've come to expect from CinemaWare products.

HERAKLES GAINSTAR

Herakles takes place at a time of unrest in ancient Greece. Some nasty piece of work has thrown the keystones, the force of the Gods, off the top of Mount Olympus, smashing it into twelve pieces. Zeus' son, Herakles, must leave behind the tranquility of his assembly homeland to search for





erious band of classical music lovers. Not only that, but he must also find the first record which Elvis made, recorded on his man's birthday. Weird or what? Find out what the world's first rock 'n' roll arcade game is like when we review it in the not-too-distant future.
RELEASE: ST AMIGA, JANUARY
PRICE: ST AMIGA, £19.99



Search in all their glory. You're REALLY looking forward to this one.
RELEASE: AMIGA, CHRISTMAS, ST PC, NEW YEAR
PRICE: AMIGA £19.99, ST PC £24.95



the pieces, before the evil spirits rise up and do unspeakable things to the inhabitants of the country. Featuring "unique" 3D perspective views and a scaled-down map of Greece, Heracles should tickle the fancy of both gamers and historians alike.
RELEASE: ST AMIGA, PC, JANUARY
PRICE: ST AMIGA, PC, £24.99

CADAVER IMAGWORKS

Most onto your dingy bits and keep your fingers out of the electric sockets folks. Cos the latest game from those bastions of brilliance, the Amiga Brothers, are about to knock out their next title! The lads with the binary Males Touch are turning their computer talents to the world of arcade adventures with Cadaver, in which you play as Sherlock Holmes—alike in the Dark Ages, on the trail of a mass murderer. Just casting a swift



glance at the screen shot printed here shows that this ain't gonna be no walk through the park (hardly surprising really - it's set in a castle) but what they ain't promised you is the

usual attention to detail which have made the Demigods the hottest property in the 70 bit marketplace.
RELEASE: ST AMIGA, PC, NEW YEAR
PRICE: TBA

PSYCHO FOX SEGA

This one looks very familiar to us lot down here. Remember the computer game Foxes Fights Back from a year ago? Yes, it does bear a bit of a resemblance, don't you think? Whether it is a continuation of that title we don't know, but we don't really care as long as the finished product is worth playing - after all, that's what counts, isn't it.
RELEASE: SEGA, DEC
PRICE: £24.95



DYNAMITE DUX SEGA

Sega's own cute 'n' cuddly high-explosive hunting feathered friends finally waddle their way onto the Master System, meeting with whoops of admiration from their devoted fans. Heavy artillery is the name of the game as our heroes launch an all-out offensive to retrieve their



chicks (!) from a big bad ball of huff. Looks good, doesn't it. Let's hope it's as playable as the orig-

inal, too.
RELEASE: SEGA, JANUARY
PRICE: £24.95



DEAD ANGLE SEGA

Another arcade conversion to the little 8-bit console, with the currently trendy 1930's Prohibition 'best up the booze racketeers with a big gun' storyline. If the screen shot is anything to go by, Sega owners are in for a treat when Dead Angle hits the store shelves soon. **RELEASE: SEGA, JANUARY**
PRICE: £24.95

BASKETBALL NIGHTMARE SEGA

Basketball with a terrifying difference - after all, wouldn't you be more than slightly wary of a basketball-wielding wolf wearing a pair of purple stripes? Possibly nightmares! A strange new twist on a well-tried theme looks set to be a winner with

ASTERIX AND THE ENCHANTED CASTLE COKTELVISION

Asterix is all set to make his sex and appearance on home computers after the disastrous attempt made by Mel-borne House a couple of years back. This time, Panormix has forgotten how to make the magic strength potion which helps the Gauls keep those marauding Ro-

mans at bay. As everyone's favourite Gaul, the player must travel around the thirty-screen playing area, collecting the ingredients with which to make the potion. There are twenty different ways to make the stuff, and only one of them is correct, so loads of headache-inducing potion-mixing is on the cards when the game is released in the coming weeks. **RELEASE: ST AMIGA PC, JANUARY**
PRICE: ST AMIGA PC £24.95

DRAKKHEN INFOGRADES

Infogrades reckon that Drakkhen is the best RPG since Dungeons Master, but then they all say that, don't they? We got a version to the other day and we were just about to set off on the 30-scrolling level-long, 4-episode and a campaign through the vast castles and dungeons when we discovered the text in our



FULL METAL PLANETE INFOGRADES

Gosh, doesn't the title of this latest game hint over 20 water sound a feisty bit like a rather gory Stanley Kubrick film about Vietnam? So what if it does, the two have absolutely nothing in common. Full Metal Planete is derived from a French Sci-Fi strategy board game called Ludodéline, and it centres around the exploits of a mercenary, hired by a large mining company,



to nuzzle the opposition and pinch all of their gear. Sound wild and wacky enough to you? certainly does to us here at C+VG. Whether the finished article is up to



FOOTBALLER OF THE YEAR II GREMLIN

Four hundred thousand soccer fans went out and bought Gremlin's Footballer Of The Year, so it seems only sensible for the Sheffield-based software house to do a sequel, and this is it. The aim's the same - that of beating all of your fellow foody players to become Footballer Of The Year - but this time round a host of new



Sega sports addicts. The question is, would YOU play ball wearing anything less than designer tags?

RELEASE: SEGA, DEC
PRICE: £24.95



copy was French - and us without a phrase book! So, you'll just have to make do with this screen shot for the time being, won't you? Luckily, Infogrames have provided us an English-speaking version for review next month, so you can get the full story on this jolly as then.

RELEASE: ST AMIGA, NOVEMBER
PRICE: ST AMIGA, £24.95

problems stand between you and your title. Five leagues, trivia questions, international matches, gambling and team tactics all rear their spherical pig bradders as you work toward your goal (goals). Sounds fun? Look out for a review,

coming soon to these pages!

RELEASE: ST AMIGA, SPECTRUM AM, STRAD C64, NOVEMBER

PRICE: ST AMIGA, £19.99, SPECTRUM AM/STRAD C64, £9.99

SCRAMBLE SPIRITS

GRANDSLAM

Coming soon is the conversion of this very old sport, chess, into a closed-out fighter and

plough through some other kind of enemy aircraft, starting death to all and sundry (except yourself, of course). This screen shot is of the arcade version, which to be blunt, isn't the most enjoyable machine to buy your pen-

ties into - so the question on our lips is: Will Grandslam be able to inject some all-important gameplay into what was originally a bit dull?

Surely.
RELEASE: Early '88
PRICE: TBA



switch is up to info-games, though.
RELEASE: ST AMIGA, CHRISTMAS
PRICE: ST AMIGA, £14.99



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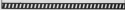
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