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CAPCOM



CONTENTS

REVIEWED THIS MONTH

STORMLORD	14
FORGOTTEN WORLDS	24
STORMTROOPER	36
BIO CHALLENGE	38
KRISTAL	40
VOYAGER	43
REAL GHOSTBUSTERS	44
RENEGADE III	46
BLOOD MONEY	48
LORDS OF THE RISING SUN	50
AMERICAN ICE HOCKEY	60
STEVE DAVIS SNOOKER	63
JOURNEY TO THE CENTRE	66
KICK OFF	71
ADVANCED PINBALL	
SIM	74
SUPERNUDGE 2000	74
TETRIS	74
JOCKEY WILSON DARTS	74
BARRY McGUIGAN'S BOXING	75
THE HIT SQUAD	75
LAS VEGAS CASINO	75
FULL THROTTLE	75
DEATH CHASE	75



Bio Challenge is the first French import from Polygon.



Stormlord returns with Stormlord in graphics as this.



COMPETITIONS WIN A PC ENGINE + CD ROM + GAMES! 26

See! Ha! You ring us, you write to us, you demand more and more information. The PC Engine has got you all in a fix and you can hardly even buy it. But you can win it, courtesy of BS Gold...



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Win loads and loads of goodies... all of them with the famous Real Ghostbusters on them. See what happens when Gary White gets stung!



EDITOR — GRAHAM TAYLOR

How to GAVE, but no stranger to computer games. Graham has previously worked at the Editor's desk of Amiga User, where he used his authority to ensure the good all their pub-crawl adventures to include.



DEPUTY EDITOR — JULIAN 'JAZ' RIGNALL

Jaz has played so many video games, it would make your hair stand on end. Well, that's the effect it's had on his. When he can usually be found knocking up some irreverent high score on one of his many console games.



ART EDITOR — ANDREA WALKER

When she's not taking care of GAVE's good looks, Andy can often be found with her mirror and compact maintaining her own reputation for being the prettiest art editor in the entire comic. Likes: shooting things.

THIS MONTH'S COVER: Jerry Paris
EDITOR: Graham Taylor DEPUTY
EDITOR: Julian Rignall ART EDITOR:
Andrea Walker STAFF WRITER: Paul
Glancey ADVERTISING MANAGER:

THE COVER STORY INDIANA JONES

12

Talk about Excitement! We're the business on Indiana Jones and the last Crusade? Not only a first look at the forthcoming games from Lucasfilm but also some of the first info from the movie ever seen anywhere! C&RG, George Lucas, Steven Spielberg — try to think of one without the other. Can't do it can you?



MEGAMACHINE

16

The other big thing this month is the rammer embracing from the world of a special low-priced Anticipation. Always want to believe ramours, we look at just what this machine is capable of. The more we investigated the more amazed we became. ...



MONEY OFF COUPONS

68

We thought to ourselves the other day, "What can we do to make 16-bit people very happy?" "Give 'em some of the best 16-bit games in the world in a veritable no-shin discount!" said the renowned C&RG staff. "Oh right then!" said the new and glorious ridiculously optimistic new ed, Taylor. And as ST or an Amiga? What Speedball or Falcon thing? (If you say no, please stop reading this mag now.)

PLAYMASTERS

29

You've been telling us for ages that you like Playmasters and want more of it. Well you got it. We've got seven pages of maps, tips and high scores on millions of games, including a complete Zak McKracken collection and a Golfville map! And it's only going to get bigger. ...



ARCADES

78

More pages, a new logo and ratings on the very latest Arcade games to hit the Vids. This month (Clare Edgely and her team of helpers) check out a brilliant new game called Prohibition Isle and a game so new it doesn't even have a name. ...



ADVENTURE

86

A brand new logo, all your usual Keith Campbell favourites, plus a new expanded tips section with more clues to more games than ever before! Guessen? To a fault.

MEAN MACHINES

90

Loads pages on all the latest games for Nintendo, Sega and PC Engine. This month we've got an exclusive on Galaxy Force and lots of stuff on Dungeon Explorer and lots lots more. ...



PREVIEWS

98

A whole new section! We go crazy on the colour and bring you six pages of news and pictures on the latest and greatest computer games, including a whole bunch of great looking new games — OUTRUN, EUROPA, XENON II, RAINBOW ISLAND, SLEEPING BODY LIE and dozens of others.



THE OTHER STUFF

REVIEWS INDEX	11	CHARTS	33
NEWS	16	COLUMN JOYTKERS	61
MAIL BAG	22	NEXT MONTH	104



ADVERTISEMENT MANAGER — GARRY THE JUDGE WILLIAMS
GAW is an authority on the merits of particular games. His opinion isn't swayed by pretty graphics, funny sounds or even gamblers but by the number of ad pages the software house has booked. Oh.



STAFF WRITER — PAIN TUBE-IT GLANCY
Likes to think of himself as the bloody team boss, but seems across in more the bloody woodpecker type. Also has distinctive traits: SOLIDLY a terrible comedian which he puts to good use on simulations.



"JUNKY" SALES EXECUTIVE — JO JOYNT COOK
Jo's main frame belief is that although power is the Strawberry brand America of the computer game advertising industry. It is one of the first people who can keep words under control. ...

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► WELCOME TO C&VG

This issue of C&VG is somewhat different. We've made some pretty big changes based on your comments in letters and reader surveys. So out go a couple of sections (we'll spare the blushes of the pages concerned) and in comes more colour and more space for the pages you tell us you like most.

THE MAIN DIFFERENCES

- Mean Machines and Coin ops are getting more colour and more pages.
- Adventure gets a complete face lift and an expanded tips section.
- Giant Previews section.
- Reviews get more information on more versions and more pictures.
- New look covers.
- Money off 16 bit discounts.
- Giant tips section.
- Loads of other things we'll leave you to discover for your self. . .

16-BIT AND 8-BIT

C&VG will continue to cover the hottest games on both 8-bit and 16-bit. We'll always give you the latest news, previews and reviews on the games that really matter. Whenever possible reviews will carry a screen by screen analysis of what's happening at crucial moments in the game and 99% of our reviews will be in colour.

We'll cover any game we think is important, format doesn't matter, quality does. We're sure you'll see Spectrum only and Amiga only reviews along with multiplatform coverage.

FREE THINGS

We have some spectacular ideas planned for the next few issues. There'll be POSTERS LIKE YOU'VE NEVER SEEN BEFORE and something EXTRAORDINARY closer to Christmas. More news later on.

WHAT DO YOU THINK?

Let us know what you think about the new look C&VG. Good or bad we are really interested in your comments — anyone who says anything really interesting will be sent a load of software (to tell us your machine!) Send your comments to: *We and My Mate* all think C&VG's really . . . Priory Court, 30-32 Farringdon Lane, London EC1A 3AU.

BUG REPORT

We plan to start a new **BUG REPORT** and we need your help. If you've bought a game recently and you find a bug in it we want to know. Here's what to do:

- 1) Make sure it really is a bug and not just you being cruel at playing the game! (Some people's bugs are other people's not reading the instructions properly)
- 2) If you are sure it's a bug fill in the coupon below and send it in to C&VG Bug report, Priory Court, 30-32 Farringdon Lane, London EC1A 3AU. The FIRST people to report a NEW BUG will get £10.

WHAT HAPPENS THEN

We'll start printing lists of the bugs found in games with telephone contact numbers for the companies responsible. With luck the whole thing will build up to a definitive bugs list and if you buy a new game that you suspect has Bugs you'll be able to check it out against the list and demand an updated version.

BUG REPORT FORM

Name
Address

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(Name of game)
On (machine)

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LEVEL
WHAT HAPPENS

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* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

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REVIEWS INDEX

NEW-LOOK REVIEWS

If you've already had a quick flick through the mag, you'll have noticed that the reviews have had a serious facelift. Rather than just cover one version, we're rating all the versions we can get our grubby little on-line performing version is taken as the reference game, and any differences between it and the other versions are highlighted in the status boxes for your machines. Now you won't ever need to worry about whether the version for your computer is good or bad — it's 100% will tell you exactly how it is.



THE REVIEWS

SPECTRUM

FORGOTTEN WORLDS	14
REAL CHOWHITTERS	24
RENEGADE II	44
AMERICAN ICE HOCKEY	46
THE 7TH GUEST	14
STREET DANCE	24
STREET DANCE 2	26
STREET DANCE 3	26

AMSTRAD

FORGOTTEN WORLDS	24
REAL CHOWHITTERS	46
RENEGADE II	24
AMERICAN ICE HOCKEY	24
THE 7TH GUEST	24
STREET DANCE	24
STREET DANCE 2	26
STREET DANCE 3	26



AMIGA

FORGOTTEN WORLDS	24
REAL CHOWHITTERS	26
RENEGADE II	46
AMERICAN ICE HOCKEY	46
THE 7TH GUEST	24
STREET DANCE	24
STREET DANCE 2	26
STREET DANCE 3	26

SEGA

GALAXY FORCE	26
--------------	----

PC ENGINE

DESIGN EXPLORER	10
P-4	10
SENTRY II	10

ARCADES

CRASH DOWN	26
SAV ROUTE	26
SAV ROUTE	26
PROTECTOR II	26



CGI

FORGOTTEN WORLDS	14
REAL CHOWHITTERS	24
RENEGADE II	44
AMERICAN ICE HOCKEY	46
THE 7TH GUEST	14
STREET DANCE	24

ST

STREET DANCE	26
STREET DANCE 2	26
STREET DANCE 3	26
AMERICAN ICE HOCKEY	46
STREET DANCE	26
STREET DANCE 2	26
STREET DANCE 3	26

THE RATINGS

When a game is reviewed, we give ratings for five different criteria.

GRAPHICS

Does the game look good? Is the artwork superb? Are the sprites flickery? Is the animation realistic? The most scores of visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects aren't appropriate or atmospheric.

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 price?

PLAYABILITY

This rate you how addictive and enjoyable the game is — the higher the rating, 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+ PC ENT. An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher score due to minor shortcomings. Should definitely be tried though.

40-60

Varies between below average to fairly good. Could still appeal to fans of the genre.

10-30

Generally a poor game that might have appeal to the most ardent fans.

9—

Right A plenty to worry to buy for your worst enemy.

INDIANA JONES

AND THE LAST CRUSADE

INDIANA JONES — THE GAME

All the Indiana Jones film-to-fer have been licensed by computer game manufacturers — mindspace bought the rights to the Indiana Jones character and produced their own game based loosely on Raiders of the Lost Ark called Indiana Jones and the Lost Temple, and

BY US GOLD/LUCASFILM

He's back! That whip-totin', fedora-wearing', snake-fearin', cool-leather-jacket-sportin', danger, it's your-face-I-laugh-in hero has returned to kick some Nazi butt. Heads roll. Some sex. Plenty of fighting. Motor Vehicle crashes galore. Julian Rignall says check it out.

THE FILM

Indiana Jones and the Last Crusade features Harrison Ford (who else?) in the starring role as everybody's favourite hero, and Sean Connery (everybody's favourite James Bond) as Dr Henry Jones, Indy's father. Characters from Raiders of the Lost Ark returned to the screen once again, with Donalson Ellis, John Rhys-Davies, Julian Glover and Michael Byrne appearing as Marion Soady the museum curator, Indy's friend Sallah, industrialist Walter Donovan and Vogel, the evil German SS officer respectively. And once again Industrial Light and Magic have been commissioned to produce some very special effects.

As you can imagine, it's japes and scrapes a go-go with Indy carousing from one highly dangerous situation to another, just the sort of stuff we expect from our Indy.

The Indiana Jones story first started back in 1937 when Bar Wren director George Lucas was discussing his idea of a new type of hero with friend Steven Spielberg. Three years later his idea came to fruition, and shooting began on Raiders of the Lost Ark. The film boasted serious numbers of blocks.

Four years later, a sequel was released, entitled Indiana Jones and the Temple of Doom. It featured more high adventure, more stunts and even more action.

And now the latest Indy adventure is set to hit the streets — Indiana Jones and the Last Crusade — and it promises to deliver even more action than its predecessors. It's more a block 'til we're expecting a serious beating any day now...



Atari/Lucasfilm Computer Game Division created a *Temple of Doom* arcade game, which is now being converted to home computers by US Gold, and it's US Gold who's picked up the license for the latest Indy film, in association with Lucasfilm Computer Game Division.

There are two versions of the game being programmed, the Indy story game is being produced by Lucasfilm in America, while the action game is being written here in the UK by Twinn.

The UK game is a multidimensionally scrolling, multi-screen, multi-level platform affair in which the player takes the role of Indiana Jones. Because the film isn't being released until May 15th in America, Lucas Films aren't giving any of the plot away so you'll just have to try to guess



hordes of mindless space monsters would you believe so! Probably not.

The game is looking very promising, with more platform jumping and blast-wallowing action that you can shake a bullwhip at. The graphics are crisp and nicely detailed, and there's an excellent digitized copy of Indy chucked in for good measure. We're also promised sampled sound from the film. What more could an Indiana Jones fan ask for!

Both *Indiana Jones and the Last Crusade* games will be released at the end of the Summer. Watch out for reviews in forthcoming issues of C&EG. As ever, we'll have it first, you'll see it and read about it first.

JULIAN RIGNALL



is from the screenshot! (Or fly off to America to see the film when it launches.) But in this case, if we said that Indy goes off into space and shoots birds with



Times are hard for fairyfolk. A cruel queen is moving in, and she's started her diabolical rule by imprisoning all the fairies in the land and posting hordes of eagle-crowies to guard them. Only one place can conquer the queen and save the fairies in time, and that place is Stormlord.

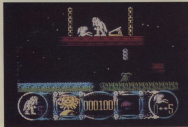
His Hi-Bosome friends and rapid-fire thunderbolt casting abilities make Mr Stormlord a natural for dealing with dangerous, fearlessly scolding platformer about 'em-up situations like this, and he sets to work with a will, blasting any no-man.

BY HEWSON



4. Typical C64 cheap-grotesque detail.

STORMLORD



dragons and flies that crawl out of the shroudery. Hold down the fire button and, WAHOOOM, you unleash his magic sword which whizzes across the screen, destroying all in its path. The blasting isn't constant, appearing only when you venture into certain parts of the landscape, but when it does come, you really have to get that trigger finger going!

To finish each stage, you have to collect a quota of fairies, who are languishing in the most incredible places. Rescuing each fairy requires a wee bit of

problem solving (picking up objects and using them in the right location rain nature. Don't panic, though, the connections you have to make between objects and situations are fairly straightforward, but they're still substantial enough to give your ego a boost when the solution finally dawns. When all the land's fairies are in Stormlord's capsize pockets, he has to play for an extra life. In The Subgame, in it, you blow kisses at flying fairies, who fall in love and drop a fairy near when to. Pick up ten more and an extra life is

4. Suspended in mid-air. What's that pixie doing there?

C64	£9.99
The Hi-Bosome programmers make good again. Just beats the Spectrum version on playability due to some slightly clearer graphics.	
OVERALL	89%

UPDATE

Export on Amiga and IT version very nice, both with super-duper graphics and sounds, and equally exciting gameplay.

your. How sweet.

Now this this is a game for solitas, mind! But Caves has once again done the Spectrum proud with a superb blend of snails and adventures, mixing just the right amount of both. Sprites and backdrops are good and colourful, and everything moves very smoothly. Heavy sound effects, cute jingles and a mooring opening score keep the speaker cables booming.

Next Jones, the guy behind the CH Cyberworlds, has programmed Commodore Stormlord, with the aid of graphics man, Hugh Birn and the Marston of Motion, and they've made a damned good job of it. Graphically excellent, surely superb and completely addictive gameplaywise, it's bound to be a hit. Probably the best Hi-Bosome adventure I've seen this year.



It looked like... should have got the key that!



SPECTRUM £9.99

GRAPHICS 85%
SOUND 82%
PLAYABILITY 88%
VALUE 82%

Another terrific arcade adventure from the Caves, who once again shows there's life in Caves' old dog yet.

OVERALL 87%

Software Classics

COLLECTABLES



"Best of the Year Award" - British Micro Computing Awards

"If ever there was a game that could be accurately called arcade quality, this is it." - PCW
Amiga 1.1, April 83, 1983



"Legend of the Ancients is the best role playing game!" - Commodore Computing International

"It's Epicness, It's Toughness, It's Caves!" - Commodore User

1983, 48K or PC



"Adventure Game of the Year" - Computer Leisure Awards '86

"800" - Four Seasons, "800" - Artificial Motion

Amiga, April 83, 1K, 4K, 64K, Spectrum & Amstrad



"4/5 Action, Graphics, Appeal" - PC Plus

"800" "Glyxos is great." - 800

Amiga 1983, 1K, 256 April 83

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HEL. CTRONICS RTS

Archimedes Revisited

There is a computer which makes the Amiga and ST look like toys — a computer which outperforms your legs, Nintendo and PC Engine consoles in every respect and which uses technology that will probably be standard — in ten years' time. It could be the best games computer ever made. It's the Acorn Archimedes.

Trouble is, everyone regards the Archi as a 'serious' computer — just what you might expect from the company responsible for the BBC B and Master 128 machines. At the sort of prices the Archi sells for, ranging from around £1,000 to £2,500 depending on the spec, it's limited to educational and business markets.

But now there's feverish speculation that Acorn may be on the verge of signing an agreement with Amstrad, by which the main boards of the Archimedes are repackaged as a games machine at around £299. This would certainly put the pressure on the ST and Amiga, because the Archimedes has the potential to blow them out of the water.

TECH SPECS

What is it about the Archimedes which is so revolutionary? When Acorn's Research and Development team decided to create a computer for the 90's (that's the 1990s, not neogamers!) they rejected the idea of improving an old technology using established processors like the Z80, 6801 or even the 68000. They started from scratch and created a whole new processor — ARM.

The Acorn Reduced Instruction Set Computing Machine is at the cutting edge of computer development. The idea behind RISC is that the processor has a very small library of simple commands at its disposal. For more complex tasks it simply combines a number of commands, by eliminating the rare complex commands, the processor can work faster on the common case.



▲ Look, even BBC machines.

ARM also uses 32-bit architecture, which handles data faster than 16-bit or 8-bit machines.

The combination of RISC and 32-bit architecture results in a computer which is, frankly, flipping fast: the Archimedes can work at 4 MIPS — million instructions per second — and Acorn technicians claim to have made it go up to 16 MIPS in certain circumstances. On standard benchmark test, that's up to eighteen times faster than the ST, Amiga, or PC. Phew!

↑ Archi graphics are stunning.



	ST	Amiga	Archimedes
CPU	68010	68010	ARM
Clock rate	8MHz	7.14MHz	4 or 8 MHz
Graphics	960x480 mono resop/60Hz 220x200 16 col	640x320 16 col 960x380 4 col 220x251 16 col 220x254 32 col	640x512 mono 960x380 16 col 960x380, 256 col Many others.
Palette colours	170	4096	4096
Sound	1 channels, mono MIDI fixed	4 channels, stereo MIDI optional	1 voice stereo MIDI optional

GRAPHICS

Of course, it's not enough just to be fast: a good games machine has to offer decent graphics, too. The Archimedes, which is partially designed to be compatible with the more popular 68000-based 16-bit Macintosh graphics modes, must work with a standard monitor, but at the higher resolutions you need a high scan-rate monitor like the NEC MultiSync.

The top resolution is 1280x1024, though this is in more than typical modes would be 1024x768, or 640x480, using 16 colours from a total available palette of 4096.

Since this approaches the resolution of television, it's easy to see that the Archimedes has astonishing potential for hi-res and digitised graphics.

SOUND

In stark contrast to the bips and beeps of the BBC, the Archimedes has the most powerful sound processor yet seen on a small computer.

Using part of the video processing chip, the Archimedes outputs eight voices, using waveform data held in 256-byte waveforms. A digital-to-analogue converter handles the output. This gives eight-bit resolution, but uses a logarithmic scale which means that the effective dynamic range is 13 bits at the average sampling rate of 30kHz (top ratio is 34kHz). This compares favourably with commercial sound samplers like the Akai S990, which has twelve-bit resolution at up to 30kHz.

Each voice can be assigned to one of seven positions in the stereo spectrum; output is through the mainline, or via a headphone/amp output.

Existing Archimedes can be fitted with MIDI interfaces. From Acorn or EMI, there are also hardware sound samplers from Armadillo, both sub-£100 for an eight-bit system, and £1800+ for a sixteen-bit MIDIised professional version.

THE BIG CATCH

The big catch at the moment is, of course, the price. There are two series of Archimedes, which share the same low basic chips: the 300s and 400s, which feature built-in hard disks, memory of up to 4mb and more expandability. The biggest system the A440, costs £2695 plus VAT with a colour monitor.

THINGS TO COME

Acorn's next launch is rumoured to be positioned between the 300 and 400 series — in other words, between 'very expensive' and 'ridiculously expensive'. Acorn doesn't appear to have the will to apply ARM technology to the games market, but someone might — someone who specialises in taking developments in technology and repackaging them in an affordable and attractive form. Will we shortly be treated to the sight of Alan Sugar leaping from his bath shouting Turbula?

John Rowlett

As well as shelling out a heap of dosh to buy Telecinco's front end, Microsoft have signed up the next two FreeSpace releases from Incentive. These will be the 16 bit versions of the two 3D graphics adventure extravaganzas, *Dick Dab* and *Lord Love-A-Thief*, which are scheduled for the following month or so later.



On their own label, Incentive are bringing next a particular FreeSpace game, which the Home Computer Club are handling with Spectrum, C64 and Amstrad copies of *FreeSpace* and *FreeSpace 2* for £11.95. Like *FreeSpace*, the *FreeSpace 2* is set in Egypt and you have an hour to reach the entrance of a pyramid in search of the 12 parts of a Sphinx, before the sun it once rose eclipsed, and SCORPION the Devil's slave too. Knock up a high score and you can enter a competition to win a holiday in Hawaii to watch the real sunset Carl White smiling first.

Over the summer months, charity chain OXFAM is running a software aid appeal to provide food, shelter and medical aid for starving people all over the world. So, if you're fed up with playing *Death of the Murderer*, *Mega-Gorgon* from Dimension 16 in 3D, or an alien to your nearest OXFAM, hand it over and say "Hello, OXFAM people. Here is a game for the OXFAM software sale." It will then go on sale, hopefully making lots of money and filling the bellies of hungry folk everywhere.

Electronic Arts are now knocking out some of their old "classic" games for not a lot of dosh. "The Software Classics" range includes *Lord's Tale*, *Merlin's Phoenix*, *Bayon II*, *World War Golf*, *Earth Crisis*, *Arctic Fox*, *Legacy of the Ancients*, *Plastic Construction Set* and *The Archon Collection*. These will be available across a host of formats priced at £9.99 for 16 bit disk versions, £3.99 for 8 bit disk versions and £1.99 for 8 bit CD-ROMs.

The next time you're stuck in *Police Quest* or struggling in *Second Zero*, you don't have to wait your frustration by peering your foot through the screen. Instead just dial the *Archie* hotline on 0724 31 1881, and you will find a nice lady speaking to you. Julie Barwick has a direct line to Sierra, Incentive, and Mega-Hustlers, or if anyone can help, she can. Oh, and our own Keith Campbell (Berry Keith).

The C+VG Cook-up Department report an erroneous mark in last issue's *Paladin* review which resulted in the game getting an overall mark of only 57%. A bit silly really as *Paladin* South did it bits, and actually awarded it a healthy 77%. Our apologies to all at Grand Slam, but be assured that the person responsible has been hung out in the Ed's garden for the blue bit to peek at.

KULT



The temple of Mying Avenue, waiting for the player's arrival.

As with most games, you'll see a lot of things.

The blood will flow, and the player will see the first of many things.

The blood will flow, and the player will see the first of many things.

Play it again, you'll see the first of many things.

The blood will flow, and the player will see the first of many things.



EXXOS IS NOW FOR YOU

ATARI ST
AMIGA 500/1000/2000
PC & COMPATIBLES



EXXOS IS NOW FOR YOU
ATARI ST
AMIGA 500/1000/2000
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MAIL BAG



MAIL-WRITE LETTER OF THE MONTH

Dear Yoda,
there are five things I would like to ask
one: when you receive all these
lovely letters, which do you print most?

do you print, printed letters
more than written letters or
written letters more than
printed letters, or both letter
about the same, and are you
the one who decides to pick
out the letters to be printed in
the c+sug mag, or do you have
help from someone else.

how long long does a mag take
to be written up and published,
and who does the most work
for the magazine.

three: how long have you
waited for a mag, and how
much do you like waiting there
at c+sug.

four: do you ever get fed up
with all the moaning and
groaning, and complaints about
people stating one computer
is better than the other, I have
seen computers meet one c+sug
and one gq444 not because

one may be better than the
other, no because I take one to
work and use and leave one at
home to use and I could not see
the point having three
computers at the same time, yet
sorry I did say two computers
at first, but with a c+sug

computer, (4) which keeps
going wrong, and the long keep
looking about really could that
why I have a new c+sug.
five: please could we have
more, playmats and posters
please as every proper would
like that.

sorry that this letter has
dragged on so much, you can
most wait up just one more
thing I would like to say is to me
two is enough, this magazine is
in no way like a news paper, if
you don't like the way it is
published then stop buying it
and shut up complaining.
I AM NOT
SACRILEGIOUS
SACRILEGIOUS

Yoda: I've printed your
letter verbatim, so other
readers can see the sort of
English I've got to read.
Have you not been to
school recently, or is your
typewriter very poorly
indeed? Jaki, to answer
your badly-written
questions . . .

I choose the letters, and
more get the ones away
than get printed. Jaki, the
better the letter, the
more chance you've got of
getting it printed. And if
it's really good, I might
send you a T-shirt or some
software.

Aaaaaaaggggh, it's the YOBs! Britain's brightest
letter answerers. And you'd better agree or
you'll end up with a size nine Don Martin in the
goggles. If you think you're hard, and want to write in
with compliments, complaints, questions, statements,
jokes, better bombs or blank cheques, send your
confidings to: YOB'S MAILBAG, C+SUG, FREEDOM
COURT, 30-32 FLEETWOOD LANE, LONDON, EC1N
8AL. If the YOB thinks your letter is good enough, he'll
send you a T-shirt or software . . . or something equally
fab and groovy. So get writing, you lazy gits!

A FRIENDLY IDEN

Please can you tape a friend
drive-aside machine to the
front of your steel case. A few
ms pages and an extra 25p to
the cover price should be more
than enough. Do you like being
dangerously? I mean don't you
think Garry Williams is a fire
risk, an trying to escape his fat
purple bloated body would get
stuck in a door frame.

preventing escape for the rest
of you. I suppose you could
throw him out the window and
jump on him, but wouldn't this
have the same effect as
detonating a fuel-injection
nuclear bomb. I am a 30 year
old friend who likes GT 5
and thinks there should be
more fun in your readers
mag. I mean one of my letters
was printed in April 21 User so



450,000.25. If there's ever
a fire in the office, we'll
throw Garry onto it, and
his bloated body should
smother the flames, so
there's no need to worry
about our safety.

I'M NOT A NUMBER

Dear Yoda,
I have completed List Nine
2. Could you please write to me
and tell me how people have
completed it as well as I.
JAKK ANFANT,
LANCAST, WEST MIDLANDS
YOBs West. It's funny you
should ask, but by a
strange coincidence I
know that Jaki. You are
the 4,578th person to
complete the game. I
hope you feel much
better now.

surely this cannot fail to get
printed!
JAKK ANFANT,
LANCAST,
WEST MIDLANDS
YOBs West. I have a machine
indeed? Do you take us
for silly old duffers or
what? We're giving away
a whole amusement
machine on the cover of
next month's 1st. The only
problem is that the cover
price has gone up to

MAIL BAG



THE ENGINE IS HOT

Dear Rob,

While reading the letters page in the April issue of C+MG when I noticed a letter from somebody called Patrick Cookwell. He said that many PC Engine games were nothing like the arcade machines that they were taken from.

Unfortunately, I haven't had a go on a PC Engine yet so I don't know what the games play like but all the games look identical to the arcade in the screen shots I've seen and many games don't magazine says that they are the worst arcade copies they have ever played so I feel fairly sure that this point is completely wrong (or stupid) to put down such a machine in this way.

DAVID, 16/11/88,
COMMANTWORTH,
HANTS

YOUNG: To be quite blunt, our Dutch friend was completely wrong AND stupid. The PC Engine is totally brilliant, and anyone who thinks otherwise is a pig.

SOUTH LONDON

I'M NO FOOL II

Dear Rob,

Although it's only the 2nd week in March I was able to purchase Apple's edition of C+MG. The first thing to grab my attention was the brain tick, WINK. I thought THIS IS AWESOME! Could this be possible, thought a startled genius. It had to come one day but I did not think so soon. If it had not been April I would have written immediately for more info. But instead now this is a wind-up on a mega scale.

Great idea though. This could be possible one day. My idea is a pair of glasses that reflect from your eye tracking your pupil so it can control the cursor on screen. Imagine a game where you could shoot

POWERLESS LETTER OF THE MONTH

I'm one of those people that wants an Apple. I sincerely hope this doesn't make me an APPLE FAN — as some of your less intellectually motivated readers would put it. I hope instead, a little bit of person or animal or plant that is abnormal or deformed, you know, the sort of thing you put in a cage and prod with pointy sticks. As you seem to be grading readers on their Engine's speed (by the way!) I thought it was only fair to point out to these readers what they are actually reading in **POWERLESS LETTER OF THE MONTH**.

YOUNG: Jumping by your handwriting, I'd say that you ARE an Apple fan. So there. As for the rest of your letter, I can't make head nor tail of it. Perhaps you should be put in a cage and prodded with pointy sticks.

things or deer things, just by looking at them.

JOHN BECKER
WIMBORNE, BRISTOL

YOUNG: Yes indeed — it was a wind-up . . . but we still managed to fool a couple of software companies and more than a few readers.

SHED BUSTER

IT'S NO GARY JOES

Here are some Gary Joes for you, Rob.

He's so fat that he wears a watch on each hand, and each one's in a different time zone.

He's so fat that he has to grease the sides of the bathtub. He's so fat that when he lies on the beach, some one ends up calling Gormogon.

He's so fat that when he sits around the house he sits **AROUND** the house.

SOMEONE FOREIGN SOME: **YOUNG:** I have always said that Germans have no sense of humour, and I'm right, if these jokes are anything to go by. Well, if any more of you have jokes for Gary, send 'em in to me.

A WOMAN MATTY

Dear Rob,

We and I bet plenty of others are thinking is there going to be a 16-bit PC ENGINE? What's the point of going out and buying a PC ENGINE and then the 16-bit one come out.

I am after a PC ENGINE but I don't want to be like the lego owners thinking that their 16-bit lego is not the best. Could you please send me details on the PC ENGINE or put it in your magazine . . .

Could you also tell me if I bought a PC ENGINE and I had a Hi-Fi system with a compact disc player built in could I load my games into the Hi-Fi or do you have to buy the PC ENGINE 3-CD Player? **CRADIE HOBSON, JACKDAVEY LIPSWICH, COUNTY DURHAM**

YOUNG: No, as far as I know there aren't any plans to release a 16-bit Engine. What's the point — at the moment the Engine holds its own when compared with all current games machines, whether 8 or 16-bit. As for connecting a PC Engine and a CD ROM unit — doesn't be a dummy all your life. Of course you can't.

MILLWALL FC



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FOR SUPER DRIVERS

Car races, plane races, cycle races – now it's the turn of the truck! In a bid to win the most coveted trucking award ever "The Supertruck Trophy", precise steering, lightning reactions and a clear head will be required to get you through in one piece, play as dirty as the other drivers and remember – time won't always be on your side, so put your foot down!



SPECTRA



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Elite Systems Ltd,
Easton Avenue,
Luton, Beds, LU1 1PU

Telex: 930333 ELITE G B. Cable: ELITE G B

elite



TECH DATA

System	Format	Price
Spectrum	Cassette	£7.99
Spectrum	Disk	£12.99
Commodore 64	Cassette	£5.99
Commodore 64	Disk	£11.99
Amstrad	Cassette	£5.99
Amstrad	Disk	£11.99

Engine:	6-cylinder in 'V' Formation
Max. Speed:	1st: 10mph, 2nd: 15mph, 3rd: 20mph, 4th: 25mph, 5th: 30mph, 6th: 35mph
In Gears:	
Acceleration:	0-20: 8 secs, 0-40: 11 secs, 0-60: 17 secs, 0-80: 24 secs
Brake:	From 20mph: distance 4.1 mts
Performance:	From 40mph: distance 14.2 mts
	From 60mph: distance 27.8 mts

For the complete details of this
FREE TRUCKING MAN O'WAR
WORMIE
SEE PACK FOR
DETAILS



1. Start of level two. Says it all really.



2. How this blasting begins — watch out for that phobia object d'art.



3. Stop into the local shop and stock up with some serious weaponry.



4. How you can use that stuff to get rid of the unkillable baddie.

A fair two disappointing Christmas releases, Last Duel and L&D Storm US Gold's Capcom conversion label has returned with a vengeance with home versions of the running one or two-player coin-op, *Forgotten Worlds*.

The plot is fairly superficial, merely an excuse for one or two hardened jet-packers to fly a suicide mission deep into horizontally scrolling enemy territory. Complete death and destruction is the order of the day — fit anything that moves but of phaser-balls, blast anything that isn't moving, terminate all life forms with extreme prejudice and take absolutely no prisoners.

The jet-packers start the mission with fairly standard phaser guns. When aliens are



5. Aight Kratoe masta — totin' thards.

FORGOTTEN WORLDS



6. *Forgotten Worlds* Spectrum-style.



necessary if you are to survive the alien-defence system. Hordes of flying fiends whiff about, overhead let rip with bullets and ground installations attempt to pump you full of laser fire. Each bit sustained knocks a chunk off your energy bar — and should it fail to zero, the mission ends.

At the end of each of the game's six levels resides a large and grisly guardian which is

► A shop.



destroyed to progress to the next level. (On level one it's a tin-machine which sits out there being level two tests an enormous dragon attempt to rout the intruded duo, to grab them with his deadly claws.

The going is certainly tough, with fast and furious action and a myriad of creatures, gun emplacements and pieces of machinery to blast into the rubble of next week.

On the Amiga, the graphics are wonderful, with beautifully-driven parallel scrolling backdrops and excellent

► Napalm bombs are lethal.



► End of level one fun.



blasted, some of them drop blue orbs, which are collected to boost the player's cash total.

Dotted around the landscape are shops, where every weapon is purchased. There are plenty of money add-ons available — mini-catalysts which follow behind the warriors and simulate their fire, napalm bombs, one-way fire, speed-ups and homing missiles amongst other things. Naturally, the better things are, the more they cost — so spend wisely.

The enemy's weapons are a

SPECTRUM £9.99

Smooth scrolling and fast and furious action combine to make a brilliant shoot 'em up.

OVERALL 87%

AMSTRAD £9.99

More colourful than the Spectrum version, and just as playable. Great stuff!

OVERALL 88%

C64 £9.99

The Commodore version is looking good, and should prove a hit with the blasting fraternity.

OVERALL 90%

AMIGA £19.99

GRAPHICS 93%
SOUND 89%
VALUE 83%
PLAYABILITY 94%

A rip-roaring conversion that offers fabulous graphics, excellent sound, fast, action-packed gameplay and a brilliant two-player option. Don't miss it.

OVERALL 92%

ST £19.99

The graphics and scrolling may not be as good as the Amiga, but we're pleased with so much action.

OVERALL 87%

REVIEW

own games. It's an absolutely stunning conversion — the best I've seen from LSI Gold — and is easily THE BEST Amiga shoot 'em up to date.

Spectrum and Amstrad versions are of similar high quality. The graphics are colourful and smooth, and there's plenty of action to keep them 'em up excited in their seats — the brilliant two-player mode is the icing on the cake. Forgotten Worlds won't be forgotten in a hurry!

JULIAN RIGNALL

OTTEN DS



GO PC ENGINE CRAZY

▼ Skips are not included.

Now listen, our phones have been ringing their little bells off ever since we started telling you about the PC Engine and CD-ROM. "My local Ozone knows nothing about it!" you cry. "Oh really, that's a surprise," we purr.

Anyway the fact is it's almost impossible to buy this gear. A couple of COMPO advertisements sometimes have them but that's about it. So, YOU'LL JUST HAVE TO WIN ONE!

That's right. Being in the COMPO Office at this very moment is:
• One brand spanking new PC Engine
• A gleaming glowing CD-ROM player
• Two utterly fab games to play on them.

SOMEONE OUT THERE IS GOING TO WIN THE LOT! IT COULD BE YOU!

THE COMPETITION

The whole kit and caboodle is thanks to the mighty US Gold who (becoming a good thing when they see it) has released

Forgotten Worlds (mentioned above). "How can we make COMPO readers very very happy indeed?" they asked. "Sure" we said. "Sure" we said.



PC Engine and CD-ROM" we said. "Oh," they said. ("Gasp" we said.) "But make them work for it" they said. "Sure" we giggled.

WHAT YOU HAVE TO DO

If you want the goodies. Answer the following questions:

1. WHO DID THE ORIGINAL COM-OP VERSION OF FORGOTTEN WORLDS?
2. HOW MANY OTHER GAMES HAS US GOLD DONE BASED ON COM-OPS FROM THE SAME COMPANY?
3. WHAT WERE THEY?

Sounds difficult it sure is. But if you've got enough back issues of COMPO it ought to be possible to figure it out. Good luck. Send your entry to: Ozone, that competition was really hard but at least it'll be one of only a few entries! compo, COMPO, Priority Court, 30-32 Farringdon Lane, London EC1R 3AJ. Closing date for the competition is July 1st.

Coupon
Name _____
Address _____

Answers

1. _____
2. _____
3. _____

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ST ACTION December 1988

"I can find absolutely nothing to fault in HOSTAGES - it really is state-of-the-art software; it has excellent graphics and atmospheric sound, and the game itself is totally engrossing. Inquirers have taken a seemingly impossible threat, and have created a veritable masterpiece"

ATARI ST USER January 1989 Star Game

"The gameplay is totally addictive, graphics outstanding and sound effects thrilling. Definitely an experience involving an much cerebral activity as joystick dexterity. My personal game of the month!" (Jayne Ward)

ST AMIGA FORMAT October 1988

"HOSTAGES manages to effectively capture the edge realism of an armed siege ... so if you're after convincing atmospheric tension and the chance to feel the sharp end of law enforcement you'll find HOSTAGES quite a liberating experience"

THE ONE October 1988

"...with graphics and on-screen presentation ... HOSTAGES is a well-polished program. Gameplay too is involved and compelling ... should prove a satisfying challenge for quite some time"

ACE December 1988

"Fun to play and will have you on the edge of your seat..."

THE GAMES MACHINE December 1988

"The action in HOSTAGES really gets the adrenalin going. Graphics and sound are used effectively to create a gripping atmosphere"

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2006 Challenge: 100
 2007 Challenge: 100
 2008 Challenge: 100
 2009 Challenge: 100



10-10-2000 10:10
 10-10-2000 10:10
 10-10-2000 10:10
 10-10-2000 10:10

Zakaj? KAMU JAVNA AGENCIJA ZA RAZISKANJE TRGA

[illegible]

TITLE	CODE#	PRICE
TOTAL COST IS		

	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2
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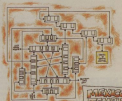
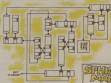
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[illegible]

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Walk to bakery and past decorated 3 houses. Baker will bring a plate full of you. Pick up. Walk right to 1st house. Open door to Lee's Loan Shop and go in. Walk to wall window and call out to the kids. Now go without. (Kiddie, will close, get, merchandise and return. Leave shop. Walk to the

Take and open toilet. Use wirecutters on toilet/plug pipe. Walk back to the window. Put on overalls and hat. Open phone company door and go in. Give phone bill to representative. Go out door.

Walk up stairs of your house. Use slide board to climb, turn on railfist. Then turn switch off again. Use money wrench to pipe under sink. Pick up bread crumbs. Go out front door. Walk to bus. Use flares. When bus door open, use sandwich to swallow spider.

Give visitors a tour. Get on plane. You will now be flying to destination. Walk to toilet, open door and go in. Pick up toilet paper and use it in seat. Push back toilet and walk out. Walk to microwave and heat it up. Walk to first class and pick up cushions. Lighter drops on floor. Pick this up as well. Search all items above so as not to get caught again. Pick it up and walk the return to land.

KRACKEN

[illegible]

You can use a command called 'switch', which allows you to change to person you are controlling in a moment. There are four people altogether: Ann, Anne, Melissa and Lewis. Go to door and walk back to 1000 avenue. Walk to Ann. Switch to Anne, pick up letter, and please hand him from brother. Walk and door. Go to Ann. Switch to [Ann and van RAZED]. Use command to send reader: what door open. Switch to Anne, and you command to send reader. Switch to Anne, use [switch] to terminal and they linked to London. Go to place. Walk through automatic doors.

Go back to the reservations terminal, buy tickets to Miami, wait in plane, first class to Miami and the will give you bottles of whiskey and food back. The reservations terminal and buy tickets to Miami, wait in plane, first reservations terminal and buy tickets to Miami, wait in plane, first

[illegible]

For reservations terminal, fly ticket to Cairo. Walk to plane. Use reservations terminal fly ticket to San Francisco, walk to plane. Use reservations terminal and fly ticket to Cairo. Walk to plane. Walk to plane.

[illegible]

You will have the labors in Mry, where Marissa and Jaelle are waiting for your commands. Open space ship door and get in. Open glove compartment and pick up two red sandwiches. Use sugar cube. Put up digital radio tape B & F. 100 back outside. Give Marissa her sandwich.

Swish to Madison: Capturing the day and close close. One happenstance, the afternoon and evening in London.

Walk left to fireplace, and backward go (off). Walk far back in (off). Walk left, back to landing and enter pipe. Use (take) as metal pipe. Pick up (over) (off). Use (take) as (over). (Use) (take). Close Mary door. Open (back) door. In (back) (back). Pick up (over) (off) from right-hand (back). Open it. Pick up (over) (off). Walk to (back) and pull the (over). When the (over) is (off), (off)

go down stairs. Walk to right. Pick up ladder. Walk back out through door.
Come down door, go outside. Run down stairs and outside again. Walk to
right to back door.

Use buttons on the New York buttons in same combination as you saw in village, in Minnesota. You should have written them down. Enter will now open. Pick up button and walk to great chamber. Walk to right and you get to second huge plain, and read strange markings. Many diagrams of these markings. Last item by 1. Switch side to left, and use yellow arrows on strange markings on plates. Now draw diagram you just drew (No 7). When done click on "Instant Drawing" now pick up third. Go to last room. Find way back out of temple using way indicated (black "Mashed temple" make way way back through the temple and on to village).

Now reservations for myself, my ticket to London, what to place, what through automatic doors. Now give hands Royal, Flanagan, Ministry, More nations and take already at work. Switch to music.

Give Mickey to Andy. Turn off porch. Use wire cutters on fence. Walk to backdoor. Use both sets of crystal about an hour there. Use Ragnae on altar stone. Now read scroll. Use Ragnae on altar stone. Now read scroll. Crystal shards will now be fused together in form a yellow shield. Pick up

[illegible]

You will now be happy everything. How perfectly. When you found in water, you said, it is beautiful and now you know. You have crystal in daylight. You now see control over lightning. Again understand. Now make an attempt to light in typical sort of movement covering a lot of better alone. Pick up movement. You found now you a growing device, give this up and return to surface. Give yourself chance to live again. Now spread and allow alone alone and leave for every to their secret alone. We will put you live understanding nothing. You will now have left your mind, but I worry, it will happen later. When you are not you will be standing outside alone alone alone.

Wash to left, sit down in your toilet and walk into bedroom, Use money
credit on house money, then open up table, Walk to right, Turn into room in the
line around room, Wash to left to cabinet and open it, You have just lost all
of the money back from you, Walk back up right, to bedroom and walk out
to house

Make your way to Lee's Loan Shop. Open door and go in. Buy Litterbox and enter. Number you wrote down from the Alton Spide ship. Now walk back inside and switch to Leslie.

It's a lot like the old "find the needle in the haystack" game. You'll need to be patient, and you'll need to be a good listener. You'll need to be a good observer. You'll need to be a good thinker. You'll need to be a good communicator. You'll need to be a good team player. You'll need to be a good leader. You'll need to be a good follower. You'll need to be a good friend. You'll need to be a good neighbor. You'll need to be a good citizen. You'll need to be a good person. You'll need to be a good human being. You'll need to be a good member of the team. You'll need to be a good member of the community. You'll need to be a good member of the world. You'll need to be a good member of the universe. You'll need to be a good member of everything.

[illegible]

Wash to Airport, Use roadrunner (boring) and try to get to Cairo, Wash by 10. Wash includes walk to get up going with animal door to it, enter door. A "Biting May" again to find, walk with animal passed to it, and walk to it. Sit you are there, read telegraph and push button; sit wall in the order a new. Switch to Post

GAME TIPS

Use orange-as wallpaper map. Read orange markings on wall, and make a diagram of them and then the L. Use "Sphinx Map" again to find way back out of spins. Walk to airport. Use reservations terminal and buy ticket to Atlantis. Walk to plane.

Walk through jungle as before, until you get back to village. Walk to Shimmer's hut and go in. Give yellow crystal to Shimmer. He will now show you how to use it. You will now end up outside Shimmer's hut.

Use yellow crystal. You will now see wallpaper map. Click on location of Egypt which is an island right of map. You will now be teleported there. You are now in secret room at top of pyramid. Walk to left and push the lever on side of wall.

Walk to hole. Use map "Sphinx Map" to find way out of Egypt. Walk out of wall and walk left to Pyramid. Go through pyramid door. It is very dark to here, so use the "red" or "command" to find door. Now go in, walk as far left as you can and use the "What is" command again to find stairs, and go up them. You are now in room with Zia. Pull lever on side of wall. Switch to Cat.

Walk to centre of room and use glowing object on lever. Walk away from machine and use yellow crystal. Click on Lania location, which is an island halfway out of sea map. You will now be teleported to other side of huge canyon. Pick up combinator. Use yellow crystal, and click on Egypt location. Walk to machine and use combinator-as glowing object. Put on wallmap and orange tank, and stand just on first level. Put on Spirit foot level, you are now wearing new spirit suit. Walk away from machine and use yellow crystal again, click on Mars' face chamber.

You are now in Mars face chamber. Find this on map enclosed called "New Face Map". Use yellow crystal on orange markings, and then diagram you made called No. 3. The three doors at back of room will now open. Use map "Mars Face", and find way out to exit. You will have to use lighter to find where you are going. Redden doors are observed, before you find way out of room and into great chamber. Walk to wall and walk left to landing exit. Switch to Wolf.

Put on helmet, pick up footman, and open door. Go outside. Switch to Cat, enter upper ship. Close door, take off Spirit foot level and orange tank and

use oxygen valve. Switch to Wolfman. Walk right to huge box. Enter great chamber and walk to first massive door (it should be open). Now walk to pedestal. Switch to Lania. Make way out of map room, using map enclosed called "New Face", and find way to exit of main. Give (S.A.), and step into Wolfman, use ladder on pedestal. Switch to Wolfman, use ring (S.A.) on S.A. it was S.A. 1, on footman. Turn on footman. Click on footman, click on "Wolf" and door will now open. Enter door. Use the "What is" command to find door. Walk to right a bit before going in. Go through door and pick up Ark. Walk back out of room and into great chamber. Walk to Wolf machine door. Turn on footman, click on "Wolf" door will now open, go through door. Use the "What is" command again to find door to reform. Go through door, use tank on panel. The footman will now disappear. Push button on machine, you will now get a message. Listen to him. Pick up golden key and walk back to great chamber with key, put it on. Walk back to landing ring. Keeping walking left will you get to the machine, use (S.A.) on it, use and get token, switch to Lania and take her to Mountain top. Use token on boat, walk for her to get it in, then switch to Wolfman. Use token on boat, wait for her to get it in, then switch to Wolfman. Use token on boat, and wait. You are now outside Pyramid. Walk back Wolfman and Lania to Pyramid entrance. Get Lania to use broken. Move on pile of wood. Switch to Cat.

Put on oxygen tank and head back level, open door and go outside. Walk left to Mountain. Use command (S.A.) on it, walk to end and use footman sign in keyhole, enter door. Use the "What is" command again to find door and go on to it. Walk to left on for as you can. Switch to Lania. Enter door. Use flashlight to find door and enter it. Walk to Compressor and push tank. Switch to Cat, and walk to stairs, which should be directly in front of where he is standing. Switch to Wolfman and walk to stairs too. Switch to Lania and walk away from room. Switch to Wolfman and walk to him on wall, use golden key on it. Push button. Switch to Cat, quickly get white crystal and use prime target. Click on Egypt location on map. Take off helmet, fish level and oxygen tank. Walk to machine. Use yellow crystal on combinator, use white crystal on combinator. Walk to switch on right of machine, turn on switch. Switch to Lania. Turn on switch.

SEGA GOLVELLIUS

Enter the following password to become one wall-hard warrior, kindly supplied by Mark Carter of Liverpool in the West Midlands.

**SLAW MKRK MAFB
QPZU
HKBC EEL7 LJ7T
DSCH**

Apparently, Golvellius is located in the Cranley Forest (level 8) in a rock on the right of a dead tree guarded by flying demons.

SPACE HARRIER

Caren Halliher of Rothampton has a wild 'n' wacky tip for Sega owners. Before the game starts, call up the sound test as explained in the manual. Now select the following tunes and FR, 3, 4, 3, 7, 4, 8 and 1. Another screen pops up, allowing you to change various

game parameters. When you finish a game, press up, up, down, down, left, right, left, right, down, up, down and you can continue. This feature works up to nine times.

R—TYPE

Brother didn't know that you can make the ship invincible. You did? Well, show off smartass, I'll tell everyone else. Before switching on the Sega, put both joysticks in and hold control pad one diagonally down and right, and hand control pad two up and left AND hold down button 1. Keep holding them all down and switch on the Sega. It helps if you have a friend around — otherwise you have to headbutt the machine! and keep everything pressed until the R-TYPE logo comes on screen. Now start a game and you'll be totally hard. Cheers to Bernard Zarnagin of Basel. Switcher-land for sending in that spectacular tip. Oh yeah, while I'm on the subject of R-Type, there's a hidden level. The Indeed, at the end of level four you reach a screen packed from top to bottom with

green dots. At the top of the screen about halfway through this mass is a gap in the landscape — fly up and go into it and your transported to a bonus level, which is fab.

RAMBO III

Another tip from Julian Smith, this time for Sega's nice 'n' gritty Operation Wolf rip-off. On level six, the only way to kill Sergeant Kullif is by shooting the cavern roof above him, causing it to collapse on his head.

FANTASY ZONE

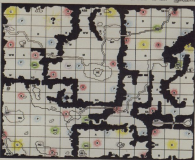
Like if you found this out — buy all the engine parts and the ship's weapons never run out. Ruddy wacky, that one.

KENSEIDEN

As a Sega player, Julian Smith of Doncaster has discovered that if you climb the big Skuldstrand peak up, you'll enter a secret screen where you can replenish your energy.

Golvellius

Valley of Doom



HIGH SCORES

Okay, all you highscoring joystick demons, here's your chance to make a bid for fame and glory and get your name up in lights on the Official UK Video Games Highscore Table. If you think you're a champion on computer or console games, send in your scores on the back of a postcard or sealed down envelope to: **THE PLAYMASTERS HIGHSCORES, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.** If your scores are record breakers, they'll be included in the list — don't forget to state which machine your score was achieved on.

SEGA

ALEX KIDD (LAST STAND)
91,780 John Evans, Wales.
BAKAC PAKAC
80,850 David Adams, Egypt.
BLACK BELT
424,100 Chris Rooney, London.
BOMBER RAID
779,198 John Rignall, C+VG.
DOUBLE DRAGON
40,1998 Martin Owen, Grafty, Leis.
FANTASY ZONE II
8,472,180 Jon Davis, Wales.
KUWABAKU
81,450 Philip Jones, Burnham-on-Ses.
HANG-ON
1,181,000 Paul Capewell, Wales.
CUT RUN
41,391,400 Paul Capewell, Wales.
POWER STRUGGLE
789,130 Anthony Hoot, Wales.
QUARTET
1,838,000 Martin Owens, Grafty, Leis.
RAMPAGE III
58,700 Neil Smith, Preston.
SLTYPE
781,680 Moustapha Al Turb, Belfast.
SHINOBI
803,180 Michael Pearson, Cleveland.
SPACE HARRIER
25,520 J. M. Mark Storn, Co. Durham.
THUNDERBLADE
1,588,000 Nicholas Joy, Market Harborough.
WONDERBOY (MONSTERLAND)
1,892,300 Darren Francis, London E6.
ZULUCH II
191,000 Neil Smith, Preston.
CASTLEWARRIA
999,999 Lee Watkins, Bristol.

KUNG-FU
304,300 Lee Watkins, Bristol.
GRADIUS
13,670,000 John Rignall, C+VG.
PRO-AM RACING
345,380 Mike Corless, Exeter, Devon.
SUPER MARIO BROS
9,999,999 David Hillhouse, Worthington, Combs.
TOP GUN
1,510,000 Leigh Baggett, London.

SPACE HARRIER
101,104,500 Dave Ross, Burnham Wood.
ST
ALIEN SYNDROME
718,800 Kevin Langdon, Chesterfield.
BACKLASH
1,400,000 James Boyd, London.
BLASTERBROS
1,200,000 John Rignall, C+VG.
BUBBLE BOMB
5,880,750 John Rignall, C+VG.



PC ENGINE

ALEX CRUSH
79,880,480 Chris Lee, Nottingham.
OMAN AND CHAN
408,100 John Rignall, C+VG.
DRUNKEN MASTER
94,400 Jasper Roberts, West Croydon.
DRAGON SPIRIT
615,700 Dave Ross, Burnham Wood.
LEGENDARY AXE
311,670,180 Dave Ross, Burnham Wood.
SLTYPE
971,380 Chris Lee, Nottingham.
SON SON II
308,800 Dave Ross, Burnham Wood.

FLYING SHARK
1,073,680 Conrad Roddy, Bristol.
SIZE AMPS
1,000,000 Iain Nelson-Hawley, Leis.
SPACE HARRIER
1,991,480 Don Martin, Wales.
STARGUARDS II
188,400 Peter Martin, Wales.
VRUS
611,000 Zico, Aberdeen.
XENON
1,112,860 Kevin Langdon, Chesterfield.

AMIGA

AFTERBURNER
1,911,120 Mark Storn, Chesterfield.

OPERATION WOLF
344,800 John Boyle, Wales.
PACMANIA
1,008,710 David Adams, Egypt.
SPACE HARRIER
1,304,370 Mark Storn, Chesterfield.
WAVED OF SODAN
234,000 Paul Glassey, C+VG.

C64

ARMALITE
8,179,900 Graham Coker, Leis.
BUBBLE BOBBLE
1,540,300 Iain Nelson-Hawley, Denmark.
DALEY THORPSON'S CHALLENGE
18,161 Tony Rapp, Helsinki, Finland.
GREAT GANNIA SISTERS
80,789 Michael Goss, Breda, Holland.
LAST HINGE II
340,130 Robert Eddings, Sarnia, Ontario.
OPERATION WOLF
109,180 Jukka Pirtti, Helsinki, Finland.
PACMANIA
421,750 Iain Nelson-Hawley, Denmark.
SALAMANDER
215,445 David Pascoe, South Croydon.

SPECTRUM

AFTERBURNER
18,515,800 John Brisson, Enniskerry, Kars.
BOBICOOP
202,150 John Brisson, Enniskerry, Kars.
THUNDERBLADE
1,944,000 John Brisson, Enniskerry, Kars.

AMSTRAD

AFTERBURNER
18,308,340 Geoffrey Wren, Basingstoke.
BLASTERBROS
44,637 Tim Galsworthy, Chesham, Glos.
DARK SIDE
6,118,000 Iain Nelson-Hawley, Leis.
OPERATION WOLF
376,980 Tim Galsworthy, Chesham, Glos.
CUT RUN
43,600,800 Iain Nelson-Hawley, Leis.
BOBICOOP

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The Journal's 42 authors put the JGIM—acknowledging their
members' past role in not creating and maintaining
the new journal—before readers, stating: "We are disappointed
that the JGIM, like The Club, has been a
very small community, rarely open to outsiders,
in that new ideas, methods, and people have been
in a waiting position."

[illegible][illegible]

ACCOLADE
The Best in Commercial Lumber
2005, Woodstock Park, New York, USA

I've seen a lot of games like *Stormtrooper*. In fact the first game I ever saw on the ST was by Playgroup and looked exactly like this. In summary: somewhat sort of parallel scrolling, graphics nicely detailed though not especially big and very conventional gameplay. The temptation is to say so what? But I think there is a lot more to say in *Stormtrooper*'s favour than that. OK, so the plot (here mariner dies badly with assorted



▲ Yep, it's urban-decay time again.

S STORMTROOPER

BY TITUS

robots and guards) and the setting (ST urban-decay this again) done to death, nevertheless this is a hard game. In terms of sheer challenge I've seen little to beat it at any.

You don't need a gun. Played *Cyberman*? That's near enough. You'll shoot, jump, squish and fire. His way is littered with various soldiers from the human, and therefore easily dispatched to the mechanical and indestructible. With some (mostly the human ones) you just have to keep blasting (you don't run out of bullets) with others (the nasty little druids in particular) all you can do is jump over them.

Did I say jump? It sounds so easy. The fact is I almost gave up on this game half an hour in, total destruction in under a minute is more than any cyberman can stand. The druids have to be jumped at exactly the right moment — we're talking *Monty Python* here! This is an example of the fine tuning that has gone into the game. The fact is, it is almost impossible to jump the druids by waiting until you see them and jumping. If you do you'll go mad with frustration. Instead, what I realised half an hour was that at the bottom of the screen a little scanner tells you when a druid is on its way — watch that and jump when that tells you and maybe you'll get



▲ One laser gets broken...



▲ Deep into the first level. You've got about one second to relax.

away with it. Playbe.

So it goes on, the timing gets tighter and tighter, about two minutes into the game you get a problem which requires something like 25 separate

moves to get right (climb this ladder, wait for that druid to go past, jump down, jump left, run right, then the first gun control, run back left... you get the picture).

It's a big game, divided into several levels each of which is several hours or even days, challenges in itself. There are bullets to be picked up, gate opening routines to be learned, more powerful weapons to be loaded and jumps to be practised. As you get good at *Stormtrooper* you find your're actually watching the action less

and less and concentrating far more on the scanner display — it becomes your *Matrix*. There is no other way of getting anywhere in this game.

Graphically *Stormtrooper* doesn't really do that much more. I've seen all, or nearly all, of this before. Blade Runner has a lot to answer for. Sound is goodish, it's by David Whelan and he never actually gets in a poor performance but he's just say this one feels more cowboy-bait than most.

If you're looking for originality forget *Stormtrooper* but if you're attracted by fiendishly challenging gameplay this could be the game on which to test your wrode reflexes.

GRAHAM TAYLOR

ST	£19.99
GRAPHICS	67%
SOUND	60%
VALUE	63%
PLAYABILITY	78%

Looks and sounds fairly average on an originality point. But *Stormtrooper* scores better on Playability. One for real arcade machines.

OVERALL 70%

AMIGA £24.99

All comments on ST. Sound a little better.

OVERALL 72%

THIS IS THE COURSE THAT JACK BUILT.



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The 11th at Pebble Beach



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LEVEL ONE

Starting from the game's options, locate the cavebats and monsters hiding greatest machinery to win as you can. Also take a note of the location of teleports; their colour gives a clue to their destination, but this will change during the course of the game.



THE GUARDIAN'S CAVERN

Don't waste any ammunition — if you run out, you'll be returned to the previous level. After leaping into the air and changing into the flying cannon, remember that as you shoot to the earth you can control your left, right and downwards movement with the joystick.

BIO CHALLENGE



LEVEL TWO

Use the charge state wisely. They can be moved towards monsters if you know how, but after discharge they are useless unless you waste time by moving the planet and repeating. Remember you don't always have to kill all the monsters, but you need to collect three items at least four ammunition capsules to defeat the Guardian.



LEVEL THREE

Look out for the green and red cauldrons to enhance your powers. Green armour allows you to absorb any shot by leaping through it, red, to turn flying shots into deadly projectiles. Watch out! Digipunks and those your long carefully to defeat them as other aliens.

At last — it's the game you've been waiting for, where rival soap powder brands is out for control of the universe. No, only joking — *Bio Challenge* may not involve some cosmic equivalent of *Planetes* Newman on a cleaning mission to the stars, but it will certainly clean the cobwebs from your ears with its mind-bendingly good music.

Palace's French-produced package comes from a company apparently better known for putting out records than games. *Delphine*. You can tell from the continuous soundtrack, which is the most impressive selection of funky beats I've heard for a long time: clashing drums, snappy basses and electronic orchestration. Fortunately the rest of the game does not plummet below that standard; it certainly takes full advantage of the Amiga's graphics abilities, as well as its sound.

Like *Thunder* and many more before it, *Bio Challenge* revolves around the adventures of a





humanoid robot — it just "involved" deliberately, because one of the robot's main tricks is rising into the air and whirling around like a demented top. The steel-bodied machine actually has the brain of a man — your task is to see the body, which is the last chance to save the genetically-degenerate human race.

Against a series of gorgeously-detailed parallax scrolling backgrounds showing strange and devastated worlds, the R.U.L.P.T. isn't all what it stands for — I got stuck trying to work out the "R" must survive through six levels, each containing a number of different phases. There's a progressively shorter time limit on each level, so the first a generous five minutes allows you to experiment with the R.U.L.P.T. controls.

The excellently-animated

animation

Physician's cautions, containing lessons such as extra time, life, fuel, or special armour, appear at fixed positions, this is where a bit of mapping comes in handy. It might also help you to avoid the deadly crossroads over



which you must leap, and the larger gaps which are too wide to leap.

Jumping into a colour-coded transparent symbol which is you to another planet. This resets the platforms on the planet you leave, allowing you to return there later to complete any unfinished business with the aliens. When your task on each level is complete you move here the Guardian. Some of the huge, sluggish Guardians are horrifying, others, like the fierce backhoe on level two, are just a tad silly. Still, leaping into the air, changing into a floating airborne cannon, and wriggling around to avoid their missiles, while shooting them to bits (without running out of ammunition) is enough to keep your attention engaged. Hit a Guardian where it hurts for coins and it disappears, pronto, allowing you to move to the next.

There's a two-player mode in which you take alternate goes. *Rise Challenge* is pretty engrossing, despite the lack of much variation in the gameplay, and some incredibly tedious stick-leaving pauses between levels. The brilliant music, sampled speech,

human-to-humanoid conversion graphic routines and truly different gameplay make it well worth seeking out. But if only there was a bit more shooting...

JOHN RENWICK

AMIGA £24.99	
GRAPHICS	89%
SOUND	92%
VALUE	84%
PLAYABILITY	82%
OVERALL 88%	

UPDATE: An *ST* version is expected very soon. It should retain all the key features of the gameplay, though there may be some changes to the music.

humanoid can be made to run, leap directly upwards or diagonally, crouch, climb up and down from platforms, swim, swim, and pick up oil supplies, pieces of armour and machinery. At the start of each level is an energy uplink where you must store the pieces of armour to be found on the planet; but to find the pieces you must destroy the various glibly mountains. The best way to do this is to jump on charged platforms, which fall on the alien from a great height, personally I'd much rather shoot them, but it's just not that type of game. Another flying creature can be eliminated by shooting through them, and in later stages these become lethal weapons when activated by your special red

KRISTAL

BY PRISM



Fit to go with all those "games of the film" titles, *The Kristal* is one of those extremely rare breeds, the game of the very unsuccessful stage play. The complete lack of theatrical success experienced by "The Kristal of Kristal" is no surprise, if the unintelligible storyline that accompanies the computer adaptation is anything to go by. What is surprising is that it's billed as "an epic game", and what is even more surprising is that this claim isn't all software house bullshit. Not much, anyway.

The Kristal of the title is essentially the future in which a balanced the forces of universal good and evil, or at least it was until someone played it a few years ago. Ever since, the universe has been a less than happy place and so the ruler of the planet Plethora, King Narnia has decided to send someone to find the Kristal and save the cosmos, etc, etc.

For some reason, prime candidate for this job is a space pirate called Dencia (aka you). When the game begins you have no idea where you are or what's going on, that's where your brain — and a lot of lateral thinking — come in...

Using the joystick, you move Dencia around the exotic landscapes of ten planets, collecting useful objects and chatting to a whole host of other characters who provide information as well as some very cryptic clues (some of which are so obscure you're likely to skip over them without realising that you're missing something).

When you manage to strike up a conversation, your words of wisdom are typed into an adventure-style voice printer

which is fairly comprehensive. The character seems to pick up on certain key words and give advice related to most queries. Clever.

To go with the adventure, there's a lot of arcade action, which, it has to be said, is rather top-standard. Travelling between planets takes you through a 3D shoot-out with the tactics of the evil Lazer, who also make an appearance on certain planets, formulating rewards and demanding no vice and vice your extraterrestrial unless you draw your own space-rules and make like *Ramp Rider*.

Loosing a swordfight puts you back about your spaceship and breaks points off your strength rating, which you can only restore by using one of the many space delicacies on offer. Of course, food costs cash, and you have to get hold of that any

way you can. Don't try mugging anyone though, as cosmic energy violence from you gets you points, and you'll need plenty of those for the end of game sequence (below, which is a waste to secrecy).

Fifteen months of effort have gone into programming *The Kristal*, and it shows. The background graphics are lovely, having been designed by the same artists who designed scenery for the play. The sprites aren't quite

as smart, but they're mostly animated and very varied. Several during the game is minimal, but *The Kristal* opens with some superb music and a great score setting, sample of Plethora Music spanning from *The Kristal* Chronicles.

Apart from some rather tedious puzzles to open the apartment, I had a lot of fun with this game. There's so enormous feeling of space and loads of things to do, people to meet and Plethora to eat. The many different arcade and adventure elements gel very well together and even at thirty-seconds, we're glad. *The Kristal* is worth selling your granny's wheelchair for.

PAUL GLANCEY



AMIGA £29.99

GRAPHICS: 88%
SOUND: 78%
PLAYABILITY: 86%
VALUE: 74%

A whopping adventure with a whopping price, but there's plenty of gameplay in there for the price.

Graphics and sounds are superb, but would arcade sequences and a demand for patience probably won't encourage it to make arcade breaks. Anyone with an interest in adventure should check it out.

ST £29.99

The same as the Amiga version, less colours and sounds but one or two gameplay improvements make it equally worthwhile.

OVERALL 79%

OVERALL 79%

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Once upon a time, a Turbo arcade machine appeared called *Renegade*. Ocean brought the conversion rights and released some computer versions, which were very favourably received. A year later they followed up that success with *Turbo Renegade*... and now, another twelve months on, *Renegade III*, dubbed *The Final Chapter*, has appeared.

The story follows the antics of *Renegade*, a martial arts champion whose girlfriend has an alarming knack of regularly getting herself kidnapped by the local cops, resulting in him having to beat 'em up and rescue her. Well folks, it's happened again, and once more Ren has to slog off and free her. But this time it's not just a trip across to the other side of town to rescue the girl — the villains have got their mitts on a time machine and have taken her through space and time to a location in the far-flung future. And *Renegade* has to follow her through time to get her back. 'Weird, eh?

The master of many involves beating through four horrendously scintillating levels, each representing a particular period in time.

lives. Fortunately she has, being a martial arts expert, can cope quite well with a series of kicks and punches to the detriment of the enemy's health.

At the end of each level, a mass of badmen attack, and if *Renegade* manages to thump them all into the middle of next week's time portal space, which raises him up the next level. At the end of the fourth level is *Renegade*'s girlfriend — rescue her and the mission is complete.

All formats are played very similarly — and they're all very tough! Even the most experienced 'beat 'em up' players will find that they've got their work cut out trying to rescue the kidnapped.

The graphics on all versions are excellent, with cheery cartoon-style sprites giving the

UPDATE

16-bit versions will appear later in this year and will boast improved graphics and sound.



▲ Climb up on the top of the screen.

RENEGADE III

BY OCEAN

gives a humorous look and making the game even more fun. This, combined with the



▲ Jump the dinosaur and fall over the dinosaur.

challenging gameplay results in a thoroughly enjoyable beat 'em up with plenty of long-lasting appeal. Proof too, that you can get great gameplay and good graphics on the less powerful machines.

JULIAN RIGNALL



starting with Prehistoric, followed by Egyptian, Medieval and finally the future.

Each time zone is filled with varied badmen — on the first level there are dinosaurs and cavemen on foot. Each enemy attacks the hero on sight, and attempts to wear down his energy bar, the depletion of which results in the loss of one of *Renegade*'s five

▲ Spectrum Monochrome but still tasty.

AMSTRAD £9.99

Colourful, highly playable and addictive — that's this version in a nutshell.

OVERALL 83%

SPECTRUM £8.99

Addictive gameplay and brilliant (though monochrome) graphics make for a tasty beat 'em up.

OVERALL 84%

C64 £9.99

Four levels might not sound a lot, but there's heaps of badmen to beat in each zone — it'll take plenty of persistence to rescue the girl. The graphics are great, with beautiful fire effects, colourful backgrounds and the brilliant sound. A definite must-buy for fans of joystick-controlled violence.

GRAPHICS 83%

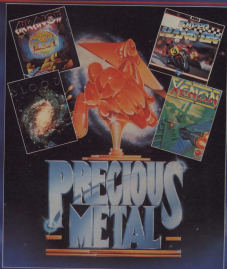
SOUND 81%

VALUE 81%

PLAYABILITY 81%

OVERALL 82%

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In my experience, interplanetary hunting safaris have always been fraught with danger. I mean all those saboteurs doing their number from on the roof of your Chrysler Avenger...

None of this worries a Konstant sensation-seeker like *Spendulo*, though. There are four planets there for the plundering, and all he has to do is climb into the nearest explorer craft, fatten his seat belt and put his thumbs on the fire button.

The first level sees *Spendulo* (and possibly a co-thunder — there is a simultaneous two-player option) in a wildly ballistic, swooping through the horizontally and vertically



4. There there, nice sailing!

The programmers have put the moral ship to 'blastem' good use too. There's 250k of sampled sounds in the game, which feature—variously used in the clumping side tone and an explosive organic effect.

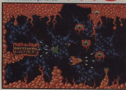
To share you have it. We've seen some purely mad Amiga about 'em-ups lately, what with *Demarc* and *Democracy*, but I'm happy to say that *Blood Money* beats them there.

PAUL GLANCEY

BLOOD MONEY

BY PSYCLAPSE

swooping means that in the planet *Glides*. After *basen* point in from all sides, and gun turns.



4. Filled to top some more *dragons*!

release copious volleys of hot light from above and below.

Naturally, this is what your missile launcher was made for. Blasting the opposition releases coins for you to catch (that's why the game's called *Blood Money* now) which go towards a cash total. At certain points along the way there are weapons shops where you can see your coin-to-buy support weapons. The top-notch human's lot consists of three-way, forward-firing missiles, rearward rockets, all with long-range capability. Four neuron bombs, specially designed

to fireball ground targets, and some kind of turbo-speed unit.

As you progress through each (rather lengthy) maze, you find that stars and gun improvements

are not the only hazards to watch out for. Impossible muth-harts to be blasted, black fly-blasts, and rotating bars have to be hit repeatedly to reset them round, thus unleashing the way ahead.

After the obligatory end-of-level monomer, it's on to the next level. *Glides* is a subaquatic level through which you pilot a submarine. Oh *Shrimp* you're in a jetpack flying over snowy, watery, stony backgrounds and *Snuff* is the obligatory incoherent, organic level which puts you in a rocket.

The graphics right from the digitized planet opening sequences to the beautifully detailed backdrops are superb, but the spritz deserves special praise. How about, the best designed and most fluidly animated games I've seen in an Amiga shoot 'em up!

PC £24.95

Again, not quite as attractive visually as *conchella*, but a good PC is perfectly capable of keeping *Blood Money's* gameplay.

OVERALL 85%

ST £24.95

Scrolling which isn't quite so smooth, not as colorful and weaker sound, but thankfully the ST version's gameplay will remain the same.

OVERALL 84%

UPDATE

No 0-60 versions are planned.

AMIGA	£24.95
GRAPHICS	94%
SOUND	89%
PLAYABILITY	96%
VALUE	88%

A couple more entries would have helped the quality of the gameplay match that of the graphics and sound more closely, but there's still no denying that *Blood Money* is a damned good shoot. Definitely one of the best games of its type on the Amiga to date.

OVERALL 85%

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Early Commodore releases were limited funds. Their graphical excellence was undeniable, but often the gameplay was too easy, and lacked addition and long-term appeal.

However, recent games — *Rockin' Ranger* and *TV Sports Football* for example — have shown gameplay equal to the stunning graphics, and with them Commodore have established themselves as one of the top 10 software producers.

Their latest opus takes us back to the same period of time as their debut game, *Defender of the Crown*, but is set on the opposite side of the world — in Japan.

It's the twelfth century, and

civil war has erupted as the two most powerful clans, the Taira and Minamoto, fight for the throne. The player takes the role of either Yoritomo, a brilliant political strategist or Yoshitsune, a superb swordsman and military tactician — both are sons of the Minamoto family.

The Taira clan have already scored notable victories in the power race, having killed your father and usurped the throne, and the player comes into the game at quite a disadvantage.

The objective is quite straightforward — no less than Shogun, the ultimate leader — but actually achieving the task is far from easy, requiring the player to persevere in battles,

LORDS OF THE



A map of 12th century Japan. ▲

command his army and defend himself from personal attacks, all events displayed via a series of excellent arcade sequences, as well as large alliances and treacheries to kill rivals. Some strategy also comes into play as

you move your armies around the country and plan campaigns.

All at times the strict Japanese code of honour has to be followed — should you be disgraced at any time, you're forced to die out your clan.



BATTLE SEQUENCE

Minamoto hordes of small, screaming yellow pawns as they charge around the battlefield trying to inflict damage on the enemy army. A bit of tactical forethought doesn't go amiss in this sequence — there's no point leaving your archers exposed to swordsmen, for example. Keep them away from the action.



NINJAS

Sometimes an opponent may hire a ninja assassin to remove you — if this happens defend yourself against his thurifer staff and attack him yourself. It's do or die.

DOGS OF THE RISING SUN



UPDATE

PC and ST versions will appear later on this year, and will be very similar. It's hoped that a CD version will also see the light of day — but a release date is so far unforthcoming.

extends with a very sharp and pointy sword — handy in as they say in Nippon.

Lords of the Rising Sun is without doubt a superb game. On the surface it looks similar to Defender of the Crown, but it's far, far better.

Make your decisions here.

way, but the basic combat and strategy has been improved almost beyond recognition, and the overall experience has taken a quantum leap forward.

Each of the private games is excellent, and at least

high-quality graphics, sound and gameplay. My favourite is the long sequence where you take pot-shots at the wandering enemy with a bow and arrow — each successful hit being rewarded with a digitised yell.

But the game is far more than the sum of its parts. The whole thing hangs together brilliantly and fully recreates the atmosphere of Medieval Japan. The gameplay is thoroughly engaging, and I found that the hours flew by as I struggled to become Shogun.

The only niggles I have (and it's the case with all Civilization games) is the excess amount of disk swapping that takes place during the game. It does get annoying, but if you're prepared to put up with it, Lords of the Rising Sun is a game that you shouldn't miss.

AMIGA £34.99

GRAPHICS	90%
SOUND	91%
VALUE	84%
PLAYABILITY	88%

Superb graphics, sound and gameplay are combined to produce one of the best Civilization games to date. It's tough, challenging and addictive and will keep potential Shoguns amused for an entire dynasty.

OVERALL 90%



BESIEGED

Have one of your castles attacked, grab a bow and take pot-shots at the enemy as they rush the castle. Great fun — with plenty of digitised screams adding to the abtbatat-style atmosphere.



HORSEBACK PURSUIT

At the enemy retreat during a battle, you have the chance to rush after them on horseback and bash 'em down. Use your sword and slice the Samurai, or just run over them with your warhorse! Be careful, though — push your horse too far and you may get thrown.



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ATARI ST & AMIGA

An addictive and beautifully presented shoot 'em up at the highest caliber! CODE: HAWK ATARI 64 CBM 64/128

Published by Future House, Ltd., 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

AMIGA TOP 20

1	Falcon	Mirrorsoft	93%
2	TV Sports Football	Mirrorsoft	93%
3	Super Hang-On	Activision	91%
4	Sword of Soden	Gainstar	85%
5	Lombard RAC Rally	Databases/ Mandarin	83%
6	Demaris	US Gold	83%
7	Ballistic	Psydupes	66%
8	Countlet II	US Gold	99%
9	Operation Wolf	Ocean	91%
10	Elle	Firebird	83%
11	Afterburner	Activision	72%
12	Batman	Ocean	80%
13	War in Middle Earth	Melbourne Hs	86%
14	Dragon's Lair	Readysoft	81%
15	Panorama	Grandlam	90%
16	Trilad	Mirrorsoft	78%
17	Goldragon's Domain	Players	80%
18	Hybris	Gainstar	90%
19	Kristal	Additive	77%
20	Who Framed Rgr Rbt	Activision	58%

A very mixed chart, with the majority of big 16-bit products all represented. Falcon continues to fly high, but Barbarian and the disappearing PORT are breathing right down its neck. There are still plenty of Christmas releases still hanging around — particularly Afterburner, Thunderblade and Operation Wolf — and Dungeon Master continues to sell and sell.

JULIAN'S TIPS

BLASTERBOMB: Microsoft's stunning conversion is set for the big time.

INDICATORS: The first Tengen release from Demaris will power into the top ten.

TYNDRON THOMPSON: Another Demaris game that should nose its way into the top five.

ROBOCOOP: Ocean's biggie has hit the number one in all formats, and it's not far off it's do the same in the ST charts.

OUTSIDE BET

WILD DREAMS: A disappointing game, but we think it'll still sneak into the top 20.

Microsoft hog the top two slots with a pair of superb simulations — but Demaris and Sword of Soden look ready to track them off their giddy perch. Further down, the Christmas games are slowly sinking, with new games like Hybris, War in Middle Earth and Kristal looking good to climb higher next month.

JULIAN'S TIPS

BLASTERBOMB: We've tipped it on all formats, and the Amiga version should doubtless also go for.

INDICATORS: Another big conversion that's looking for success.

TYNDRON THOMPSON: Even better than the ST version, and bound for success.

LORES OF THE RISING SUN: A brilliant Christmas release — watch it hit the top position.

OUTSIDE BET

ROBOCOOP: Should have been released at Christmas, but this won't stop it hitting the higher echelons of the chart.

ATARI ST TOP 20

1	Falcon	Mirrorsoft	93%
2	Barbarian II	Palosa	86%
3	PORT	Greenin Graph	44%
4	F16 Combat Pilot	Digital Intgrm	77%
5	Ballistic	Psydupes	66%
6	Goldragon's Domain	Pandora	80%
7	Double Dragon	Melbourne Hs	84%
8	Thunderblade	US Gold	66%
9	Lombard RAC Rally	Databases/ Mandarin	83%
10	Elle	Firebird	82%
11	War in Middle Earth	Melbourne Hs	86%
12	Zak McKracken	US Gold	81%
13	Operation Wolf	Ocean	91%
14	Dungeon Master	Mirrorsoft	93%
15	Afterburner	Activision	47%
16	Crazy Cars II	Titus	99%
17	Pacland	Grandlam	76%
18	Berodino	Atari	77%
19	Beal	Psydupes	80%
20	Orbiter	Mirrorsoft	68%

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. Hope you agree.



▲ IN AT NUMBER 1
ROBOCOP



▲ IN AT NUMBER 3
DRAGON NINJA



▲ IN AT NUMBER 5
WEC LE MANS



▲ IN AT NUMBER 9
AFTERBURNER

ALL FORMATS

	GAME	COMPANY
1	ROBOCOP	OCEAN
2	TREASURE ISLAND DIZZY	CODE MASTERS
3	DRAGON NINJA	OCEAN
4	OPERATION WOLF	OCEAN
5	WEC LE MANS	IMAGINE
6	EMLYN HUGHES SOCCER	AUDIOGEN
7	JOE BLADE II	PLAYERS
8	IN CROWD	OCEAN
9	AFTERBURNER	ACTIVISION
10	SAS COMBAT	CODE MASTERS
11	WORLD GAMES	KIXX
12	WAR IN MIDDLE EARTH	MELBOURNE
13	SUPERCYCLE	KIXX
14	GHOSTBUSTERS	MASTERTRON
15	DOUBLE DRAGON	MELBOURNE
16	TURBO ESPRIT	ENCORE
17	BATMAN	OCEAN
18	THUNDERBLADE	US GOLD
19	FALCON	MIRRORSOFT
20	WEREWOLF	MASTERTRON

No surprises here, with Ocean absolutely dominating the charts, with three of the top four games. Only two budget companies make the top ten — Code Masters and Players, with Kixx bringing up the rear just outside the top half of the charts. There have been two

PLATS TOP 20

PANY	SPEC	C64	AMS	ST	AMI
IN	●	●	●	—	—
E MASTERS	●	●	●	—	—
IN	●	●	●	—	—
IN	●	●	●	●	●
INE	●	●	●	—	—
OGNIC	●	●	—	—	—
ERS	●	●	●	—	—
IN	●	●	●	—	—
VISION	●	●	●	●	●
E MASTERS	●	●	●	—	—
	—	●	●	—	—
OURNE HOUSE	●	●	●	●	●
	●	●	●	—	—
TERTRONIC	●	●	●	—	—
OURNE HOUSE	●	●	●	●	●
ORE	●	●	●	—	—
IN	●	●	●	●	●
OLD	●	●	●	●	●
ORSOFT	—	—	—	●	●
TERTRONIC	●	●	●	—	—

major full-price releases since Christmas, and this is clearly shown with the amount of games still in the charts from the festive period. However, Blasteroids, Vindicators, Real Ghostbusters and Renegade II should all make a big impact on the Top 20 in the next few weeks.



▲ IN AT NUMBER 12
WAR IN MIDDLE EARTH



▲ IN AT NUMBER 17
BATMAN



▲ IN AT NUMBER 18
THUNDERBLADE



▲ IN AT NUMBER 19
FALCON

THE C+VG CHARTS

C64 TOP 20

1	Robotop	Ocean	81%
2	Dragon Ninja	Ocean	83%
3	Imlyn Hughes' Soccer	Audiogenic	94%
4	In Crowd	Ocean	94%
5	World Games	Klax	97%
6	WEC Le Mans	Imagine	91%
7	Microprose Soccer	Microprose	95%
8	Super Cycle	Klax	87%
9	Afterburner	Activision	88%
10	Operation Wolf	Ocean	92%
11	Double Dragon	Melbourne Hs	92%
12	Demaris	US Gold	88%
13	Werewolf	Mastertronic	78%
14	Pro Ski Simulator	Code Masters	54%
15	Tom Cat	Players	69%
16	Turbo Esprit	Encore	46%
17	The Double	Alternative	44%
18	Batman	Ocean	74%
19	International Rugby	Code Masters	56%
20	Commando	Encore	78%

Code Masters games dominated this month's chart, with Treasure Island Dizzy ruling the roost — what's this egg fixation with you punks? Mastertronic, Alternative and Players are also well represented with a batch of original and re-released budget games. On the full-price front, Ocean — quite rightly — featured heavily with their brilliant conversions, with other licenses bringing up the rear.

JULIAN'S TIPS

REAL GHOSTBUSTERS: It's not brilliant — but it's bound to spoil the charts.

REVENGE II: It's a safe bet that this excellent beat 'em up will soon be rising high.

VENGEANCE: A great conversion that's bound for the top. **BLASTERBOMB:** If this doesn't rock the charts, there's no justice in the world.

OUTSIDE BET

SARKON: We reckon that this blaster could shoot up the charts.

It seems like you Commodore people are rich — plenty of full-priced games compared with the mass of budget games in the Amstrad and Spectrum charts. Ocean do themselves proud with three in the top four — two of their Christmas releases still hanging in there! US Gold's Klax label offers the pick of the budget crop and their two games justifiably ride high, while the rest of the cheapies are a generally exciting bunch.

JULIAN'S TIPS

REVENGE II: It looks good, plays better and is bound to outpace it up the charts.

VENGEANCE: A great game that should tank it to the top.

BLASTERBOMB: There's no reason why this shouldn't chart next month.

ADVANCED PINBALL SIM: This cheap and cheerful budget title should make an appearance in the Top 50.

OUTSIDE BET

JOCKEY WILSON'S CARTS: It's out but that this game will sneak up the charts.

SPECTRUM

1	Treasure Island Dizzy	Code Masters	75%
2	Robotop	Ocean	95%
3	Imlyn Hughes' Soccer	Audiogenic	93%
4	S&S Combat	Code Masters	79%
5	WEC Le Mans	Imagine	83%
6	Operation Wolf	Ocean	91%
7	Dragon Ninja	Ocean	81%
8	Street Gang	Players	78%
9	The Double	Alternative	83%
10	Joe Blade II	Players	80%
11	Werewolf	Mastertronic	68%
12	Knightmare	Mastertronic	69%
13	Adv Pinball Sim	Code Masters	77%
14	Pooland	Grandslam	77%
15	War In Middle Earth	Melbourne Hs	86%
16	Back to Skool	Alternative	87%
17	Double Dragon	Melbourne Hs	56%
18	Big Foot	Code Masters	82%
19	Leaderboard	Klax	81%
20	In Crowd	Ocean	94%

C+VG STAFF CURRENT GAME OBSESSIONS:

GRAHAM TAYLOR: CARRIER COMMAND, KICK OFF, TYPHOON THOMPSON
JULIAN RIGNALL: N.A.R.C. HARD DRIVIN', DUNGEON EXPLORER
PAUL GLANCEY: TYPHOON THOMPSON, DUNGEON EXPLORER
GARRY WILLIAMS: FAST FOOD, CHUBBY GRISTLE, FAT SIMULATOR

SLIMED!

See the man (well I say man, don't would do do well) in this photo. See what he's holding? 1000000s of them, each on every one-a spin-off license, promo whizbang based on the hit cartoon series **Real Ghostbusters** (not to be confused with the 8044p Taiwanese copy called, we guess, **Unreal Ghostbusters**). Examine this man from top to bottom, look at all the figures, gobby things, loose monies, pets, magazines etc.

YOU CAN WIN THEM ALL!

All you have to do to win every single **Real Ghostbusters** thing in it (big picture above is to answer the following awesomely simple question):

HOW MANY REAL GHOSTBUSTERS OBJECTS DO YOU THINK THERE ARE IN THE PICTURE?



& LOOK KIDS! A COMPLETELY BROKEN HELMET THAT'S NOTHING TO DO WITH THE GAME!

ARE YOU SURE THAT'S REALLY ALL THERE IS TO IT?

Yep, just get a highpowered microscope * and count up the exact number of objects in the picture. Write the total down and send it with your name and address to: **Composh** (I'm not really afraid of no ghosts as such) compo C+10, Priory Court, 30-32 Portington Lane, London E21 8 3JL.
PLEASE NOTE: The helmet being worn in the picture is completely knocked and coming to do with Ghostbusters' rest or unrest. It shouldn't be included in your count. In fact we won't even send it to you if you win. (Unless you want) Closing Date for the Compo is May 18th.

COUPON

NAME

ADDRESS

Having examined the picture very carefully I'd say there were items in the picture.

☐ I'm sorry but I want the broken helmet (ick)

*Microscopy does a job. You don't really need a microscope to get the number of objects in the picture. An optical game would do as well. Or you could look at you want to have a special occasion.



AMERICAN ICE HOCKEY

BY MINDSCAPE

4 Only 10-12 graphics that feed off on screen action info.

I like American take anything more seriously than the obliteration of World Socialism and the establishment of a Macdonalds on every street corner, then that must be their sport.

This huge seriousness about sport is, of course, reflected in the nature of their sports sim software. Compare some games. March Day to TV Football — one is "pick-up-the-jockey-and-flop", the other, "study the manual and think."

American Ice Hockey — coming as it does from Chicago based Mindscape, falls firmly into the latter category, so be warned, this is not the sort of game that you can expect to be instantly playable. The game is part on-ice game-playing, part team management, with, if

anything, the balance slightly weighted towards the management functions.

No matter how good your skills with the joystick are, you are never going to win the overrated Sport Time cap by reactions alone. Personal talent must be firmly engaged both within the game — by selecting strategies and on-ice players (although you can get the computer to do this for you), as well as the wheeling and dealing of trading players, recruiting new staff, etc. You can't expect to build up a winning team overnight either, so there is a load/save option that you will be using a lot.

This kind of complexity is good/necessary/bad news. Great if you like that kind of in-depth detail, irrelevant if all you want



4 Use this legal! Give his legs!

to do is play ice hockey. Doubtless so, considering the implementation of the arcade version of the game.

Viewed from an 'in the grandstand' perspective, both your team and the opposition's

are a bit wide-like, not overly colorful and do not seem about the size at a rate of huge teams. On the upside, the controls are responsive, and the feeling of movement as you control the Camera (the rest are played by the computer, with an option for the goalie) is impressive.

Naturally, there are options to take out the opposing players, as well as the more conventional moves — but if you do this successfully you stand a chance of getting spotted by the ref and confined to the sin bin for a short period of time.

However, the major points of the game can only be described as competent rather than inspired.

Having said that, considering you have a interesting looking strategy section as an integral part of the game, and you like your prior your sport sim colorful rather than roles, American Ice Hockey is a pecking good game.

JOHN COOK

PC	£24.99
Probably more suitable for this machine, with all the strategy, but it plays better than you'd expect as well	
OVERALL	70%

AMIGA	£24.99
Better graphics and sounds don't quite make up for slower arcade version	
OVERALL	67%

CBM 64	£9.99
Oh if you've got a nice drive (also version £14.99), otherwise loading is tedious	
OVERALL	69%

ST	£24.99
GRAPHICS	64%
SOUND	61%
GAMEPLAY	77%
VALUE	71%
Ice Hockey simulation with heavy emphasis on strategic elements — recommended if you are that way inclined, dull if you aren't. Graphically unimpressive but lots of management elements	
OVERALL	70%



As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst - from one of many races he has come. His task is halt the demons that lie dormant within the Castle of the Bloodwych.

Unification of the Crystals of Seagulls will secure the Bloodwych in his law for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game offers greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!



Atari ST Screen Shot



Amiga	£24.99
Atari ST	£24.99
Spectrum 6400	£30.99
Spectrum 12800	£34.99
Amstrad CPC 4640	£30.99
Amstrad CPC 6128	£34.99
Commodore 64 6400	£30.99
Commodore 64 12800	£32.99



GOLDEN JOY



▲ **BEST GRAPHICS 8 BIT**
ARMALITE



▲ **BEST GRAPHICS 16 BIT**
ROCKET RANGER



▲ **BEST SOUNDTRACK 16**
BIT IK+



▲ **BEST SOUNDTRACK 8 BIT**
BIONIC COMMANDO



▲ **GAME OF THE YEAR 8 BIT**
OPERATION WOLF

Earlier on this year we asked you to vote for your favorite 8 bit and 16 bit games. We were besieged by literally thousands of replies which filled so many postbags the only thing that remained visible in the office was a tiny portion of Gerry Williams' mighty stomach.

THE SORTING

We hired a team of crack missives to open your entries, and count them. Placing thousands of ticks by hundreds of game names, counting and re-counting as some didn't last the pace. At one moment collapsed from exhaustion another would be prodded into the vacant gap. Weeks went by until...

THE RESULTS

GAME now proudly presents the most definitive, reliable, utterly objective awards the computer industry has ever seen. You made these awards possible. This is what you think...

THE AWARDS

BEST GRAPHICS 8 BIT

WINNER: ARMALITE from THALAMUS
RUNNER-UP: ARMA 8 from SYSTEM 8

BEST GRAPHICS 16 BIT

WINNER: ROCKET RANGER from MICROSOFT
RUNNER-UP: STARGLIDER from BARBARD

BEST SOUNDTRACK 8 BIT

WINNER: BIONIC COMMANDO from US GOLD
RUNNER-UP: ARCADEOP from OCEAN

BEST SOUNDTRACK 16 BIT

WINNER: INTERNATIONAL KARATE PLUS from SYSTEM 1
RUNNER-UP: STARGLIDER

PROGRAMMER OF THE YEAR 8 BIT

WINNER: JOHN PHILLIPS
RUNNER-UP: TRIVY Dave JOHN THODD

PROGRAMMER OF THE YEAR 16 BIT

WINNER: THE BIT PLAYERS THIS
RUNNER-UP: JOHN PHILLIPS



▲ **CHRIS TARRANT JR. AND OCEAN'S GARY BRACEY**



▲ **LEGENDARY SUPER-STAR CHRIS TARRANT**



JOYSTICKS 1989



▲ MAGNETIC
SCROLLS
AWARD

▲ THE NIGHT
STRIKES



▲ OCEAN
PRIZES WIN AC0074



BEST SIMULATION GAME 8 BIT

WINNER: MICROSOFT FALCON from MICROSOFT
RUNNER-UP: PROJECT SMALTH FIGHTER from MICROSOFT

BEST SIMULATION GAME 16 BIT

WINNER: FALCON from MICROSOFT
RUNNER-UP: INTERCEPTOR from ELECTRONIC ARTS

BEST ADVENTURE GAME 8 BIT

WINNER: CORRUPTION from BAINBRIDGE
RUNNER-UP: INDIGO'S BACK from LEHEL

BEST ADVENTURE GAME 16 BIT

WINNER: FISH from BAINBRIDGE
RUNNER-UP: CORRUPTION from BAINBRIDGE

BEST COIN-OP CONVERSION 8 BIT

WINNER: CREATION WOLF from OCEAN
RUNNER-UP: 8-TON from ACTIVISION

BEST COIN-OP CONVERSION 16 BIT

WINNER: OPERATION WOLF from OCEAN
RUNNER-UP: PACMAN from GIGAWATT

THE C&VG CONSOLE AWARD

WINNER: THUNDERBLADE on the Sega
RUNNER-UP: 8-TON on the PC ENGINE

SOFTWAREHOUSE OF THE YEAR 8 BIT

WINNER: OCEAN SOFTWARE
RUNNER-UP: US GOLD

SOFTWAREHOUSE OF THE YEAR 16 BIT

WINNER: MICROSOFT
RUNNER-UP: OCEAN

GAME OF THE YEAR 8 BIT

WINNER: CREATION WOLF from OCEAN
RUNNER-UP: Ninja II

GAME OF THE YEAR 16 BIT

WINNER: SPEEDBALL OF THE YEAR
RUNNER-UP: STARGLIDER II

The Awards were presented to by winning software houses and programming teams at a prestigious event held at the Royal Gardens on the 24th April. Showbiz celebrity Chris Tarrant handed out the awards and a good time was had by all.



▲ BEST SIMULATION GAME
16 BIT FALCON



▲ BEST COIN-OP CONVERSION
16 BIT OPERATION
WOLF



▲ C&VG CONSOLE AWARD
THUNDERBLADE



▲ GAME OF THE YEAR 8
BIT SPEEDBALL



▲ GAME OF THE YEAR
RUNNER-UP 16 BIT
STARGLIDER II

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1BN



WORLDWIDE
SOFTWARE



WORLDWIDE SOFTWARE
105A CHILWELL ROAD, BERTON
NOTTINGHAM
NG5 1EP

100

[illegible]

Category	Value
1. General Information	1.1
2. Financial Data	2.1
3. Operational Data	3.1
4. Human Resources	4.1
5. Environmental Data	5.1
6. Social Data	6.1
7. Governance Data	7.1
8. Risk Management Data	8.1
9. Other Data	9.1
10. Summary	10.1

[illegible]

Category	Value
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Figure 1

[illegible]

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 02 SPECIAL OVERSEAS SERVICE BY AIRMAIL, WHEREAPPROVED
 03 (POSTAGE GUARANTEED ACCEPTED BY PHILIP) ON MAIL
 04 NORTH SCOTLAND (ON ALL STOCKS) FROM 1ST CLASS MAIL
 05 IN THE AIR, OVERSEAS
 06 (ON ALL STOCKS) ON ALL STOCKS

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1. **Identify the problem.** The first step is to identify the problem. This involves understanding the symptoms and the context in which they are occurring.

2. **Define the problem.** Once the problem is identified, it needs to be defined in terms of its scope and impact. This helps to clarify what is being addressed.

3. **Generate hypotheses.** Next, several hypotheses are generated to explain the problem. These are based on the available information and logical reasoning.

4. **Test the hypotheses.** Each hypothesis is then tested through observation or experimentation. This step is crucial for determining which hypothesis is most likely correct.

5. **Draw conclusions.** Based on the results of the tests, conclusions are drawn about the cause of the problem. This may involve accepting one hypothesis or rejecting it in favor of another.

6. **Implement solutions.** Finally, solutions are implemented based on the conclusions. This step involves taking action to address the problem and prevent it from recurring.

7. **Evaluate the results.** The last step is to evaluate the results of the intervention. This helps to determine if the problem has been effectively resolved and if the solutions were appropriate.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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1. **What is the purpose of the study?** The purpose of the study is to determine the effect of the use of a computer-based simulation on the learning of the concepts of the cell and the organelles of the cell.

2. **What is the research design?** The research design is a quasi-experimental design.

3. **What is the sample size?** The sample size is 30.

4. **What is the data collection instrument?** The data collection instrument is a test.

5. **What is the data analysis technique?** The data analysis technique is a t-test.

6. **What is the conclusion?** The conclusion is that the use of a computer-based simulation has a significant effect on the learning of the concepts of the cell and the organelles of the cell.

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Abstract

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Abstract

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Chalk up! If you've ever wanted to play Steve Davis's "interesting" Davis as a game of snooker, now's your chance. Well, not the real Davis, but a digital version who's not that good. And after playing this new snooker simulation I'm inclined to agree.

Steve Davis is a traditional computer snooker game in one respect, that the proceedings are viewed from above. There's an options bar at the top of the screen with which you can

the cue, which is done by placing the cursor where you want to ball to go and pressing fire.

And that's it, in a nutshell. Steve Davis Snooker is a game, but suffers from the same problems as all snooker games with aerial views — it just doesn't feel like snooker! Lining up shots is tricky, and the power bar certainly takes a lot of getting used to. Still, performance, as they say, says to one's rewards.

STEVE DAVIS 117 CDS SNOOKER

selects the type of game — either ten or fifteen-ball snooker, UK or UK pool, UK billiards or Carom.

There's a one or two player option, with six levels of computer opposition, ranging from novice to Steve Davis, and you can choose whether the human or computer player breaks first. There are also demo, help and practice options and you can also set up trick shots, or replay a shot in slow motion.

The action is mouse-controlled and the player is able to adjust the strength of the shot and put spin on the ball before plying

► If you don't make the shot, Steve will

The graphics are crisp, but the balls aren't round — they're nearly square! They move smoothly, though. The in-game sound is poor, comprising a little squeak and an unconvincing clicking noise when balls collide, but there's a nice piece of digitised side-screen music — the theme from the BBC Snooker programme.

If you're snooker happy (not



► Pick a break! Just split up those reds in three shots.

try Pinhead's 3D Pool — it doesn't have the options of Steve Davis Snooker, but the action is far easier to get into.

JULIAN RIGNALL



► You even get those fancy white gloves...

are we...), you're bound to enjoy the challenge of 117 CDS, and with its myriad of options and levels, there's plenty of keep-you-enthralled reward for hours on end. Those who prefer their games more accessible are recommended to

ST £19.99

Identical to the design version in all respects, and the same criticism applies.

OVERALL 71%

AMIGA £19.99

GRAPHICS	75%
SOUND	70%
PLAYABILITY	71%
VALUE	61%

A difficult, but brilliantly presented snooker game that's bound to appeal to fans of the sport. Those less enamoured won't be advised to queue up for it.

OVERALL 71%

UPDATE

Steve Davis Snooker has been out on the shelves for quite a while now, and although more have all the options on the 16-bit games, they're just as playable.



▲ We loved those digitised rock graphics...

JOURNEY to the centre of the EARTH

The highly intelligent amongst you will recall that Rainbow Arts is a German based company that has been turning out some not-until-fall games. That's the good news. The bad news is that it has also been making poor old US Gold 11 different types of loads by making some of these games a bit too much like certain other games we could all mention. (Great Glorious Glorious Mario Brothers, Karate (Demarcq)!!-Type.

More good news — there isn't be any trouble with Journey to the Centre of the Earth, as it's based on a novel by dead French author Jules Verne and is out of copyright.

The scam is that Prof Underfoot, his nephew Axel and sharpie Tasting or somebody, have just come back after three months mysteriously away. They claim to have been to the centre of the Earth. Car!

Now being a sceptical type, you require further proof from them — and persuade them to go back, with you, and show you the way down. (You by the way, can be one of four alternate types Prof Gusterson, Rounder,

Rutherford or Rossi — each with different characteristics... for instance... Rounder is a bit fat clumsy Rutherford/Meteorologist (and a smoker) while Rutherford is a whiter with the rocks, but is old, slow, yet enjoys wine.

Anyways, having made your choice, it's off to the Sniffels Volcano, Iceland and down the 1,000 foot Sniffels Chertney. WHEN SUDDENLY... you swap discs and have a 15-second load (ST).

This now brings you to one of the four arcade sequences that you will run into during the game. There is a ramp up juggling as they up the screen from bottom right to top left. You control your figure leaping up the screen, avoiding the boulders and rocks which fall, without warning

and in great numbers, from the top of the screen. If you get hit, you don't die — you lose a bit of physical strength. Get hit a lot and it's the big Game Over.

If you make it, you find that you have been separated from the rest of the party and now have to find your way on your own to THE CENTRE OF THE EARTH! Now, up to now, the game has been lots of sampled sound, good looking digitised screens of vast vistas across the windblown tundra, star kind of stuff, heast.

What happens next is the most of the game — and it's a bit slow. There is a main playing screen with a map of the earth's core on one side, icons along the bottom and a picture of you and movement controls on the right.

marks, a bit where you have to avoid really massive stampeding, down a narrow passage and a another for where you have to Tarnadactyl with a stick. None of those arcade bits will excite you for the simple reason that they're rather dull.

There's another bit where you wander round the bottom of the screen trying to catch drips of water to replenish your supply, but it doesn't help. There are more digitised pictures but lovely pictures do not a great game make...

Great concept — trying to mix strategy and arcade — but JTCOE is really let down by uninspired game play, such that even as JTCOE is probably not's worth making that again Journey down the first of the Road to the software shop. Roll on Chutman Liverpool. JOHN COOK.

F... and the silly maps. But



You have to move around the core clicking on the buttons — technically you make lines up and down and you get a short text description of the current location. Sometimes a random event occurs — usually bad, sometimes you have to General an arcade section (either the

AMIGA £19.99	
Game not very wonderful game, but with slightly better looking graphics and some better sound.	
OVERALL	54%

PC £19.99	
When looking B&B (or even not using the blue and purple palette) and decent B&B but difficult to gameplay value.	
OVERALL	54%

ST £19.99	
Ambitious idea of Strategy and Arcade but down the thin game play. Sampled sound and digitised pics show that Rainbow Arts were trying but there is nothing else of interest in the hardened gameplayers.	
GRAPHICS	85%
SOUND	60%
VALUE	40%
PLAYABILITY	47%
OVERALL	52%

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FALCON

The F is simulation so realistic that you feel the G-forces when you play it. The game is real that the MiG actually use it to train pilots. So real that we can't let it to you if you're Lippy... or Oglethorpe (Wah?). MacIntosh-only test 3-D realism can be yours on the Amiga for £22.00 or the ST for £17.00.

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Please send me Falcon on Amiga — in return, have £22.00 ☐ (tick box).

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I would like to get my chocks all with Skychase ST for £12.00 ☐ (tick box).

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The scene is set in a banana republic, somewhere in Southeast America. There are evil dictatorship rules — and these you are sent to overthrow things out, all in the course of love, justice, BURN and the Free Market Economy. In this shoot-em-up with a soul, strike your own blow for freedom at the special price of £10.99, one paper only.

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- 3) You might have to wait up to 28 days for your game to arrive.
- 4) C+V&I must be amazingly cool yet cuddly people to convince Imageworks to be so nice to you.

SPEEDBALL

The game you all voted as Game of the year — and what a shame! Speedball, the sport of the future where steel clad warriors kick the ball out of each other is an effort to bring through to the top of the league, or state the steel covered prize of all, the Silver Bowl. Free action, stunning graphics, addictive gameplay for one or two players, this can be yours on ST or Amiga for a mere £14.99 per copy.

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Please send me Speedball on Amiga — here, have £14.99 ☐ (tick box).

Please send me Speedball on ST — here, have £14.99 ☐ (tick box).

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BLASTEROIDS

Third generation implementation of that classic Asteroids — and what a game! Faithfully converted from coin-up to 16-bit, the only thing that's missing is the coin slot! One or two player action, it's you vs. Major — Master of the Galaxy — and almost all other collectible for that matter.

ORDER FORM

I implore you to send me Blasteroids on the ST — I hope £9.99 is enough ☐

(tick box)

I implore you to send me Blasteroids on Amiga — I hope £14.99 is enough ☐

(tick box)

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BOMBUZAL

Probably the most innovative and original uncollectible game to hit the streets last year. Produced from the Tattered minds of Tony Crowther and David Bishop, there are well over 100 levels to excite and stimulate you. At £10.99, that is the bargain of the century.

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VIDEO JOYSTICKS FOR MINTENOS BY [FORN. FLOW]
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TRUCKING VIDEO JOYSTICK FOR THE MINTENOS

Wash to look at wood sample at the University of Washington. Photo credit: John H. Johnson.

If looks were anything to go by you'd be forgiven for writing this football game off before you'd even got around switching it on! — surely a game with characters that small can't be any good. **KICK OFF** is probably the most playable soccer simulation in history, incorporating live action, smooth eight-way scrolling and, for better or worse, most of the atmosphere of the real thing.

Those looking for realistic statistics and individually named teams and players will have to look elsewhere, as all that's on offer here is a pair of teams — Red and Blue — competing on a plain pitch for anything between 10 and 60 minutes.

Like a good TV transmission, the game display follows the ball, with a small camera zoom in the top left hand corner showing the rest of the pitch in miniature. A limited navigational aid is provided by a small dot which shows the direction of the goalposts.

There are five skill levels (from Novice League through to International level), four team formations to choose from and the option to compete in a single game (either one or two players) or straight team leagues. The League option includes a Sweet16 feature.

The options available may be little more than you'd expect and the display is basic functional, but what makes **KICK OFF** special are its playability and atmosphere — especially when there are a couple of real football supporters comparing.

But while there may be space for a little Westwood-style aggression, a touch of South American flair usually wins out — which can mean only one thing... (practice). Gaining full control of your on-screen charges may seem awkward at first, but the

method used is 'intuitive' (a phrase borrowed from the unusually legible instruction booklet).

The only fault I can find here, and indeed anywhere in the game, is the difficulty attached to manipulating the goalkeeper — but even this is no great problem, as with so forward he is usually displaying the sort of skills usually associated with Peter Dinkley (or indeed Billy The Fish).

Those who perceive should eventually find their on-field players dribbling finger-tightly, taking great heights to head the ball, shooting and passing accurately, stopping the ball dead and performing every tactic in the book — and even a few that

► Boy's ball, boy's ball



KICK OFF



► Goal ready!

aren't! Which brings us nicely onto the subject of the rest in this.

The usual rule of soccer applies and there is a collection of 10 rules one of varying skill to make sure that they're adhered to. Persistent law-breakers run the risk of being shown the yellow card... or even taking an early bath. Whatever the outcome, the player is kept informed by a terse text statement at the bottom of the screen and the time wasted is added at the end of the period.

Another is the name of the game.

Here, right down to clever and practical methods employed in the game to save 'fast-paced' moments. Features and Controls. The techniques behind both can be perceived before a match.

And then, football's cherry and game but at the end of the day it's all about winning. The **KICK OFF** game 100 years played their hearts out and after 90 minutes they've got a result — the last done the previous.

CIARAN BRENNAN



► Go the goal post

ST		£19.95
GRAPHICS	70%	
SOUND	70%	
PLAYABILITY	90%	
VALUE	80%	
Probably the best ST football game yet, especially if you're more interested in gameplay than graphic details. Highly recommended.		
OVERALL	84%	

AMIGA		£19.95
The only difference between this and the Atari version are cosmetic. A full, fast football game.		
OVERALL	88%	

BUDGET 1

Got a few quid burning a hole in your pocket? Fancy lashing out your spendocheeks on a budget game? Well, don't trust to luck or dodgy quotes on the back of the packaging — read C&VG's brand spanking new budget round-up and get the low-down on all the latest cheapies on ALL formats. John Cook and Julian Rignall report...

ADVANCED PINBALL SIMULATOR CODE MASTERS



Advanced Pinball Simulator is, obviously enough, a Pinball Simulator — but not a particularly advanced one. It

AMSTRAD £1.99

features a ball control and lack of modern pin code features results in a lockstone game.

OVERALL 50%

features a pretty basic table with targets, rollovers and two sets of flippers, but doesn't have anything like multiball, ramps or magazines.

The ball doesn't play particularly well, so unless you're really suffering from robotitis, you'd be better off using your cash for Time Scanner, or one of the many other pinball games around...

SUPERNUDGE 2000

MASTERTRONIC



"The best brain machine simulator I've ever played" that's what knows truth-teller Julian Rignall. Colourful game indeed.

What does Supernudge 2000 offer? Well, everything you average one-and-a-half brain food could wish for — magnets, power balls, target holds and all the other features you'd expect to

find on a modern brain machine. There's a highscore feature for biggest wins, and the game is addictive and enjoyable.

SPECTRUM £1.99

Four rules and plenty of balls and whistles — without the risk of losing all your cash. Recommended.

OVERALL 84%

AMSTRAD £1.99

Colourful, but the rules move painfully slowly. Unlike the Spectrum, this version does give a bit of action.

OVERALL 69%

TETRIS MASTERTRONIC



SPECTRUM £2.99

The most playable of the 4-in-1 games. Fairly addictive — a classic puzzle game.

OVERALL 94%

Tetris earned life on a wind-up PC phone in the Soviet Academy of Computer Sciences in Moscow. Since then it's become one of the most converted games in the history of the world. It smashes out one-up after blocks, and is an assured third-hand game in the near future.

Well! Well, you tell us, and maybe we'll become millionaires. But Tetris is laughably simple, interesting and completely and utterly addictive, challenging both your mind and reflexes to their limit.

It's based on the rotation of shapes as they fall down the screen. You're simply got to clear them nearly too soon (watch) to stay alive. Sounds silly, but once you start playing, we bet you won't stop. Absolutely addictive.

C64 £2.99

Excellent to play and has a stunning 38-minute soundtrack. Your Commodore should be without it.

OVERALL 94%

AMSTRAD £2.99

Colourful, addictive and highly playable — the best puzzle game available on the Amstrad.

OVERALL 93%

JOCKEY WILSON'S DARTS CHALLENGE

ZEPPELIN



Once involved, you might even get your crumbly partners on join in. (But don't tell them we said that.)

There are plenty of darts games on the market, but this is the first one to have an official licence.

Does that make it a great game? Well, yes. Jockey Wilson's Darts is thoroughly enjoyable, with a really impressive 321, with head-to-head system, as well as a bonus round the clock game.

The opponents are pretty tough, and the gameplay is challenging and addictive. And, who knows, because there aren't

AMSTRAD

An enjoyable and challenging darts game — the best yet to appear. Definitely worth a go if you're a bit of a darts fan.

OVERALL 86%

BONANZA

BARRY McGUIGAN'S BOXING MASTERTRONIC PLUS

Mastertronic Plus is, as you might have guessed, on by now, the latest from Mastertronic, and it's a real old-fashioned prize game at budget price. This kind of square is hardback and paperback in



and the product has failed to take with time, but if you want a competent cheap sports hit, with a higher than average win/loss ratio, then come out fighting to get this one.

SPECTRUM £2.99

An excellent boxing game which provides plenty of thrills and spills. Excellent graphics and gameplay.

OVERALL 74%

the book world. Titles come out in hardback (full price) then afterwards get released in paperback (budget).

Back in 1981, Activision released the one — a boxing game endorsed by the then famous, slightly Irish boxer Barry McGuigan. Both the endorsed

AMSTRAD £2.99

Better graphics than the Spectrum, and the gameplay is just as good. Highly recommended in boxing fans.

OVERALL 75%

THE HIT SQUAD

CODE MASTERS

Young David Darling describes it as, "Technically brilliant, with its, unfortunately additional, MSX4 that 'are up' 1983/84". Then again, he runs Code Masters. We think it's a fairly ordinary side screen jump and shoot game in similar style to Treble's aging Heartbeat, but nevertheless provides adequate blasting fodder for the money.



CODE MASTERS PRESENTS
HIT SQUAD YOUR CHOICE

AMSTRAD £2.99

Don't believe the hype — this is an average shoot and explore game.

OVERALL 51%

LAS VEGAS CASINO ZEPPELIN

If you can't quite summon up the cash to make it out to Vegas next year, then you might as well settle for Las Vegas Casino the computer entertainment, where you can put your shirt, tie and even Camel Reel'd boxer shorts, on the line without losing a penny.

Crikey, the most addictive gambling game in the Universe, is covered (after a fashion), together with the more traditional Pontoon, Baccarat and Roulette, all under glorious joystick control.

Starting off with £150, your target is to beat the bank and win £100,000 in total. Don't expect it to be easy — as in real life, more often than not you'll be on the street at the end of the evening without a penny to your name. Fun, if you like that sort of thing.



Las Vegas Casino gives you the thrills without the spills. Can't be beat.

C64 £2.99

Colorful and addictive. Those who enjoy gambling games should be in their element here.

OVERALL 66%

FULL THROTTLE ZEPPELIN

SPECTRUM £1.99

It's fairly playable, but won't hold your interest for long. Try it only if you're desperate for a little race.

OVERALL 51%

Considered a classic in its time, this aging Digital Integration game looks decidedly racy by today's standard.

There are ten tracks to race around and plenty of opponents to overtake and bump into, but the controls are slightly sluggish, and there's aribute dash is plenty.

If you're really after a

DEATH CHASE

ZEPPELIN



Here's a game that comes from the Spectrum's colorful screen past. Death Chase was an early Digital Integration game and appeared way back in 1980. It's got primitive graphics, but well managed to be the ultimate jumping.

You race a hoverbike through a forest and have to chase after and blow up two motorcycle robbers who ride sinister vehicles to your open. And that's it. It's simple, but the going is fast and fun, with the three gaming increasingly stress, and laser levels during between night a day scene a

Unreal, but still highly addictive and exhilarating.

SPECTRUM

It was a classic in its time, and the simple and addictive game still holds up today. Definitely worth the dust.

OVERALL 70%



motorbike game, see up your dash and try Super Hang-On or Enduro Race. If you're short of cash, you could always try Super Cycle, but that's only now finally better.

Software With A Difference

Changing software for your next bit of change is not a completely new experience. Just look for the Microsofts of the future.

Microsoft software has been specifically developed for powerful theoretical and practical minds. In fact, it's so smart and intelligent as to know who should play it.

It's for all those games who'll find that the very latest technology has been used to create something gameplay and genuine Challenge. A wide variety of titles will be released under Microsoft's label, all featuring new versions of BASIC and graphics.

The first two, Total Eclipse and Dark Side, are already here. Sober up for the new technology.

2010
STATUS

DARK SIDE

The new Dark Side game is a 3D action-adventure game for the PlayStation 2. It's a sequel to the first game, Dark Side: The First Game. The story is about a man named Jack who is a detective. He is trying to solve a case. The game is very fun and has a lot of action. It's a great game for anyone who likes action games. The game is very well made and has a lot of detail. It's a great game for anyone who likes action games.

Developed by Micro Studio Inc. for the PlayStation 2, the game features a 3D action-adventure game. The story is about a man named Jack who is a detective. He is trying to solve a case. The game is very fun and has a lot of action. It's a great game for anyone who likes action games.

MICRO
STUDIO

Shin

► ARCADE ACTION



An evil leader guides them in their quest to conquer the world.

▲ The Crack Down squad

WELCOME TO A NEW LOOK ARCADE ACTION WHICH WILL GROW OVER THE MONTHS WITH MORE GAMES AND MORE INFO. THIS MONTH WE TAKE A LOOK AT SEVERAL HOT NEW TITLES INCLUDING A GAME WITH NO NAME...

CRACK DOWN

► Brilliant two-player action

Fall marks to Sega, who's produced yet another very interesting game. Crack Down is a split-screen game where one or two players charge around a section of a city, playing short-run battles to destroy the invading enemy.

Viewed from the air, you look down on a cutaway section of a city. The layout of the streets resembles a maze and a map at the top of the screen shows exactly where you are. It also marks the area where bombs have to be laid with a big red X.

A box at each side of the main map tells you what weapon power you have, how many bombs have to be placed and such vital information as whether you are sword agent Ben or special agent Andy.



Butch names, etc. The playing area is a magnified section of the main city. This gives you a chance to steal the enemy's car, shoot

him dead, or if you haven't any ammo left, kick him down.

Arms and weapons run and really quickly. Pick them up as soon as you can. The enemy

tend to shut up the middle of a street, so if you're run out of firepower slide along the wall and creep up on him for a bit of one-to-one combat.

Once you've planted the necessary bombs, make a run for the wall before they explode. And then it's onto the next level which is harder—more enemy, more bombs and a greater challenge.

Crack Down is really enjoyable. The options are vast and fast they're detailed, and it doesn't detract from the gameplay.

GRAPHICS	70%
SOUND	63%
VALUE	70%
GAMEPLAY	80%
OVERALL	75%

BAY ROUTE

▼ Pretty standard stuff

Bay Route Could that be a play on the battleground of Beirut?

This offering from Sega/Bentley is no way matches *Contra* for playability. The impressive title seems too you screaming in to the next scene in a jump cut.

Then the game starts as you leap out of the cockpit, each your shotgun and down into attack with a cry of 'Let's Go!'. Four bullets in to initiate the enemy. The briefing obviously forgot to remind you to do this in reality.

A panel at the bottom of the screen displays four weapons — shotgun, grenade, flame



a flame.

Power cycles hit you next and some whizzing in from the side of the screen to attack. The battle doesn't let up for an

GAME WITH NO NAME

inoned as flat as a grenade. Very much in the *Tom & Jerry* cartoon style.

You're going to have to work hard at this game. It's a challenge and, once you've got the hang of the controls good fun, the graphics are reasonable and so is the sound — the gameplay is above average. Making sense, but it has the edge on similar games.

Fighting games, punch 'em up and the like are two-a-penny at the moment, but there's got to be something about this new game (as now it hasn't got a name yet) that's pulling the crowds.

Taking a hint of the controls means jinking a queue. A one or two-player with a couple of muscular biceps leading their way through hordes of thugs and an assortment of delinquents.

The controls take a lot of mastering as there are three fire buttons which fit in combination to produce punches, kicks and jumps. Shaking the joystick from side to side wiggles ball of headlock and lets you get up when you've been KO'd.

GRAPHICS	70%
SOUND	65%
VALUE	70%
GAMEPLAY	70%
OVERALL	69%



A The VRC, where head in Bay Route.

thrower and a spitting projectile which covers in four directions when it hits an object.

The first section covers pretty rough terrain, next comes the airfield where an enormous wreck of a passenger jet lies. You have great fun dodging around this while this trying to bring to earth a gang of primers. As these missions have the advantage of flight, it's not as easy as it sounds.

Then it's into an underground bunker, choc-a-bloc full of machinery. Watch out for the jumps of metal on chains. These are suspended above you and drop and follow you given half

moment, and if you've got a two-player game going it's absolutely more fun.

Bay Route is quite difficult to play. Not in the sense of mastering the controls, but in staying alive long enough to do the thing some damage.

GRAPHICS	80%
SOUND	70%
VALUE	70%
GAMEPLAY	69%
OVERALL	71%



A Teach the points in the un-named game.

PREHISTORIC ISLE



1 The action starts unfold.

Breathing Brontosaurs and vast, terrifying swarms of Terrorclay (do they really?) take the place of the usual massed squadrons of aliens, in Prehistoric Isle. Well, not of Prehistoric — there is an exception to it...

IBM has really put its creative mind to work and come up with a game that's a little bit different. The basic idea of flying up and down blasting everything in sight remains the same, but the action comes straight from the mind of those.

To grab these controls and get ready for a challenging and

very fast blast 'em to bits. Picture the scene — in the background is dense jungle, all seems quiet when suddenly the peace is shattered by a herd of early Brontosaurs and a small gang of baby comets.

Well that fire button and the dip. The comets leap up trying to grab your plane and the ponderous Brontos almost bounce into your sight path! There's no time to blink — out of the wide blue yonder near floods of Terrorclay! resembling to attack. These rapidly moving



2 This is the Prehistoric Isle in operation.

targets are more difficult to put rest of action.

However, there's a bonus waiting for you if you can pick it up. A huge egg floats through the air, shoot it and pick up the power symbol for extra weapons, speed and money points. And here do you need the firepower when it comes to the end-of-level battle.

The team at IBM have really gone to town on the graphics and if you've never met a real live Brontosaurs you're about to meet. It dominates the screen with a huge snake like neck on a massive body — it resembles one of the Loch Ness monster. Gaping jaws, masses of teeth

and the ability to snatch your plane out of the air and smash.

After that there's no going back, and I had to go on to see what the next level had in store. And I wasn't disappointed. This makes an appearance and as well as another monster with a name as long as your arm. You fly through a sea and cloud escape which moves behind you at an incredible speed. More Terrorclay! here. Then down to sea level for a quick blast at some killer sharks.

At the end of this level is a massive armored Amphibious which trundles along and bakes out at your fiery little aircraft.

Prehistoric Isle has masses

going on, lots of action and very exciting moments. A thoroughly enjoyable game.

CHECK IT OUT!

GRAPHICS	87%
SOUND	70%
VALUE	86%
PLAYABILITY	85%
OVERALL	81%



3 Brontos and blast those poor dinosaurs.

HOLMESOFT

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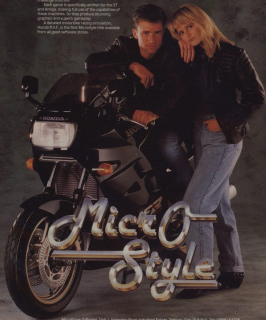
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Micro Style

Welcome to a new style of *Helpins*. We've planning to pack in even more information on your favourite adventures and role playing games but as you'll see we've dressed things up a bit . . . Hope you like the new look, let us know. Meanwhile on with the tips . . .

AD

ADVENTURE CLUES

Help runs this month from: *Richard Jamieson, Boston; David Lam, NSW, Australia; Mark Roney, Belfast; and Colin Raymond, Tottenham.*

BEYOND ZORK:

Give the top chess to the monkey grinder.

WOLFMAN:

To kill the monster, wait eight times as he moves towards you. Then go west four times, land on the rockface, and go



east to kill it as Wolfman.

SMASHED:

Take the car into the chopper, smash it on, and pull the joystick.

QUEST FOR THE GOLDEN EGGCUP

Put all useless items in the box

JACK THE RIPPER:

Examine the knife closely — you will need part of it before the end of Part 1. Select the French doll, and remember what you saw in the mirror.

DRACULA:

Before climbing down to Dracula's room, wait.

With the current output of 16-bit adventures, there are very few new decent quality cassette adventures for the 'old' machines like the Spectrum and 486. This gap is largely being filled by 'home grown' adventures, usually Quilled or G4Cred.

Seems like Sean McCannister is just about to have an embarrassing accident! "How do I get rid of the man in the toilet?" he asks. Well, we deal with all sorts of problems in the Adventure *Helpins*, but this one, from Colchester Crazy, has us beat!

Blundering Mason is also bugging Sean. He can't kill the witchmaster, can't open the big door near the fire, can't get the cross from the altar, and is searching for a spawner.

David Portman of Stonebridge is in a super of bother. He can't get across the gap in the bridge, in *Ripoff's Revenge*. Every time he tries, he falls and dies. My question is this: Is he doing something wrong before he gets to this point, or is there, as rumours suggest, a bug?

New here's a problem that's close to my heart! I've just been playing *King's Quest III* seriously for the first time, and not getting very far at all. Not even as far as Robert Goddard of Kidderminster, who has got everything he needs except the author's name, but can't start to make any spells, even though he knows where to do this. Me, I can't even find the witch's wand, nor get half of the ingredients! Who can help us both out?



ADVENTURE

FRANKENSTEIN:

Don't forget the picture of your parents before leaving home.

ROLE CALL

Welcome to the first edition of *Role Call Role Playing Games* are similar to *Adventures*, but different enough to give help for an RPG is more often a matter of describing strategy at length, rather than listing fairly complex chess, cryptic or otherwise. In *Role Call* is an extension of the *Adventures* *Helpies*, in which, each

find it! He has also been asked: "When is rock not rock?" and wonders what the answer can be!

Alan Hughes of *Marquette* is standing by some iron gates leading to *Blanche's Tower*, clutching a silver square and a silver triangle, wondering how to get through, and what to do with them, respectively. His problems are in *Blanche's Tale I*.

Now for the goodies! Here's some help for those stuck in *Ultima IV*: The order of ultimate wisdom is in the *Great Sigil*, *Maya*. To get in you will need *Red, Book, and Candle*, the key of three parts; the evil skull of *monstrous*, and the wheel.

And here, in detail, in everything you wanted to know about *Archeria* in *Blanche's Tale III*, but were afraid to ask, with many thanks to *Jim Larue*, from *London Colony* in *Herts*. Jim, like many others playing *Blanche's Tale III*, is now trying to get through *Archeria*, where he can't discover how to use the lever, not, bolt, or spinner. Who can return the favor, and help Jim out?

BLANCHE'S TALE III — ARCHERIA

Go to the *Twilight Caves*, 78-79 of the refugee camp, and read the *Arche Spell*. On arrival in *Archeria*, go to the city of *Cleric Branda*, and find the *Wizard's Guild*. Buy the *Gill spell*, and then head for the *Submarine's* bay 4N-4S of the city. When in the city, a visit to the *Elven King* might be useful.

Go into the lake, and fill at least two containers with



A. Cope... guess I should've gone north instead.

Water Of Life from the spring. Get an arrow from the oak tree, and proceed to *Valerian's Tower*. On the third level there is a large stone disk with an engraving of an oak tree with another stone disk. Plant the arrow and water it with the *Water Of Life*, and it will grow, taking the stone disk with it, giving you entry into the next level.

Get the *Nightspoon*, and go to the *Fortifying Pit*, 3E-6 of the city. Find *Isidra* on the second level down. When you find him, hide your eyes in the shadows, so he can see his critical hit capability. You may lose some of your party in the ensuing fight, but don't worry about it. If your eyes die, then run, and if you can, bring him back to life, but without a *spell* in the shadows, *Isidra* can't be beaten!

As *Isidra* dies, his life force will be collected in the *Nightspoon*. Get *Isidra's* head and heart, and take the head to *Elven King*, who will

grant you access to the *Sacred Grove*. Once there, find *Valerian's* tomb, but be warned — the eternal flame will burn you. Inside the tomb, put *Isidra's* heart in the bowl in the cavity of *Valerian's* body, and pour *Water Of Life* onto it. The heart should start beating, and a secret door will be revealed. Go through until you find the tomb with frescos on the wall, and get the *Flower and Arrow of Life*. Leave the grove, and return to the city where you started, where the ground is very worn, and cast *Earth* to return to *Sharn Brn*. Go to the *Barrow Board* for your bonus of 50,000 experience points, and your next mission.

Note that only a *Charmcaster* can cast dimension spells. He can learn them by talking to the old man at the *Barrow Board*, and should learn the next dimension's spells after each mission is completed.



mouth, RPG problems, and answers will be dealt with. Hopefully, I will be able to bring you at least one detailed rundown of part of a game each month — but that relies on you out there to respond to your fellow *Role Players'* problems!

First we have *Shogunmaster*. Who can come up with an answer for *Michael Huxley* of *Timewalk*, who is stuck at the bottom of some stairs, facing a red plate with a keyhole, and some strange markings? *Michael's* problem is that he has within the key, not a clue where to

CLUES

A

BEYOND ZORK:

Give the sea chest to the monkey pirates.

BARD'S TALE III

ACORN — Where?

Get it from the oak in Class Brannia.

FESTERING PIT — Where?

Three South and three east of Arkadia-city gates.

GREY TOWER IN GELIDIA

— To enter

Cast IROND, WIFE, and FORD.

PHANTSPEAR — Where?

Go up from the stone disk.

RIDDLE — To start Level 3 dungeon

The answer is **SWORD**

STONE DISK — To move

Plant an acorn by it, and water it with the water of life.

DRACULA:

Before climbing down to Dracula's room, wait.

FRANKENSTEIN:

Don't forget the picture of your parents before leaving home.

JACK THE RIPPER:

Examine the body closely — you will need part of it before the end of Part 1.

Polish the French doll, and remember what you saw in the mirror.



A Bard's Tale II — source of a thousand questions!

KING'S QUEST III:

CABINET — Where's the key?

In the wizard's bedroom — look on top of the closet.

EAGLE'S FEATHER — How to come by one

Watch out for the eagle flying overhead when you're out and about. He occasionally drops one!

FLY WINGS — Where are they found?

Check out the floor of the telescope room!

MAGIC MAP — Where is it hidden?

Look behind the clocks in the wizard's wardrobe.

BLACK WAND — Where is

Y. Beyond Zork — beyond solution for some.



CATACOMBS — How to get in

First ask the 'corner' wife to like your knees up.

DECODING — That coded message

Write backwards and

substitute letters here apart.

FROG — To bring yourself to life

Put holes on lips, pin holes with laundry pin, close eyes, cover ears with hands — and then do it!

HEADLIGHT — To get, once discovered

Use Tweak to climb down the rope — he's lighter than you.

IRON BEAM — To pass safely

Cast the barge ashore from My Kinda Creek. Where it has

passed the beam, use the black circle at the bottom of the wall to get back to it.

MACHINE — To get it from the salesman

Trade the flashlight for it.

SMASHED:

Take the cat into the shoppe, smash it on, and pull the pyramid, to get the key.

WOLFMAN:

To kill the monster, wait eight times as he moves towards you. Then go over four times, head at the fireplace, and go over until it is Wolfman.

Z

MEAN MACHINES

DUNGEON EXPLORER

Games has been a source of inspiration for many programmers, and there have been many clones and derivatives released over the last few years. *Dungeon Explorer* is one such clone, but stands head and shoulders above everything that's previously been seen. That might sound over the top, so let me explain.

At the start of a game there's a real introductory sequence in which a mountain scene scrolls in five levels parallel to show a gang of characters atop a cliff. The action then switches to a tavern, where the game characters are selected.

Up to five players can play at once (as long as you've got a five-player adaptor and enough joysticks to go round), and the participants can take control of either a Fighter, Warrior, Witch,

Rhino, Bard, Thief, Elf or Dwarf. Each has his or her own characteristics (intelligence, strength, agility and charisma), represented by status bars which can be called up and viewed. The characters are also assigned hit points and hit points — in other words have much punishment they can give and take.

When all the players have chosen their characters, the game begins. The door of the tavern leads to the town, which has a giant castle as its centre. The town is surrounded by a dense wood, and three exits lead south, east and west — any of these can be taken to start the adventure. Unlike *Gauntlet*, *Dungeon Explorer* has a real map for explore, rather like a true arcade adventure. The land is split into 14 levels, each comprising many multi-screen areas. You can explore any area, but the higher the level, the tougher the

creatures inhabiting them.

Newcomers are advised to travel south, which leads to level one — and here the fun really begins. The game plays in the traditional *Gauntlet* mode, with players leaving at gentlemen's and creatures and attempting to reach the next Dungeon entrance.

Whenever a creature strikes a player, his points are lost — if the total reaches zero, one of the character's five lives are lost.

The objective is to defeat the



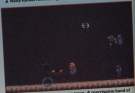
1. Level one and level already!



2. Heavy attacks really blow you...



Something in the scoring mechanism. "Forty, goblins and horses! Quite tonight, mate!" "Indeed, my money's in! wonder what's keeping us regulars! Something's afoot mates!"



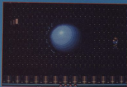
Meanwhile, in a *Dungeon* across town. A merry band of adventurers engage in some fast-paced, with a veritable monster. "Yalla!" "Gyaph!" "It was!" "Crash them choppers, in this, evil spews from hell, and get these gone!"



the giant guardian on each one. These take a variety of forms, including giant rigors, dragons, carnivorous plants, minotaurs, skeletons and, on the last level, a particularly nasty demon. If he is destroyed, the king is deposited and your mission is completed. Fail, and you're doomed. Doomed!

When a guardian is destroyed, crystals are released and are picked-up by the players to increase their hit point capacity — essential if you are to survive on higher levels.

There are plenty of goodies to collect throughout the game, including extra-hit powers, potions of varying effect (temporary immunity, more health and super hit power), healing salves (to increase speed, healing salves and items to improve strength, charisma and



4. Watch out — it's the level 14 fighter! guardian is killed so you can continue from where you left off.

An essential addition to any PC fighter's software collection.

JULIAN RIGNALL



PC ENGINE £19.99

GRAPHICS	98%
SOUND	91%
VALUE	84%
PLAYABILITY	95%

A fantastic game that offers unparalleled graphics, sound and gameplay. Quite simply, the best PC Engine game yet.

OVERALL 94%



It's not just the boss battles — meet the blue thief.



Later, "You'd I have saved those moblins, but in no way, most regrettably, for ye gallant heroes before them from the proper to arrest the barbarous heathen from the throne".



Yes, and so ends another busy day for your integral adventures, ye most important issue of ye day (which — it, which of add about yourselves should themselves purchase a round of ye tavern's finest brothy mead.

MEAN MACHINES

GALAXY FORCE II

The original *Galaxy Force* arcade game was an early laser-disk machine, and appeared back in 1981. However, by last year technology had progressed far enough to enable Sega to produce a sequel with similar gameplay and equally stunning visual and audio quality without the need of expensive and unreliable laser-disk hardware.

And lo, *Galaxy Force II* was released — the most impressive game yet to appear from the Sega stable.

If you haven't seen the massive hydraulic tank top, it's a 3D shoot-'em-up, almost like *Asterix* in a 3D environment, but is far more complex than any of Sega's

other big 3D shooters.

The player takes control of an attack craft and flies into missions into four heavily defended enemy territories, one of which is selected at the start of play. Each level is different, and includes heavily polluted space and three planet scenes — volcanic, arctic and densely vegetated.

The action is viewed from behind your attack craft, and alien fighters and homed missiles fly. The enemy are blasted in two ways, either by laser fire (junk), or by launching homing missiles at them when your automatic targeting system highlights an enemy object.

Whenever the craft is hit by

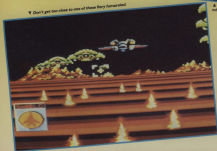
enemy missiles, or runs into an object, its shield is depleted, shown at the bottom of the screen. Should the shield be entirely depleted, the craft explodes and the mission ends.

The objective on each level is to fly right into the centre of the enemy stronghold in that particular area. This is usually a heavily-defended ring and winding tunnel which you have to fly down. Warnings are given for imminent twists and turns — hit the sides of the tunnel and the



▶ The mega-carrier stronghold is a real head-basher.

▶ Don't get too close to one of those fiery homesteads.



craft's shield is severely diminished. If you manage to reach the heart of the stronghold and destroy the target at its centre, that level is deemed complete and you can choose the next scene.

The *Galaxy Force II* coin-up is an impressive beast, with one 16-bit and two 32-bit processors controlling all the graphics and sound. Cranking it all into a comparatively feeble Master System must have been a nightmare, but amazingly Sega have managed to do it. Clinically correct have been cut, but overall the game has the atmosphere and playability of the arcade original. The graphics are a little jerky, but the action is excellent and the 3D effect is fast and convincing, particularly



Is Alas! Dodge the flak!

When you come up against numerous starfighters in space and torpedoes on the volcanic planet.

Although four levels doesn't sound much, there's plenty to keep you occupied on each one, with loads of craft and landscape features to blow into oblivion. The gameplay is tough, but it's addictive and enjoyable and will doubtless keep blasting fans.

happy for weeks on end.

A brilliant comparison — if you're after an epic blast, look no further than this.



JULIAN RIGNALL

Blades of Battlestar (Sega)



Is The Jetty of Doom attack?



Is the jet the great big mean and fly through those bumps of fire?



SEGA	£29.95
GRAPHICS	88%
SOUND	77%
VALUE	81%
PLAYABILITY	84%

A tremendous conversion of the technically stunning coin-up that pushes the Sega Master System to its limits.

OVERALL 90%



MEAN MACHINES

P-47

It's a land! It's a plane! Oh, there, you only needed two guesses. Yet, the P-47 is the only true plane—a monster that Two Lighter winging its horizontal, parallel-scrolling way over Nazi Germany, seeking to bring down the confined air, naval and artillery forces of the Third Reich singlehandedly. Now, on easy Club, you might think, and

you'll be right.

You start the game armed only with a piddly forward-firing machine gun, which is fine for some of your punier enemies which only head-on shot before they explode into a ball of flame, but there are sturdier foes around which require multiple hits before they go down. What you need are (S&BPS&B) better weapons, and these appear amongst isolated wreckage in collectable pods.

Letters on the pods indicate



the add-on inside them. Add to your arsenal with speedups, bombs, aerial rockets or directional freepower, and prolong the game with the odd extra life.

At the end of each stage there's the usual magnanimity to deal with. In the case of P-47, there's impressive Luftwaffe bombers and giant Panzer tanks which bombard you with all their might until you pump several dozen rounds of ammunition into them. These guys are horrendously tough to destroy, and just surviving their barrage of fire requires lightning reflexes.

Indeed, throughout the game, the odd team quite heavily stacked against the player, and even the extra weapons don't help things as much as I would like. So, giving reviews to

warmed—it's going to take an awful lot of practice (and probably an auto fire toggle) just to get onto the third stage.

PAUL GLANCEY

PC ENGINE £29.99

GRAPHICS:	87%
SOUND:	77%
PLAYABILITY:	78%
VALUE:	73%

A very tough arcade conversion, but veterans of computer wars just should find P-47's good blasting action both addictive and challenging.

OVERALL: 79%



Computachoice - Mail Order

Computachoice Top Twenty

The following offer represents what we think will be this month's top 20 titles. Orders are despatched promptly by First Class Post. All prices include VAT, Postage and Packing. Faulty software will be replaced without question. Please make cheques payable to "Computachoice".

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This month's Top 20		Amiga	Atari ST	Spectrum	Commodore	Amstrad
1	Microprose Soccer (Microprose)	12.47	12.47	10.47	10.47	10.47
2	Operation Wolf (Ocean)	12.47	13.97	6.27	6.97	6.97
3	Robocop (Ocean)	12.47	13.97	6.97	6.97	6.97
4	Afterburner (Activision)	12.47	12.47	6.97	6.97	6.97
5	Papillon (Electronic Arts)	12.47	12.47	N.A	N.A	N.A
6	Real Ghostbusters (Activision)	12.47	13.97	6.97	6.97	6.97
7	War in Middle Earth (Telltale)	13.97	13.97	6.97	6.97	6.97
8	Double Dragon (Melbourne House)	13.97	13.97	6.97	6.97	6.97
9	Dragon Ninja (Ocean)	12.47	12.47	6.97	6.97	6.97
10	Running Man (Grandslam)	12.47	12.47	6.27	6.97	6.97
11	WEC La Mian (Imagine)	12.47	13.97	6.97	6.97	6.97
12	Falcon (Microsoft)	19.97	12.47	N.A	N.A	N.A
13	Barbarian 2 (Palace)	N.A	13.97	6.97	6.97	N.A
14	R-Type (Electric Dreams)	12.47	13.99	6.97	6.97	6.97
15	Rangado 3 (Ocean)	12.47	13.99	6.21	6.97	6.97
16	Pumuckl (Grand Slam)	13.97	13.97	6.21	6.21	6.21
17	Lambert RAC Rally (Mindsport)	12.47	12.47	N.A	N.A	N.A
18	Strip Polar 2 (Acorn)	10.47	10.47	5.57	5.57	5.57
19	Vindicators (Tengen)	12.47	13.97	5.57	6.27	6.27
20	Crazy Cars 2 (Titus)	12.47	12.47	6.97	6.97	6.97

Konic Navigator Joytick (Autofire)	£	9.27
10 Blank Disks (Amiga/ST)	£	9.87
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Music Studio (Atari ST)	£	19.97
Post Card (Please state ST/Amiga)	£	4.96

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DRAGON CHALLENGE
The graphics are great with fast moving backgrounds and smooth, speedy action. Love some what I remember of the first minute running away off ... I would play DRAGON CHALLENGE again.

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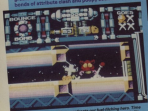
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PREVIEW

CRAZY JET RACER — Probe Software

(This game is on Spectrum www.probe.co.uk)

Last Christmas, Firebird's *Savege* had Spectrum owners gasping at its riotously colourful, almost arcade quality which didn't really look like it was on a Spectrum at all. Probe are now producing the next game along the *Savege* line which uses similar, but much improved programming routines to give an even greater illusion of a Spectrum freed from the bonds of attribute clash and pospy sounds.

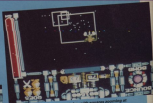


Paraphrase the Probe contract: our feet slither here. Time to get that plasma rifle out of the holster and demonstrate its destructive capabilities.

Crazy Jet Racer is a reproduction this for the game, which has yet to be signed up to any publisher (though Ocean are tipped to be the most interested company at the time of writing). In it, the jet-skiing hero has to hunt the corridors of a space tanker looking for fuel pumps so he can



Beams (umbra necessary) Then duck under the trough (sophisticated and TELEPORT)



Here we are in the teleporter tube, with spaces screaming at us in superlatives. Make sure you don't wander outside them or, best, will you regret it?

"Gorram" some go-pulse for his Jetta Pod, which had crash landed inside the tanker. Predictable as it may seem, this tanker is infested with tons of space pirate monsters, men of whom like visitors, all of whom have a price on their heads. Obviously its time to collect one of these exotic weapons that are cluttering the place up and start ransacking. In between all the bleeding there's just time to have a whizz around the teleport system and a quick go



Oops! The big-scoot after dash dash is all those who try to get past.

on the fruit machines. As you can see from the screenshots, Probe have put a lot of effort into the graphics, managing to splash liberal amounts of colour driver and thicker without a load of eye-mashing clashes. Does this mean that all those cynics who said the Spectrum's tunky hardware spec was over the hill were wrong? At the moment the word "maybe" springs to mind ...

RVF — Microprose



Microprose fans acquainted with Honda will predict this turbo city motorcycle racing sim based on the 1989/90 Formula One racing bikes has that new motorcycle range ("Gears for Adults") 01. Soon your way around you'll be able to do 170 mph, or you can make through specially constructed speed traps. The version we've seen looks well good — very fast with lots of exciting sound effects and plenty of speedy 3D thrills to make your adrenal gland go up. Out on the 3D thrills with other racers to follow. **PRICES: TBA.**

TANGLED TALES — Origin

Coming up on the C64 is this fantasy RPG which puts you in the role of a sorcerer's least apprentice, with three missions to complete and 50 characters to rescue with. Origin claims that they've tried to make Tangled Tales a change from the usual grim gothic RPG themes by injecting their own bit of quirky humor into the gameplay, and adding some pretty



smart graphics, as the screenshot shows. Out on the shelves as you read this. **PRICES: TBA.**



VETTE! — Mirrorsoft

Not a game about French lady animal doctors — no, no. Vette! (short for Corvette!) is the latest from Falcon folk, Spectrum Holobyte, and takes a simulation approach to driving games, with filled 3D vector graphics depicting a race against European sports cars through an accurate 3D model of San Francisco. Options include a choice of courses, a selection of

three Corvettes to drive, varying difficulty levels and numerous perspective views of the action. Sounds good? Well, you're going to have to wait for this one, as the ST and Amiga versions aren't due out until Christmas!



OUT RUN EUROPA — US Gold

After passing his Out Run trophy, that famed Ferrari driver found he had enough money to take his car and his girl on a European tour, and so it was that US Gold's blockbuster conversion spawned a sequel. France, Germany, Italy, Switzerland and good old Blighty are the countries forced to suffer your Sunday driving, and as you carve up the road

you can watch national landmarks swirling past, complete with local forms of transport and typical weather conditions to contend with. So, for example, you get London taxis and buses driving around Big Ben in the rain. Citroen 2CVs going for a spin around the Arc de Triomphe in Paris, and so on. The game had been due "any minute" for about six months now, but this time we are assured that it definitely will be out at the end of June across all formats. **PRICES: TBA.**



XENOPHOBE — Microprose

One of Microprose's few arcade conversions. This was originally by Bally Midway and was for 3 players! Now it's converted as a two player on ST, Amiga, Amstrad and Spectrum.

It's split screen — like Spy vs Spy — with two players competing to destroy all alien life-forms on each level in a world of derelict space stations and moon bases. It's looking very good so far so we're optimistic. Conversion is by Visage which is the highly respected Imagines in disguise.





NAVY MOVES - Dynamic

Submersible sabotage is the name of the game in *Navy Moves*, sequel to *Army Moves*. Like its predecessor, the game comes in two separately loaded parts. The first load is an arcade action covering your marine commander's approach to the enemy base in a power boat. After blasting opposing jet skiers, he dives overboard and swims through shark infested waters armed only with his trusty harpoon gun. Without turning a hair, he then climbs into a nearby minisub which gets him through octopi

and shoals of money eels, to the enemy submarine and the next load. You then have to wander the decks of the sub, beating pass codes out of sailors until you can get to the reactor room. Plant a bomb, get out, and Bob's your uncle, you win. Action-packed or what? Well, we'll see when it comes out at the start of June.

SPECIAMS/CM: £9.95,
ST £16.95, **AMIGA:**
£24.95



SILK WORM — Virgin

It may not have turned many heads when it appeared in the arcades, but Virgin's Amiga conversion of this Taito coin-op has certainly attracted a ton of praise. *Silk Worm* is a game of horizontally-scrolling devastation, in which you and a partner of your choice negotiate hostile terrain in a missile firing helicopter and jeep, picking up shields and extra weapons along the way. The opposition is made up of inter-continental ballistic missiles, tanks, SAM launchers and whiffleball galers. The ST and Amiga versions just missed out on a review in this issue, but they look pretty hot, better, so tune in next month for the review of those and the *Silk* conversions.

SPECIAMS/CM: £9.95,
ST AMIGA: £19.95



XENON II — MEGABLAST Imageworks

This is it! The Bitmap Brothers' shiny 16 bit shoot 'em up at last has a sequel, and what a sequel it promises to be! Like its predecessor, *Xenon II* is a vertically-scrolling blast, but the Bitmaps have been able to make numerous technical improvements, such as full screen,

super-smooth, three level parallax scrolling, with things to blast on all three levels! Eyes on the St Amazing! Oh, and there's a funky hip-hop soundtrack by ace hipster-hipster, Tim Simenon of Bomb the Bass infamy. After all that, the superb graphics hardly seem worth mentioning, so we won't. ST, Amiga and PC owners keep an eye out for this one — it's bound to be the biggest shoot 'em up this summer. **ST** £24.95, **AMIGA** £29.95



SKWEEK — Loriciels

This is the first release from Loriciels since they were taken under the corporate wing of US Gold, and it takes the form of an ultra-rare, serially arcade game in which Mr Skweek has to colour in all the tiles on each level, while avoiding or blasting the wandering Buzze-wuzzles. He is aided in his quest for chromatic uniformity by



countless piteaus which appear from time to time — speedy boots, invulner-hoppers, that sort of thing. Skweek is the epitome of the Jetty

Computer Game, and one which Mr Rignall rather aptly described as "the computer equivalent of The Birdy Song". How will it fair in



the ultimate CBMG reviewing test? Find out next month ...
AMG: £9.99, ST/AMIGA: £19.99

RED HEAT — Ocean

As mentioned in FAX last month, Ocean have the licence to this comedy copper movie which starred John Belushi and the inimitable Arnold Schwarzenegger. Special FX have programmed a scrolling beat 'em up which stars an Annie shaped sprite wading through various backdrops from the film, knocking the stuffing out of no-good, drag-dealing, gun-toting bad-hats. In between thumps Annie

has to finish sub-games, such as waggling the joystick to break rocks in the palm of his hand, and putting together the pieces of a torn dollar bill and a broken key. The screenshot is of an early demo, which explains why it looks like it's in Cinemascope, but a lot of the agro was already present and even the pacifist hacks present pronounced it "well 'and". Available some time around June.
SPEC: £6.99, AMIS-C64: £9.99, ST: £19.99, AMIGA: £24.99



MICROPROSE SOCCER — Microprose (of course)

The Electronic Penell Company were the programmers chosen to transfer Sensible Software's super C64 footy game onto the ST and Amiga, and, oh happy day, they've managed to keep all the features of the original. Banana shots, rainstorms, bicycle kicks, sliding tackles — the're

all in there, and the game is set to come out alongside the Spectrum version in May. But the big question is, Brian, how will the gameplay compare to Amos's Kick Off, currently every ST Amiga owner's favourite game of footy? We'll find out — in the review next issue.

ST/AMIGA: £24.99



LET SLEEPING GODS LIE — Empire

Oh, bit of a tacky pun in that title, ah! But seeing as it's their first game we'll let them off. *Sleeping Gods* is what experts would call a 3D adventure-escape game, almost reminiscent of *Mazmorras*. In it, you have to save Tassara from the despotism of a belligerent old wizard by finding your way through eight kingdoms to release an imprisoned god. On the way you'll come across the wizard's peers, all keen to put an end to your quest by knocking you about a bit, but defense is just a matter of finding a good disguise or some medieval artillery and shooting monsters with it. Just to make life even more interesting, there's all sorts of picking up/putting down objects-type tasks too. We've seen a sample of the ST game and it



seemed to say "here, interesting". The full version will be in our hands by next issue so you can read our critical appraisal of *Sleeping Gods* then.

POWER DROME — Electronic Arts

The 3D future racer will be out in an Amigaized form in May, sporting all the features of the ST version and more. First and most important, EA have solved the overly

sensitive mouse control problem by putting in a beginner's mode, which magnetically holds the jet races in the centre of the track, thus putting a stop to those tricky swerving into walls manoeuvres. Expect extra-realistic sound effects, enhanced race graphics and even a full-screen race mode. Cool! **Black! Box.** **AMIGA: £24.99**

GEMINI WING! — Virgin

Another Tecmo conversion from Virgin, which takes the form of a seven level, two player vertically-scrolling blast. Oh, and let's not forget those extra weapons. And that's about all there is to it, except to say that the early ST version, pictured here, seemed like hours of fun for all the family. Hopefully, it'll be in the shops around June, on C64, Spectrum, Amstrad, Amiga and, of course, ST. **SPECIALS/C64: £9.99, ST/AMIGA: £19.99**



LICENCE TO KILL — Domark

Domark's previous James Bond licences have always been a tad disappointing, but this, the game of the latest 007 movie, promises to be something a bit more substantial. Jimmy is up against the

drug smuggling forces of Sanchez, and he has to see them off in a helicopter chase, an underwater shark-shooting sequence, and, during the final scene, as he races after Sanchez's drug convoy in a stolen crop duster. If you think you can stand the pace, *Licence to Kill* is set for release across all formats in June. **PRICES: TBA**

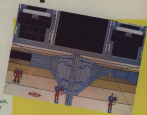




SHINOBI — Virgin

The Ring of Five are holding the children of the world's leaders to ransom, and seeing as single ninjas work cheaper than twenty-man SWAT teams, you've been drafted in to rescue them from their karate kid captors. Just travel

around the world, punch, kick and shuriken your way through piles of anti-Ninjas, then do over each of the five members of the Ring. Fans of the Sega coin-up needs't hold their breath for Virgin's conversion — well, you could, but you'd probably be dead before it's released in September on eight bit and 16 bit formats. **SPEC/AMS/C64: £9.99, ST/AMIGA: £19.99**



XYBOTS — Domark

Another in Domark's series of Tengen arcade licenses, Xybots is a one or two player blast which pits Major Rock Hardy and Captain Ace Gunn in a 3D maze full of psychotic cybernats. The screen is split in two, allowing Rock and Ace to take separate routes through the maze,

knocking out robots and picking up cash, energy and super weapons. The demo of the Spectrum version we've seen looked pretty super-sharp (just like the arcade game in monochrome in fact), but if you're desperate to see the other 8 bit games and the Amiga and ST versions, they're in the shops in June. **SPEC/AMS/C64: £9.99, ST/AMIGA: £19.99**

BATTLEHAWK COMPO

BATTLEHAWK 1942 — US Gold/Laserline

Just a petite mention for US Gold's Battlehawk 1942, which should be out on the ST and Amiga as we speak (or write, even) at £24.99. As we mentioned in the HIT review a few months back, it's a simulation of air combat over the Pacific in 1942, and features nifty graphics and heaps of authentic touches to make simulation fans leap up and down in their flight harness. US Gold have also had some nifty leather flying jackets run up, one of which they're prepared to hand over to the first person to write in with the name of Mitsubishi's famous Japanese dive bomber which played such a large part in the war in the Pacific Theatre. Send your answer on a postcard to TORAJ TORAJ TORAJ COMPO, C+VS, PRIORY COURT, 10-12 FARRINGTON LANE, LONDON, SE18 3JW.

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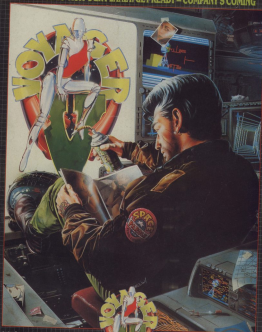
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