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WOLF
DRAGON NINJA

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ATARI'S NEW CONSOLE

8

Atari's new 1000 console is released in this country very soon. Is it better than a Nintendo? Does it beat the Sega? We give the machine and its software a thorough review and tell you exactly how good it really is.



EDITOR JULIAN "JAZZ" RIGNALL
[an increasingly obscure no-fearbeat the two, "how it's just heads of this or that?" What's where you're that fast. If he's not at home with his computer!



ART EDITOR JOANNA "BOONIE" WALKER
When she's not clipping down pages, Joanna is found in the games room dipping down the list below in the latest "cherry-cherry" game.



STAFF WRITER PAUL "GLANCEY" GLANCEY
Fully-fledged member of the House of Mouse, he's not only a top-notch writer, but a champion of British games. Paul's a games writer "type" resident, he'll be!



CREDITS

THIS MONTH'S COVER: Jerry Paris.
EDITOR Julian Rignall **ART EDITOR:** Andrea Walker **STAFF WRITER:** Paul Glancey **ADVERTISING MANAGER:** Nigel Taylor **SALES EXECUTIVE:** Johanna Cooke **PRODUCTION:**

SAVE LOADS OF DOSH 24

Series a light! We've got over £100 worth of discount vouchers on 4 and 16 bit Atari games. Don't ever accuse us of being mean and greedy! Can we help?

PLAYMASTERS 27

We've got a brilliant tip section this month, with hints and tips on Golden Ace the arcade machine, Lady Bl image, and a whole heap of other tasty pieces of gaming information. And there's the Official UK Highscore Table too.



PREVIEWS 106

If you want advanced information, here's the place to be! We've got tips on Operation Thunderbolt, Cabal and Chase HQ on the ST, Last Ninja III on 16 bit, pictures of two brand new Konami games, one from new software company World Image, and the other from Jeff Minter. And they look amazing. We've also got Ghostbusters II, Galaxy Force, Dragon Spirit, Bomber and Super Wonderboy amongst other things.

MEGA COMPS STUNT CAR COMP 45

It's a fabulous radio controlled stunt car worth over £100! And there are also ten runners-up prizes of mind-bogglingly huge and Mariposa software game bags.

XENON II COMP 75

A case of money goes in the top prize in this amazing comp! There are also ten runners-up prizes of Xenon II games and software, and a handy prize - a personal compact-disk player with a Hard disc Base/CD.



ARCADES 84

The best race game in arcade history, Sega's Super Monaco Grand Prix, gets a test run, and we also look at some other great new machines, Dynamite Duke, Secret Agent, Alpha Plus, and Sega's fan-packed new release, Planet of the Robots Monsters.



MEAN MACHINES 98

It's an amazingly good month for PC Engine owners, with five games reviewed including the new edition of 'Ten up and the land' and a new player racing game we've never seen! Sega owners also do well, with the brilliant Wonderboy III for their machines, and we've also got a review of what new Magazine's about 'Ten up, Thunder Force.

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GRABBER NEWS
1989 - 1990
Graham Taylor Manager
is not the first
and the biggest badge
in the badge. He
wasly bought an
Athena and here it



**STP 40 PUNISH (D
1989) (1990)**
Graham Taylor - she's
getting married now.
But we don't think it's
because her games
playing abilities
though.



PROBATION
Graham Taylor - she's
getting married now.
But we don't think it's
because her games
playing abilities
though.



**PUNISH (D
1989) (1990)**
Graham Taylor - she's
getting married now.
But we don't think it's
because her games
playing abilities
though.

ASSISTANT Glenys Powell **PUBLISHER:**
Graham Taylor

SUBSCRIPTION ENQUIRIES: EMAP
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GRAPHICS: GORDON AND BRYAN HARRISON



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INDIANA JONES
and the
Last Crusade

INDY

back!

INDY

INDIANA JONES
and the
Last Crusade



back!

INDY

INDIANA JONES
and the Temple of Doom

back!

INDY

INDIANA JONES
and the Temple of Doom

back!

INDY

INDIANA JONES
and the Temple of Doom

back!

INDY

INDIANA JONES
and the Temple of Doom

back!

INDY

INDIANA JONES
and the Temple of Doom



SON OF VCS

After two years of doing very nicely in the States, Atari's 7800 ProSystem console is now out in the UK at what in console terms, is at budget price. At £9.95, the only machine it doesn't undercut is its ageing predecessor and Atari stablemate the 2600 VCS, which a few dealers are still trying to knock out at ludicrously low prices. The 7800's only real competition, therefore, is from the likes of the slightly more expensive Sega Master System and the Nintendo. So how does it compare, Paul Gnansey reveals...

THE PACKAGE

For your £9 you get a package very similar to the basic Nintendo or Sega kits. The 7800 unit comes with two "console-design", two-button, joystick controllers with tiny screw-in levers to turn them into miniature sticks. Like all such controllers, they're extremely fiddly to use until you get used to them. You can get away with plugging in your favourite turbo-charged, motor-switched joystick, but obviously this doesn't work if the game assigns different functions to the second joystick fire button.

An interesting point is that in the states the machine comes with some rather neat Atari Super Controllers (they're more like the traditional joysticks). It's a shame that Atari have decided against packaging them with the UK version of the machine. Ah well...

To start your software collection off, there is a copy of Asteroids II actually built into the 7800 so you can start to play without even buying another cartridge and plugging it in.

THE SOFTWARE

It has to be said that, graphically, the 16 games we've seen running on the 7800 don't compare that favourably with the newer 16 bit console software such as Super Mario Brothers II or Wonder Boy III. The machine has a custom graphics chip, nicknamed MAPPA, which does its best to be as flexible as possible regarding the trade-off between colour and screen resolution, so what games lack in definition and animation they try to make up for in colour.

The programmers have gone in for some quite ambitious projects, too, but with complex flight simulations like Ace of Aces and Super Huey the limitations of the machine do show, as the cloud banks and scenery jerk past.

Many of the 7800's best games don't need fantastic visuals to keep the player amused, though. Some of the



Pump up the Puffer in Big Bug.

most playable and addictive games are the conversions of classic coin-ops which never had flash graphics to start with - the likes of Centipede, Joust, Galsaga, Conquest King II and Mario Brothers.

The list of future titles includes even more arcade conversions, such as Bally Midway's Renegade, Capcom's Commando and SNK's Real Warriors. Other titles are conversions from paper. **Arriving soon the straight in Price Position 5.**



Memorise a stellarly arcade shoot, Apocurus, before the



lar home videos - Epyx's Impossible Mission and California Games, for example. Four British software companies have also managed to get in on the console conversions business.

Conversions of Henson's *Eliminator*, US Gold's *Jaws*, Pinpoint's *Black Lamp* and Gremlin's *Teehee Cop* and *Defektor* are all in the pipeline.

Atari are hoping to have a large volume of software - about forty titles - in the shops by Christmas, and as well as the above, there'll be new workings of all sorts of arcade games and sports simulations. But, as well as these, the 7800 has an additional, vast source of cheap software.

The windup engine throws away in dew of Aesop.



getting on a bit, though, the VCS hardware's shortcomings are showing through and anyone hankering for a better machine but reluctant to wave goodbye to ten years' worth of software is obviously going to be quite in buying a 7800.

THE CONCLUSION

So, there you go. Even though the hardware has many technical merits, compared with recent top console titles, the initial software releases are disappointing. However, that's not to say the machine is totally without promise. Some of the sporting titles such as *Just*, *Commando*, *California Games* and *Ballblazer* (which even has an extra sound chip inside the cartridge) look good. In the meantime, the price is the main attraction, and what you consider how cheap you can pick up some top-notch VCS games these days, the ProSystem seems like quite a good buy for those who are more interested in good old-fashioned gameplay than flashy graphics.

THE TRUMP CARD

The 7800 is currently selling like hot jelly doughnuts over in the USA - in fact it's currently number two console, above the Sega Master System. Considering the difference in machine capabilities you might think this strange, but the secret of the ProSystem's success is undoubtedly its ability to run old VCS software.

In spite of it being, at a ripe old age of ten years, the VCS is still a surprisingly popular machine in America and independent companies are still making a living developing some quite impressive software for it. Now that it's

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Battle it out on the track against other computer controlled rivals, such as, Dave Devil and Road Hog. Race so fast that your car starts to break up under the strain and then accelerate even more. There's no prize for being second best in this game - it's all or nothing.

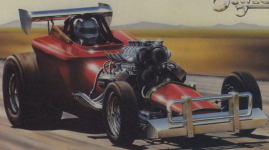
Stunt Car Racer - do you think you could be up there with the best?

Stunt Car is utterly brilliant and offers adrenaline-pumping, gut wrenching high speed action that'll keep you engrossed for months. C + PG.



Stunt Car Racer is available for SE, Amiga, PC, Spectrum and Commodore 64.

Micro-Style



WYZ BANG STICK

Spectrobes, the stick shifter behind the mega-popular Quickshot series, are adding a new controller to their sizeable range. The Wyzeaster comes in three glorious flavors — one which connects to the standard nine-pin stick port (C24, Amiga, ST, Spectrum, Amstrad, etc.) and two for the Nintendo, one of which works by infrared remote control, would you believe! All versions feature a unique, two-ton button and either joystick or screw-in stick control. The retail price is from \$31.95.

T Very impressive — cheap, too!



POPULOUS REPOPULATED

Find up with playing Populous because some other mags listed the names of all the tanks in their tips section! Well, happy days are here again because the Bullfrog boys have put together a data disk for the game which includes four new types of landscape for you to conquer. There's the very nearly tropical Revolution Paradise, which features lots of French citizens roaming between chalet, street, cafe, windmill and (golf) golfcourses. Then we have Lily Land, with lots of very city-looking people doing city walks. Black Land looks like someone's dropped the contents of LEGO's Advanced Basic Set (1), and The Wild West gets Cowboys against Indians on desert plains littered with forts, jails and rapists. The Big Plan is especially for you programmer types, as the primer paper landscape is positively packed with old legends, pencils and settlements built out of old computers.

Who'd have thought you could live in a ZX81! Indeed, who'd have thought you could use one for any purpose other than as a box to keep your cigarettes in!

KONIX STIX

Here joystick news... Konix and its name after loosestricks. Konix have not forgotten their roots and are bringing out a brand-spanking new joystick called the Playblaster. For £8.99, you get an outwardly unimposing stick, but inside it's jam-packed with lovely microswitches for extra-responsiveness, extracting



A The new Konix stick.

A KICK UP THE XYBOTS

Ted Thorne Domark guys have been staring over since the C+VG lads trounced them at article Xybots in the last Tengen challenge a couple of months back. Now to get their heads back on the conundrum Tengen Tropic they called for a rematch, this time on arcade Xybots. Even though they'd never played the game before, Paul "The Paradox" Glavany and Mark Major have lost. Here "The Paradox" Targem exhibited in very beyond the call of duty by duly snapping up the



A Mark/Warburg!

score they could still only beat us by a pitiful 3,200 points. They'll be laughing on the other side of their faces when we adopt them in the APB challenge in a couple of months! Well, maybe."

HOOKED ON "CLASSICS" DISK

Those original thinkers at Rainbow Arts (hecker!) have come up with what seems like a good 'un this time. They've compiled ten classic C64 games onto a compact disk just above it in any old CD player, connect the headphone socket to the special interface supplied, then stick in the back of the C4, and you can load up any of the games in under 10 seconds. That's not quite as fast as one of those cartridge-rooter cartridges, but it's still better than Commodore's bloody old drives.

Among the ten games are such classics as *Dropzone Mission* (classic platformer), *CodeRunner* (another classic platformer), *Dropzone* (classic Star Wars-esque blaster), *David's Midnight Magic* (classic pinball game) and *PUZZLE* (classic trading game). So classic seems to be the operative word. Expect the CD sometime in the Autumn as around the twenty quid mark.



Manque and even lost clicky-click motors. The wonder of it all inspired Konix supreme, Sandy Halliday to say, "Never before have game players had the opportunity to obtain such a high quality joystick at a price as low as this." And what can you say to that? Apart from the obvious, we mean.

garden, and not surprisingly, they lost.

Not by much though. After three, three-minute rounds the scores were tallied: Domark — 605,400, C+VG — 581,200. "Of course, we let them win," mused a smug Glavany. "Then with months of practice and a hacked calculator totting up the

XENON

2

M E G A B L A S T

XENON II: MEGABLAST

XENON II: this time it's war!

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XENON II: it's out of this world!

XENON II: it's a Megablast!

XENON II: it's a Bitmap Brothers game!

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a good end to the game.
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THE RATINGS

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

GRAPHICS

Does the game look good? Is the scrolling smooth? And the sprays flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE MARKS

85+

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

70-85

A very good game that missed out on a higher accolade due to minor shortcomings. It should definitely be noted, though.

55-69

Average to fairly good. Could well appear in one of the games.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that didn't even appear in the main index table.

14-

Ugh! Bittery stuff that's guaranteed to make your computer throw up.

REVIEWS INDEX

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who has lots of coin-up conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains. But doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-2048 154 Editor who loves games of all sorts, but blasters are tops in his house.

REVIEWS

SPECTRUM

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C+VG HIT! REVIEWS

STRIDER 16

Bring your pants! Strider smokes in and it's superb!

XENON II 52

Xenon II is a megablast — in fact it's the best 16-bit shoot 'em up yet!

INDY III ADVENTURE 62

Luxorfilm/US Gold's second game of this line is an absolute corker!

FIENDISH FREDDY 72

All the fun of the circus and more in this blazepop miniscopic game.

RAINBOW ISLANDS 80

An incredible arcade conversion that's no different to the coin-up original.

PAULAND 90

A stunning PC Engine game that's every bit as good as its arcade counterpart.

FINAL LAP 99

The best two-player racing game we've seen. It's hot.

GUNHEAD 100

The best shoot 'em up you're likely to play outside an arcade.

WONDERBOY III 104

Another Sega winner in the third of the Wonderboy series.

AMSTRAD

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ATARI ST

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4 Blow up that reactor.

STRIDER

BY US GOLD



5 The roller coaster stamps on.

One of the best coin-ops of the moment is Capcom's *Strider*, a highly original action adventure in which the player takes the role of Strider, an athletic commando of the future who is on solo a mission to infiltrate all five levels of Yarnia and destroy the evil tyrant who resides at the end of the last level.

The coin-op features marvellous graphics and wonderful graphics, which have been captured perfectly in US Gold's timely computer conversions.

At the start of the game Strider flies into Yarnia on a hang glider, drops to the ground and from then-on is on his own. The terrain is hazard-packed, and Strider has to climb pastries by leaping up and swinging over scaffolding, crossed walls and run up very steep hills.

As you can imagine, invading an enemy country of the future is no

piece of cake, and there's an army of security robots, guards and automatic defence systems primed to destroy any intruder. If Strider is shot or touched by an enemy, a chunk is knocked off his energy bar, which shrinks towards a final zero — so repeated hacking with his mega laser sword is the order of the day.

To help out, friendly robots can be collected by slicing open the supply packs that are dropped in at regular intervals during the mission — these mini-Striders' movements and those out deadly laser bolts. The only problem is that they have a limited charge, and they disappear after a short space of time. Extra sword power can also be picked up, as well as extra energy.

As Strider progresses through the game, hazards become more frequent and the enemy more aggressive. On the first level — the city — Strider encounters a muscle-bound champion who



4 Collect that power-up!



5 The mechanical mate.





leaps and bounds around — destroy him and a mine fire, forcing Strider to run for cover before he's burned alive. Next comes a reactor which has to be blasted to open a trapdoor to an underground complex. Laser beams bounce out of the centre — you've got to find a safe place quickly and smash the core. More hazards are dodged, and Strider enters a conference room, only to find that all the officials (except Galfin) and sure into a giant mechanical snake with a deadly blade for a tail.

And this is just the first level! Level two is a rocky landscape

which features robot dogs, large guards and a huge robo-gorilla — and that's as the beginning! He also has to climb a heavily-guarded air shaft, and dodge a large, rapidly-spinning piece of machinery before he can even think about tackling the next giant guard!

The going is tough all the way.



▲ Strider on the Amstrad



▲ The Amstrad champion battle.

and later levels have plenty of surprises in store, including booming, whirling Amazon warriors, a pair of vicious dinosaurs and a giant machine that shoots laser bolts everywhere. The player's reflexes are certainly tested to their utmost. But even though the game is hard, it's highly addictive too, and you repeatedly return to see whether you can get just a little bit further.

Quite frankly, I'm amazed that the programmers have been able to cram so many of the original machine's features into this ST conversion — even down to the title screen and between-level introductions. Just about everything from the arcade game is there, and, more importantly, the feel of the coin-op has been faithfully reproduced. Strider slides, clanks, leaps and

careers across the landscape just as he does in the arcade.

The graphics are simply stunning, with beautifully drawn sprites and backdrops, and although the scrolling is slightly jerky, you don't really notice during the game because there's so much going on — the action is fast and frenetic. The sound's good too, and there's also

speech, with Yato's speech and digitized sound effects for those with a double-sided drive!

The Amstrad version is also excellent, and although the slide option has been included due to memory restrictions, it's an extremely playable fast-action game that deserves a place in every Amstrad owner's collection.

JULIAN RIGNALL

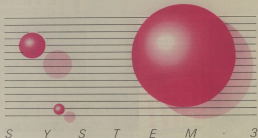
UPDATE

The design revision will have improved graphics and sound, and while the scrolling is smoother, the gameplay is slightly slower. The Spectrum version is looking next, and has similar slide restrictions to the Amstrad, but plays just as well. The Commodore conversion is coming along nicely, and should have all the features of the coin-op.



ST	£19.99
GRAPHICS	91%
SOUND	87%
VALUE	88%
PLAYABILITY	93%
The best conversion from ST found to date, and an utterly brilliant game in its own right. Whether you're new to the coin-op or not, check this baby out.	
OVERALL	93%

AMSTRAD	£9.99
Fast action, great graphics and addictive and challenging gameplay make this the best Amstrad game around.	
OVERALL	88%



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Mail Bag



Yeah! It's time for YOB's fab mailbag!! If you've got any views, jokes, questions, drawings, statements, gripes — or anything that's interesting, send your letter to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. There's a T-shirt and a bulging parcel of software on offer for the best letter printed — it could be yours!

YOU'RE JOINING

Dear Rob,
Can you or any of the C+VG gang/help me? I want to purchase the Hard Drive'n' comp-op. I need to know how much it is and where I can get it from.

Also, can you tell me whether other comp-op games can be put in other comp-op cabinets, for example a Winning Run game in a Hard Drive'n' cabinet? Would I have to purchase all different comp-ops or could I have one cabinet and still have all the different games on separate disks or chip cards?

Please let me have your knowledge of this, as I am desperate to get my hands on them.

Alan Clark, Great Smeeth, Warrington

YOB: Well, the fact that you sent me your letter second class is enough evidence to me that you'll never be able to afford a Hard Drive'n' machine. Still, if you really want to

know, Hard Drive'n' machines cost well over £4,000. As for other machines, coin-ops don't come on disks or cards, they come on large, expensive PCB boards. And since Winning Run is available only as a full coin-op, you'll have to fork out another £5,000 or so for it. Dream on, money boy.

WHAT I LOVE

Dear Rob,
I went into my local newsagents, and there to my surprise was in fact a 12-foot alien's landing this month's C+VG. I quickly slipped up this alien by telling him the joke about the mark on the package holiday.

As I began to read through the mag I discovered how totally fab and briff it was, and before you could say "hey babe, I've got a vic 20 with a ghoulies in its mouth" I bought it. I am very (well a bit of very)

pleased with the idea to make all the available formats, as well as the C+VG — go forth and purchase a bottle of Domestos and drink it.

Simon "The Alien" Pears, Chorlton, Cheshire
YOB: I saw an alien the other day, talking to my local shop keepers, Ernie Peasley and Buddy Holly. They were all talking about Hitler's new house on Venus.

MINORITY TWERP OF THE MONTH

Dear Yob,
While flicking through a few back issues of your so-called wonderful computer magazine I noticed a review of Nintendo's Real Race.

The Irishman who wrote the article said, I quote "Real Race out performs Out Run". Well in case you don't believe you could have printed such an outrageous statement, look for yourself, it was in the February edition reviewed by Julian Rignall, or should I say BATTY BOY RIGNALL because it could only be some kind of perverse joke for the Nintendo that drove him to write such crap.

Secondly I would like to make the point that being an extremely proud PC, Amiga and Sega owner I would like to see a magazine about consoles and arcades and I mean real consoles, not the Nintendo — save the Nintendo reviews for the Beano.



Thirdly, the paper you print your magazine on is absolute crap. After looking your friends' mail all the pages are flayed, it's rubbish, your paper is even worse than school toilet roll.

Fourthly, your magazine is far too expensive, and before you comes up with "poor guy can't afford it" and other gaudy insults, my father is a multi millionaire (well almost) businessman.

Finally I am almost adamant that you will not print this letter — if some how it does not first land on the pages of your cruddy over-priced pamphlet, me and my friends would have to stop buying your rubbish magazine, which we are only buying as the moment because of the reason on the amazing PC Engine and arcades.

Paul Hansen and friend YOB: You're a complete twerp and no mistake, I'm

afraid that Red Racer does out-of-control outrun — the graphics aren't quite so good, but the gameplay is much better. If you were mature and grown-up enough, you'd be able to appreciate the good points of another machine. As for the price — we're the cheapest around. If you can find a mag that has more console reviews and is better value than money, buy it.

NEW MAG PHASE

Dear Rob,
About the art of making games. I have to agree with you when you say that many good games come from English programmers, and they're not too bad in the USA either.

The problem is just that there are so few steps to make a game: every time you sit down in front of your computer, plug in your joystick and turn on for your nine-hour sit-up you expect something extraordinary to happen, and I don't mean to see some jumping cat or some smelly alien shooting at you, but some extra options making your game better than the last one you bought.

As there are probably about 50 new games every month, naturally only a few of them will be extraordinary and therefore it's a good idea we've got magazines like this to give us players a taste of what's going on with the money-earning program. I demand **YOB!** Creating new ideas is very difficult, and I agree about making enhancements to older ideas — as long as the original idea is a good one. Look how Nintendo changed the face of the shoot 'em up with its progressive company — even though the format has now been thought to death! Perhaps some game designers have some views on the subject?

WE ARE MAN

Dear Rob,
Ten exciting prizes:
1. "Goal's Galore" A Newcastle United goal of the season Football Visions.
2. A season ticket for Newcastle United.

3. An evening out with Inter Milan!
4. MU's trophy cabinet plus all inside (two tickets and a copy of Green Crest Football).
5. The official story of MU's championship campaign (Football Inside).
6. A football covered with the MU board member's signatures!
7. A passport for each one the MU ground had over 20,000 fans!
8. A second-rate ticket of happy singing from MU fans!
9. A video recording of all the latest Newcastle games!
10. Newcastle United Football Club!
- Also 24HR, Borough Green, Kent.

YOB! Charlie! My favourite unless prizes like The Gerry Williams's Guide to Blaming, Fast Galaxy's Book of Muscle Building for Fun and Profit, a copy of George Powell's 'Become a Black Belt in 24 Hours', an Andrew Walker Fan Mail Holder (holds up to three sheets), 2001 simulation software for the Amiga and a lifetime's subscription to ACIL.

WHAT'S THE SAT FIP?

Dear Rob,
I am a special owner of a Sega and have been for the last two years. And in all that time it has never worked out what the complement underneath it for. Please, please, please, tell me because I'm cracking up! When Russell Jorgans, Co-Amiga.

YOB! It's a teamaid interface! No, to be honest I don't know what the hell it's for. I'm sure that if it did have some use, Sega would be doing something with it. So just stay down and take it easy.

WHO'S MY ARCADE

Dear Rob,
On the 16th June 1989 I stroked down to my local paper shop to collect the July issue of C+VG. Then when I asked for it and it was given to me, I was shocked and dismay at the amusement arcade you'd promised in the issue before was nowhere to be seen. So I asked the woman behind the counter if it had fallen off, she

gave me a strange look...and then replied, "No".

So I stormed out of the shop in a huff with my C+VG and £20.00.00 cash. Even though this incident happened I soon forgot about it when I read that letter of an hour! I'm glad to see that you are filling virtually all the magazine with letters instead of that crappy PC&T. All those putting the magazine together should have a pat on the back and a pay rise. Cong-Congrats, Luffa, St. James.

YOB! A few magazines went out in error without the arcade on the front. If you send us a cheque, postal order or cash to the value of £20.000.00, we'll pop that arcade in the post and it'll drop through your letterbox in no time at all. And I don't really want a pat on the back, thank you very much — anyway, there are no rows about to eldige.

REVENUE OF THE RING II

Dear Rob,
Have you noticed lately that many of the games that are released have second or third parts to them: Sanglier I and II, Renegade I, II and III, Mario Bros I and II, Get Dunder I and II. I could continue for ages but I won't because if I do you'll all fall asleep.

Some — like Sanglier — are excellent games and have great second parts to them, while others, eg Renegade I/eg Renegade and/or Renegade II, have good/understanding first and/or in this case second parts, but the third or first part is total rubbish or inferior to the rest.

Do you think this is because the game authors/programmers get stuck in the mind of the game, run out of ideas or just aren't capable of creating another game using the same limits, or is it good as its predecessors? Maybe there's a totally different reason, or possible there just isn't one. I would be interested to hear your views on the matter — and even other reader's who have wondered/wonder the same thing.

Andrew Scott, Solihull, Cambs
YOB! Just to point out that there's also Mario III and IV! As long as the

game is an improvement over the original, I think a sequel is a good idea. I don't think that programmers would want one a sequel if they were on the already bored by the idea. However, in my mind, there's nothing better than a truly original game.

WHO'S THE HOT?

Dear Rob,
I am really writing concerning this ridiculous letter. I want to tell you that there is such a person — it's just an excuse to give loads of people a chance to answer letters instead of the Ed.

I also have a complaint about Mr Johnson's views on American software producers. He said they are no good — he obviously hasn't looked at games from Championship such as Soccer, Bang and The Sports Football which are excellent, and he was far too biased when talking about European software houses.

And another thing, why was RAC removed from your magazine. First was in OK but it only covers games, and RAC covered much more to do and I'm sure many others would be back to it was before.

Finally, why is Julian Signal so biased when reviewing PC Engine games — he states that they are much better than Amiga games, but he is wrong because the Amiga does it away for quantity and quality. (Quantity/Price ratio)

YOB! I'm not the **YOB** is the **YOB!** There are no substitutes! We've replaced RAC with the new look news pages — coupled with the massive preview pages, you now get even more news than ever before. Mr Signal tells me that he isn't biased towards any machine when reviewing (he even said of 'em anyway) — he just enjoys good games, whatever machines they're on. There are plenty of excellent Amiga games, but in some cases Engine games are better than Amiga ones — just look at R-Type, Vigilante and Space Harrier for instance! And in no way does the Amiga 'take the Engine out of the water'. I'd say the water on a par.

BUG REPORT

Plagued with bugs? Here's the opportunity to tell us all about any quirks or problems you're having with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a crap artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: **BUG REPORT, C+YO, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.**

C64

SPEEDBALL

SPOTTED BY: Adam Davidson, Pasadena
WHAT HAPPENS: When you load a saved game, the computer quits straight away and you're given a draw.
REPORTS SO FAR: 1

ST

WAR IN MIDDLE EARTH

SPOTTED BY: M Douglas, Swansea
WHAT HAPPENS: The game crashes when you move to a location with a large number of troops.
REPORTS SO FAR: 1
SPOTTED BY: Tony Pickering
WHAT HAPPENS: Click on the magnifying glass to enter the animation level, and the computer bombs.
REPORTS SO FAR: 2

BIONIC COMMANDO

SPOTTED BY: Colin Fookay
WHAT HAPPENS: When you die and your man is parachuted down and you press the fire button when he's just off the bottom of the screen, the game crashes.
REPORTS SO FAR: 2

KICK OFF

SPOTTED BY: Mark Duffy, Wokingham
WHAT HAPPENS: When you're winning 17, 20, 21 or 22-0, the computer resets itself ('I'm not flippin' surprised' - JRM).
REPORTS SO FAR: 1

PACLAND

SPOTTED BY: Philip Green, Sheffield
WHAT HAPPENS: If you walk instead of run, no ghosts appear.
REPORTS SO FAR: 1

DRAGON NINJA

SPOTTED BY: Adrian Davies, Rhondda
WHAT HAPPENS: When you

enter your name into the highscore table, you can't get back into the game.
REPORTS SO FAR: 2

ARCADES

DOUBLE DRAGON

SPOTTED BY: Alan Houghton, Ton little Bank
WHAT HAPPENS: At the end of mission two, if a player dies, the boss doesn't appear and you can't get any further.
REPORTS SO FAR: 1

SEGA

WORLD CUP

SPOTTED BY: Stefan Benson, Manchester
WHAT HAPPENS: When you score, the game freezes and players float about until the machine is switched off.
REPORTS SO FAR: 2
SPOTTED BY: Barry Fletcher, Letchworth
WHAT HAPPENS: In two-player mode, sometimes when the ball is kicked over the goal line, Sega sign boards appear at the top of the screen and the game crashes.
REPORTS SO FAR: 2

AMIGA

R-TYPE
SPOTTED BY: M. Manton-Smith, London
WHAT HAPPENS: On level three there's sometimes a software failure which causes the game to freeze.

AMIGA

R-TYPE

SPOTTED BY: M. Manton-Smith, London
WHAT HAPPENS: On level three there's sometimes a software failure which causes the game to freeze.

REPORTS SO FAR: 2

KICK OFF

SPOTTED BY: S H Hardy
WHAT HAPPENS: If the goalkeeper rushes out to save a ball, and a defender intercepts it and kicks it away, the game crashes.
REPORTS SO FAR: 2

WAR IN MIDDLE EARTH

SPOTTED BY: T Harner, St Leonards-on-Sea
WHAT HAPPENS: The game often crashes randomly.
REPORTS SO FAR: 3

AMSTRAD

POSTMAN PAT

SPOTTED BY: Peter Foster, Islington
WHAT HAPPENS: The program crashes when you mowed up the sheep for the second time.
REPORTS SO FAR: 1

SPECTRUM

RUNNING MAN

SPOTTED BY: Timothy Brown, Bradford
WHAT HAPPENS: On the last level, Arnie doesn't appear and the game crashes.
REPORTS SO FAR: 1

OPERATION WOLF

SPOTTED BY: J Allen, Basingstoke
WHAT HAPPENS: On level five, when you shoot a hostage, you get a flying armoured car, and the game crashes.
REPORTS SO FAR: 2

I'VE GOT A BUG TO REPORT

NAME

ADDRESS

NAME OF GAME

MACHINE

LEVEL BUG OCCURRED

WHAT HAPPENED

.....

.....

.....

.....

.....

THERE IS NO OPPOSITION!



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TIME SOLDIERS



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► 16 BIT MEGA DISCOUNTS FROM HEWSON

We've gone completely bonkers this time, with yet more seriously fab money-off vouchers — this time for both 8 and 16 bit readers — in Hewson's REVENGE OF THE DISCOUNTS II.

Here we go again, with enough money off to make your average banker weep and your piggy bank very happy 'cos he won't have to cough up all the cash that's sitting in his fat belly.

All the software on offer is half price — with up to a whopping great £10 off 16 bit games and up to £7 off 8 bit games. On offer are some great titles — Nebulus, hailed as one of the all-time classic computer games, and a legend in its own lunch time. It's a puzzle/platform game that's have you tearing your hair out in frustration, but coming back for more, more more!

We've got Zynaps, a horizontally scrolling

PRICE SMASH

ZYNAPS 16 BIT

Scroll along this six-level blast 'em up and destroy an entire galactic invasion fleet single-handedly with your sassy little combat ship. There are plenty of extra weapons to pick up, and by God you need 'em.

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Please send me a copy of Zynaps. I have enclosed the right amount of money and have ticked the right box.

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AMIGA £9.99 ☐

NAME

ADDRESS

SAVE

£10

EXOLON 16 BIT

Take the role of a well 'ard-combat commander and sink 'em in the landscape laying waste to everything that gets in your way with your whopping great big bazooka. Get far enough and you get a powerful suit of armour so you can take up even more battles! Note: there's no Amiga version available.

ORDER FORM

Please send me a copy of Exolon. I have enclosed the right amount of money and have ticked the correct box.

ST £9.99 ☐

NAME

ADDRESS

SAVE

£10

NEBULUS 16 BIT

It's fab, it's fab, it's the best puzzle/platform game money can buy. Guide a maze little-green alien up to the top of a coating tower. Sounds easy, but there are a myriad of hidden traps and alien out to get you. And it's unbelievably addictive.

ORDER FORM

Please send me a copy of Nebulus. I have enclosed the right amount of money and have ticked the correct box.

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CES SHED

progressive shoot 'em up with loads of baddies to blast into oblivion, and Exolon, a stark 'n' shoot the shinsla out of the enemy game.

HERE'S WHAT YOU DO

Just fill out the coupon, making sure you've got your name and address correct (some people do get it wrong y'know), cut it out and send it with a cheque made payable to **HEWSON** and mail it to **C+VC HEWSON OFFER, 56B MILTON PARK, ABINGDON, OXON, OX14 4UX.**

And they'll pop the game in a jiffy bag and give it to the postman, who'll leap into his red van with his black and white cat, drive over to your house and personally stuff it through your letterbox. You can then open it, take the game out, load it and play away...

NEBULUS 8 BIT

It's fab. It's brill. It's the best pseudoplatform game money can buy. Guide a cute little green alien up to the top of a rotating tower. Sounds easy, but there are a myriad of fiendish traps and alien out to get you. And it's unbelievably addictive.

ORDER FORM

Please send me a copy of Nebulus. I have enclosed the right amount of money and have ticked the correct box.

SPECTRUM CASSETTE £3.95 ☐

AMSTRAD CASSETTE £4.95 ☐ DISK £7.95 ☐

CGA CASSETTE £4.95 ☐ DISK £6.95 ☐

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ZYNAPS 8 BIT

Scroll along this six-level blast 'em up and destroy an entire galactic invasion fleet single-handedly with your nifty little combat ship. There are plenty of extra weapons to pick up, and by God you need 'em.

ORDER FORM

Please send me a copy of Zynaps. I have enclosed the right amount of money and have ticked the right box.

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AMSTRAD CASSETTE £4.95 ☐ DISK £7.95 ☐

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EXOLON 8 BIT

Take the role of a well-hat combat commander and wade across the landscape laying waste to everything that gets in your way with your whopping great big bazooka. Get far enough and you get a powerful suit of armour so you can blow up even more baddies!

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BURNING STORIES

PREVIEWS:
SUPER WARRIORS
DRAGON SPIRIT
CABAL - SILENT

PLAYMASTERS

Stuck on a game? Need a **POKE** to get you out of trouble? Here's the place to get ten pages of mega tips this month, including exclusive maps of the Indiana Jones III adventure game, and a brilliant complete solution to Golden Axe, Sega's hottest new arcade machine! And of course there's a plethora of other gaming goodies... get reading.

If you've got any hints, tips, maps, **POKES** or whatever, send them in to me at: **PLAYMASTERS, C/O V8, BRICKY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AG.**



There's a mega goodie bag of hot software (worth at least £100.00) on offer for the best tips of the month — next month it could all be yours! This month's winner is David Moore of Southend-on-Sea, for his excellent Blood Money tips.

when the rock is front of you flashes. Move towards the door when it flashes and then backwards as soon as you reach it. Move towards the table when it flashes and when the tentacles rear up behind, go forward. **TE OLDE WHIRLPOOLS:** Move left or right to avoid the whirlpools. **TE OLDE MAPPED:** When Dirk appears, move left or right to the gap in the rocks. When you touch the light blue water push forward and when Dirk reappears push forward, after Dirk goes over the drop go forward again.

THE CAULDRON: Tap the fire crazy to kill the good monster. **THE BATTLE:** Go down when the ball has crossed Dirk's path and the way is clear.

THE DEADLY CHECKER BOARD: If the Knight has his sword in his right hand, left, right, forward, right, left and tap fire like crazy. **Sword in his left hand:** right, left, forward, left, right, left, right and tap fire like crazy.

THE BEDROOM: Tap forward like crazy to go through the door. **DRAGON'S LAIR PART 1:** Move left or right towards the valuables to catch them, then move left or right to avoid the valuables and then move down. Go down again to catch some more things and then tap fire like crazy.

DRAGON'S LAIR PART 2: Move down to avoid Singe's claws and then move away from Singe. Move down to avoid Singe's tail three times and when you've

defeated it a third time press fire to kill Singe. Now you can sit back and watch the nice little love scene, isn't that nice.

BLOOD MONEY

If you're either an ST or Amiga player of this slick blaster, you'll find these tips from David Moore of Southend-on-Sea very useful indeed. **FIRST**

The first planet you should go to is the one with the submarine — the reason for this is because you can collect at least 12 lives. The only weapons you need are the up and down missiles. If you die, get the missiles immediately because you need them to get maximum money.

Just before you reach the snakes, go to the middle of the screen and start shooting. If you have the up and down missiles, you will only have to kill them a few times. Watch their patterns, and you can manoeuvre around them easily. You have to shoot the snakes in the head to quickly destroy them. **SECOND:**

The second planet you should go to is the red planet — the hardest one. Get the up and down missiles as often as you can because you won't survive very long without them. If you finished the green planet with about 10 lives you will probably use about half of these on this stage. When you get the chance, collect as much money as you can to ensure a regular

AMIGA ARKANOID II

Here's a neat guide for this great Breakout variant, sent in by Niklas Thorsethsson from the Faroe Islands in Denmark. When the title screen appears, type **XEROXCOMPUTER**, which enables the continue mode.

DRAGON'S LAIR

This game's fairly easy, but if you're having problems, read this complete solution from Mark Blackie of Brockley, London, and you'll be able to beat the dragon with no problems at all. Always use the keyboard, and follow

these instructions to the letter — any other movements will spell death to Dirk.

THE BRIDGE: When Dirk falls through the hole, wait until the tentacle are underneath him and press fire. When Dirk is about to put his sword away push up once and leave the joystick (or keyboard) alone. Dirk will now climb through the hole and skip through the door.

DRINK ME: Don't bother — move left when the door flashes to exit the level.

THE STAIRS: Single — move towards the flashing step (left or right) to jump over the gap. Repeat three times.

THE TENTACLE ROOM: Press fire when the tentacle appears from the crack in the ceiling and then forward

GAME TIPS

ARCADES GOLDEN AXE

Golden Axe is the latest big coin-up hit from Sega — and it's taking the arcades by storm with its combination of great graphics and slick gameplay. Completing all five levels and defeating Death-Adder (the chief badlie) normally takes about 30 minutes of game time, several weeks of practice and a big bag of ten pence. But, in true G-VG tradition, we've got the complete solution to help you go for those massive highscores. John Cook has all the info...

At the start of the game you have the choice of one of three characters: Ax-Battle (the Barbarian), Tyrus-Flare (the Amazon) and Gilus-Thunderhead (the Dwarf). Each one has his or her own characteristics, the most obvious being the use of magic potions.

Between scenes in each level, you find yourself sleeping by a campfire — and approached by little pixies, blue ones and green ones. In order to obtain extra power (indicated by the gauge on the bottom left of the screen), kick the green pixie and collect the chicken leg that he drops. So far so good.

To get magic potions you have to kick the blue pixie as many times as possible. Each time you kick him, he drops a potion — run over it and you automatically pick it up.

During the game you use magic potions just like you use smart bombs, using the second fire button on its own. The thing is, each character uses potions in a different way.

Dwarf uses Lightning Magic. This is easy to acquire, needing only four potions to reach its maximum of level 3 power (that means it gives the equivalent 3 hits to every enemy on screen), but that's as good as it gets! Barbarian uses Earth Magic, which

goes up to level 4, but needs more potions to get up through the levels. Finally there's the Amazon — her Fire Magic goes up to level 5, but that takes a lot of potions to reach.

This difference in abilities means that the Dwarf is easy to play at the beginning — but jump on the magic side, which you need more later on in the game, whereas Tyrus-Flare is at a disadvantage to begin with, but can take advantage of her powerful magic later on.

Use magic when there are several enemies on screen — or against the particularly

► *Roll your way to victory.*



► *The dwarf.*



► *In the thick of it.*

► *The Amazon is a good choice.*





F Seeing the Barbarian's escape.

early end of level monsters, such as the Twin Stone Giants.

Experiment with the controls — using all combinations of the fire button and joystick as well as the jump button can produce some useful moves. If you are surrounded by two fighters, hit one of them, then turn around and whip the other over the head by moving the joystick in the other direction with jump and fire depressed.

You can also slide (jump and diagonal) and shoulder charge (two taps left/right).

The slashing sword routine also comes in useful — press fire as you jump up towards someone and see the results!

On the higher levels (there are five in all before you have a bash at Death-Adder himself), enemies riding on strange-looking beasts attack, and the beasts themselves create problems by swiping you with their armoured tail and spitting fire!

However, if you are quick, you can knock a rider off, and jump on yourself. The Power!! In fact, it's easy to defeat the Twin Giants on

the first level if you are riding on a beast. Just run up to one giant and press fire — you turn around and knock him off his feet with your tail. Rush to the other and do the same (Giants are a bit thick, y'know). If you are fast, by the time you come back to the other one, he will only just have recovered from his fall — which gives you a chance to do it again!

On the second level, after the Village section, you come across the Twins again — it's important to finish the Village riding a beast! ... so watch your jump (just before the end — fall and you'll lose your mount and end up in whole lot of trouble!

As the game gets harder, you ride on an Eagle's back to Adder's pad, watch out for skeletons. They're bad news! Use potions with you get out of trouble — if you have them!

Highlights of levels four and five are the Robot Knights. They're fast, deadly and very difficult to hit. Get Tyris to use level six fire on them — and it suddenly gets a bit easier.

Finally, you get through to the final level — it's really tough, so have a full set of potions ready. In the background you see the royalty who you're rescuing hanging by their heels! Kill Death-Adder (not easy!) and it's game over ... then you get a reward scene where the machine blows up and all the sprites come out and chase you around the arcade and out into the city!!

Good luck with the game — and see if you can persuade a friend to play with you in two-player mode ... it takes some of the effort out of it. But not much ...



F Barbarian — a right hard!



Her father and mother were killed by Death-Adder



His mother was killed by Death-Adder

GAME TIPS

► ST AMIGA

supply of weapons and lives.

At the end of this stage you confront a round face with little arms all the way round it. Shoot all the arms till they disappear, but be careful, because they continuously shoot balls at you. Make sure you have the up-and-down missiles otherwise you will have no chance!

THIRD

The next planet to go to is the helicopter one — the easiest. On this you don't need any weapons at all apart from the ones you get anyway! This planet is easy, and it gives you a chance to collect a few more lives. At the end of this stage you get a spaceship that goes up and down and fires at you. Just shoot the middle of it by keeping your chopper lined up with its centre.

FOURTH

The final level to tackle is the one with the man. Again, get the up and down missiles each time you die, and once again collect money for lives and weapons. If you have the up and down missiles you shouldn't have any trouble. At the end of this stage you get a sort of pointed snake with fangs on its back. Blast all the fangs and finally shoot it in the mouth.

FALCON

For a full ball of cannon rounds and eight AIM-9L missiles, press control, left Alternate, and X. Also, as landing is near impossible, you can simply go to "end of mission" to end the game and get your medals and points.

THUNDERCATS

If you're finding this game a bit hard when you get to the "rescue Tyne" stage, find a place where lemurins pop up frequently, and grab them. If you are careful, this will give you loads of lives.



4. Where are the Packard goodies?

MARBLE MADNESS

Stay where you are in the first level of this enjoyable game for a surprise!

SUPER HANG-ON

This is one of the best cheats I've seen in ages. It was written by Colin Sinclair of Co Antler, and it's mega — it gives your bike machine gun! To activate the cheat mode you must beat the highest score on the current continued high score table. Africa is fairly easy. Enter 7500 on the highscore table and it should change to "...". The cheat mode is now activated. To get into the cheat mode screen hold down Control, left alternate, Z and Y while the attract screen changes from the credits screen to the options screen. The cheat mode screen

► Fly high with Playmatrons.



appears when you let go of the Y and you will be prompted to enter new coefficients for the road turn effect using the numeric keypad. Once the cheat mode has been enabled it cannot be disabled, so it is worth remembering that the initial settings are 60 for outer turn and 40 for inner. The bike gains a machine gun when the cheat mode is activated. It is used by pressing the Amiga key. The stream of bullets can be used to destroy other bikes and roadside obstacles except checkpoints and goal poles.

ST PACLAND

The Byg from Barnmouth has a list of all the movable fryntends and castles and what they do.
Round 1: 3rd fryntend, balnet
Round 2: 3rd castle, inviolability

Round 3: none
Round 4: none
Round 5: 2nd castle, extra Pacman
Rounds 6, 7, 8, and 9: none

HEROES OF THE LANCE

Here's a load of useful tips to help any ailing RPG'ers.

Use Barfnot first because he can locate traps as well as use long-range bullets. Put Goldmoon and Ralstin in the second row as they don't lose any energy. When you jump, change to Ralstin as he can jump the furthest. Try not to use Goldmoon's staff changes too much — use Ralstin's staff to "defeat invisible", "charm", "sleep" and "web".

When using Goldmoon's staff don't use "cure light wounds" but use "cure critical wounds". Always try and use long-range weapons as you don't lose energy in close combat. Get what you can as you can't return. If you're in close combat and are on the brink of death, run away and change your character. To kill Khansith the black ancient dragon you have to throw Goldmoon's staff at it.

NAVY MOVES

This is one tough game, so these hints from Christopher Sargeant of Stevenage, Herts come as a bit of a godsend.

DISK ONE

STAGE ONE (on water): To jump mines at the beginning of the game, jump up right then pull back left, placing you between the two mines. For this part try putting the colour on your Y to full — it helps a bit. There's a simple pattern to beat the men on Scooters

WATCH YOUR SCREEN - SEPTEMBER



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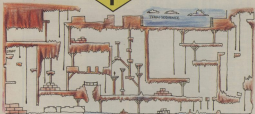


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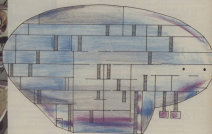
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LEVEL
1

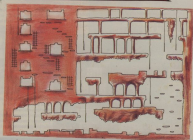




2
LEVEL



3
LEVEL



GAME TIPS

ST SEGA

— jump and duck gun shots and shoot. Keep doing this to the end.

STAGE TWO (below surface): At the beginning of this stage don't move left or right. Just move up and keep firing until two sharks are lying on the sea bed.

Move right and shoot at two other sharks behind and in front of you — you must hit the top of their backs. Once these two sharks are lying on the sea bed, move right again. This last shark you encounter is red and yellow — this is the strongest but you must still use the same technique: hit the top of the back of the shark (approx 10 shots needed). When this shark is on the seabed move right.

Shoot divers quickly — you must not touch them.

STAGE THREE (reanimator): The Octopi are the second hardest enemy in the whole game. Shoot as many times as possible in the head until it blows up. Pressing the button, waiting approximately two seconds, then releasing the button fires two missiles at once, which triples the effect of the missiles.

The hardest monster is the Sea Monster. Shoot this in the mouth as many times as possible — enough to make your hands fall off.

P How do you do that?

anyway. If you don't shoot this monster quick enough, he crushes you in his mouth.

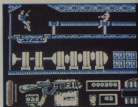
When you've killed this monster, move right until you come to a large submarine — your objective. Move up into the back half of the submarine — you have now finished using disk one. Your password for disk two is: 666111

You now have to re-load the game using opt II for disk two.

DISK TWO

You must collect as much firepower as possible by killing the enemies and stealing their armaments. Pushing forward when standing next to a dead enemy shows you what equipment/codes you can take. Move the little cursor under object to take and press fire. Equipment might be available for Flame Thrower.

1. The first official has the code to stop reactors and subs — use computer in the same area you got the codes for this command.
2. First/second machine official has the code to open door — use the computer next to the door of reactor. Touching the reactor after walking through door will



4. Mary Plover explained: automatically start bombs and count down.

3. First/second transmission official — after setting the bomb go to Communication Room to transmit code

O.B.E.R.T.F.A.M.C.O — bomb ready.

4. The captain can do any of the above commands (once).

Map to get in the reactor and the end of the game (use submarine map for reference)

Go out of the disposal hatch. Up the first lift you come to. Walk across walkway. Down lift. Down lift. Walk right, up lift, enter door 8. Down lift, walk left, up lift, in door 8 or 9 or 5. Go up lift between 8 and 9. Walk left. Enter door 5. Up lift on left. Walk across walkway. Down lift. Enter door 3 on right of the screen. Walk right. Enter door 2. Walk right. Enter door 1. Down lift on left. Enter door 4 or 5. Walk left to door 8. Enter door 8. Walk right. Up lift. Enter door 7. Walk right. Down lift. Walk right. Down lift. Walk left until you reach door of reactor on screen. Use computer to open door if you have the code! Enter and touch reactor — a 1:10 second countdown begins

for bombs. Go to Communication Room — send message using code as computer — go to control and wait for your friend to collect you. And that's it.

SEGA RASTAN

K E Book, Sunderland.
Type and Wear has some useful information about how to kill the Monsters.

KEBONORON: Keep on the left brick wall. When he comes towards you, jump and attack from above so your sword lands on him. Repeat until he dies.

ANYOUS: Go to the extreme left of the screen. When she lands near the edge of the bricks, jump and attack from above and land on her. When she goes up in the air, fire upwards and hit her from below. Repeat until she dies.

SHUKUMAI: He goes to the left of the screen. Follow, then kneel and keep firing at him. He disappears after five seconds and reappears on the right of the screen. Go to him and kneel and fire at him until he dies.

SLAYEN: Stand on the left set of bricks. When Slayer lands on the floor, jump and



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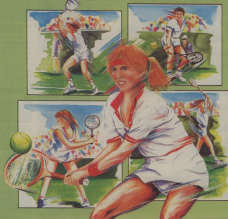
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attack from above, then jump onto the right hand set of bricks. Repeat as above until he dies.

FEDORA: Go to the right hand side of the left hand set of bricks. When it comes close, jump and attack from above so your sword lands on its head. It then turns away and fires at you — duck under these, then jump up and attack from above and then move away. Repeat until it dies.

RED DRAGON: Jump diagonally towards the dragon's head and fire upward, so you hit the side of its head, then walk away. Repeat until it dies.

DRAGON II: Jump from the bricks diagonally over its head, then attack from above so you hit it on its back. Walk until it turns round then repeat until it dies.

When you kill the second dragon, you get the story of what happens after the game, and see some of the best graphics for the Sega Master System yet.

LORD OF THE SWORD

Need some help with Sega arcade adventures? Well, look no further than this advice from John Richardson, who lives in Stockton-On-Tees, Cleveland.

To start with, go to Ulm forest and talk to the tree person. Follow his advice and go to the Hame Woods for the tree of Maril. To kill the tree spirit, run towards it and jump over the rolling pods. Then crouch down and slash at it with your sword. When it gets close, walk back a bit and try again.

When it dies, go to Ethile and keep visiting the old man until he asks you to kill the evil wing spirit. To kill it,



d. Complete Raven Solution.

keep avoiding it as it flies around, then when it stops, turn to face it. Just keep hacking to kill the warrior and fire arrows at the spirits revolving mirror until it dies.

When you return to Ethile, you're given a magic bow which comes in quite handy. Next, stop Lindes. Keep going into the house until he tells you what happened to his daughter. The huge pirate is a bit of a problem. Firstly, avoid his flying sword, then walk through the water to the edge of the screen where his cave is. Stand with your back to the right hand side of the screen then jump up onto his island.

You'll probably get hit, but don't worry. If you have done it right, the two spirits **W** (How do you back the double?)

merge, so that when you fire an arrow, it will hit him and bounce back onto you. Strangely enough he will always miss you with his sword, leaving him a sitting duck. Once he is dead, it's off to the Elder Castle.

Now comes a tough fight with five castle guards: **GUARD ONE:** Try and pin him against a wall and get in as many hits as you can whilst he's trapped.

GUARD TWO: The one with a stone hammer. When he gets close, jump and attack. With luck, his hammer will miss you.

GUARD THREE: When he tries to kick you, jump and when he walks away hit him in the back.

GUARD FOUR: He's small but tough, jump to avoid his

misses.

GUARD FIVE: As he approaches you, press upright to jump over him, but before you land press down/left and the sword button simultaneously. This should result in you falling round in mid-air and slashing the back of his horse! Watch out though, it takes a lot of practice.

When they're all dead, the king will give you a herb to bring the evil statue to life. Next you must visit the man in Gwart until he tells you to go north to find Fire Mountain. Ignore what he says about extra weapons — you'll soon get a magic sword. There is no tactic to defeating the remainder of five mountains, but try jumping to avoid the jets of flame. Next, go to Arsen and get that sword I was telling you about.

After that, a visit to Phoenix should reveal a secret path to the Balala Valley where the goblin lives. It shouldn't take too long to find your way through his castle and he is quite easy to kill. To defeat the skulls, stand in the middle of the screen and hack in random directions like crazy — crude but effective!

To kill the goblin simply jump over the rings he fires and shoot him with arrows. He soon dies and you can collect the magic arrows and get out as fast as you can.

Next you must kill the evil statue which is found at Mt Ogul. The herb you got earlier will bring it to life. Shoot arrows at its torso to kill it and jump to avoid the snakes and laser beams.

Next stop is Martin Castle where the king tells you to go to the Shagham. Find your way through the maze and you will meet Ra Goon himself! I won't reveal how to kill him because it would spoil the surprise.



HIGH SCORES

Welcome to The Official UK Computer Highscore Table. Scores are coming thick and fast, and records are being broken all over the shop — including some of mine (boo)! Mind you, I'm surprised none of you have beaten my crappy Arkanoid highscore — come on, get playing! If you've got some hot highscores put 'em on a postcard or on the back of a sealed-down envelope (NOT INSIDE THE ENVELOPE) and send them to: UK HIGHSCORE TABLE, C + VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive highscore reference table.

SEGA

ACTION FIGHTER

1,099,000 Paul Stokes, Aldershot, Wales
AFTERBURNER
 8,674,000 Paul Capper, Walsden
ALEX KIDD (LOST STARS)
 119,000 Peter Randall, Stafford

ALTERED BEAST

483,000 Christian Chirox, Chesham

ASTRO WARRIOR

1,125,400 Paul Capper, Walsden

ASTRO ADVENTURE

250,400 Peter Randall, Stafford

BAKU FANIC

800,800 Geoff Salama, Egypt

BLACK BELT

1,048,700 Thomas Jones, Porthmadog

BOMBER RAID

802,700 Jason Ware, London

CRUSADER

881,000 David Barden, Norwich

DOUBLE DRAGON

881,000 David Barden, Norwich

FANTASY ZONE

73,848,150 Peter Randall, Stafford

FANTASY ZONE II

5,847,000 Jon Evans, Walsall, W

GANGSTER TOWN

104,800 Jonathan Dushenko,

Pinner, Middle

GLOBAL DEFENCE

541,100 Anthony Hunt, Walsall

SHOOT HOUSE

773,000 Owen Slater,

Stratford-on-Avon

WALL-08

4,703,000 Simon Fletcher,

Stoke

WRECKED

118,100 Phil Hubbard, Stour, Glouce

MY HERO

11,470,000 Sean Harris, Newry,

Co Down

OUT RUN

50,730,400 Allan Black,

Donborough, N Hants

POWER STRIKE

60,742,000 Paul Stokes,

Aldershot, Wales

QUARTET

1,044,000 Jon Evans, Walsall, W

SEGA

SEGA II

84,000 Mark Dushenko, Pinner,

Middle

RAMPAGE

801,000 David Barden, Norwich

RASTAN

901,000 Nicholas Bell,

Stoke-on-Trent

ROBOCOP MISSION

871,400 Paul Stokes, Aldershot,

Wales

S-TYPE

1,207,400 Simon Kidson,

Polymerfield

SECRET COMMAND

5,281,400 Paul Stokes,

Aldershot, Wales

SECRET

807,740 Emma Little, Carlisle

SPACE HARRIER

30,888,720 Jon Evans, Walsall,

W Middle

SPACE HARRIER 3D

10,000,070 Allan Black,

Donborough, N Hants

THUNDERBLADE

3,584,000 Owen Slater,

Stratford-on-Avon

WONDERBOY

(MONSTERLAND)

7,667,140 William Wang,

Chapel, Blackpool

STALION II

312,100 Ian Houghton, Burying

NINTENDO

CASTLEVANIA

988,000 Lee Watkins, Bristol

KUNG-FU

504,000 Paul Fickers, South

Windsor

SLURPERS

1,870,000 Julian Rignall,

C + VG

PRO-AM RACING

260,000 Mike Cartledge, Exeter

SUPER MARIO BROS

9,999,000 David Withhouse,

Washington

TOP GUN

151,000 Leigh Salgent, London

PC ENGINE

ALIEN CRUSH

76,000,000 Sam Lee,

Nottingham

CRASH AND CRASH

888,330 Jeff Lewis, Birmingham

CRUSHER MASTER

888,888 Tony Lawrence, London

DRAGON SPIRIT

888,000 Robert Dargatzis,

London

FANTASY ZONE

104,000 Duncan Turner,

Chatterham, Giles

GALAGA 88

1,376,700 Julian Rignall, C + VG

QUICK

1,780,000 Julian Rignall, C + VG

LEGENDARY AGE

3,676,250 Dave Ross, Bournemouth

WOOD

R-TYPE

873,300 Sam Lee, Nottingham

SON SON II

204,000 Dave Ross, Bournemouth

SPACE HARRIER

26,000,000 Martin Harris,

Barton-on-Trent

TWIN HELL

886,700 Julian Rignall, C + VG

VEGETABLE

18,000 Duncan Turner,

Chatterham, Giles

C64

ARCADE

107,400 Brian O'Dowd, N

ARCADE

20,287,400 Danny Clapham,

Woking

BOMBEE

117,800 Edg Jensen,

Herring, Denmark

BLATTERBOSS

1,241,800 Richard Wyatt,

Pontypool, N Wales

BURBLE BOBBLE

4,080,100 Richard Wyatt,

Pontypool, N Wales

BALDY THOMPSON'S

CHALLENGE

10,000 Tony Page, Helsinki

DRAGON BLOOD

70,370 Robert White,

Abingdon, Oxon

GREAT GAMA SISTERS

11,580-000 Seppien, Herring,

Denmark

IK

208,000 Roberto Sportale,

Holland

LAST HELL II

999,870 Tim Pocky, Dorset,

Lower

OPERATION WOLF

420,000 Felix Hoogstraen,

Alphen, Holland

PACMANIA

881,000 James Paul,

Bridgewater, Somerset

R-TYPE

404,040 Jason Haynes, Victoria,

Australia

SALAMANDER

240,000 R Mackay, Morro, Maie

SEGA

288,000 Iain McLaughlin, High

Wycombe

THUNDERBLADE

1,400,000 Brian O'Dowd, N

Ireland

ST

AFTERBURNER

21,548,000 Louis Moloney,

Birmingham

ALIEN SYNDROME

500,800 Andrew Stamp,

Perthmouth, Kent



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ARRANGED

758,100 Allan Rignall, C + VG
ARRANGED II
 503,000 Daniel Vys, Brighton
RAIL
 163,480 Stephen Simpson,
 Olney

BACKLASH

1,450,800 James Boyd, London
BEYOND THE ICE PALACE
 11,000 Daniel Vys, Brighton
BLAST FRODO

1,332,800 Julian Rignall, C + VG
BATTLE BOBBLE
 4,158,750 Colin Tracey,
 Colchester

BUDGY BOY

187,000 Colin Tracey,
 Colchester

ELIMINATOR

643,864 Horace Spencer,
 Redditch, Warwick
EMPIRE STRIKES BACK

558,100 Ian Pinder, Putney
FLYING WARRIOR
 3,873,000 Central Radio,
 Bristol

GA

205,100 Miles Anonson,
 Slough

GLAY WARRIORS

39,800 Daniel Vys, Brighton
LED BY OOM

508,800 Richard Davis, London
OPERATION WOLF
 118,200 Daniel Vys, Brighton

OUTMAN

Richard Davis, London

PAOLAND

88,000 Daniel Vys, Brighton
RETURN OF THE JEDI

124,800 Ian Pinder, Putney
ROBBOCOP

394,000 Jim Robertson, London
R-TYPE

511,000 Horace Spencer,
 Redditch, Warwick

SEB AIMS

2,000,800 Stu, Milton Mowbray,
 Laine

SPACE HARRIER

4,816,800 John Paul Brazier,
 Walsall

STARGLIDER II

526,000 Stephen Simpson,
 Olney

STAR WARS

2,381,100 Paul Livsey,

Stockport

SUPER HANGON

58,140,800 Kenneth Riech,
 470,800 Steve Taylor, Sedgefield,
 Herts

SPECTRUM

AFTERBURNER

58,555,800 John Brazier, Epsom,
 Kent

DOUBLE DRAGON

113,048 Robert Preston,
 Walsley, W Mids

WEE LE MANS

211,000 David Croxley, Isle of
 Wight

BRADON NINJA

508,000 Paul Brinkley, Epsom,
 Kent

FURFELY

1,841,000 Robert Preston,
 Walsley, W Mids

LAST NINJA II

268,276 Robert Preston,
 Walsley, W Mids

OPERATION WOLF

464,000 Stan Smythe, Colwell,
 W Mids

OUT RUN

26,754,040 Robert Preston,
 Walsley, W Mids



ROBBOCOP

1,433,010 Patrick Duffy, Redcar,
 Cleveland

ROLLING THUNDER

103,880 Robert Preston,
 Walsley, W Mids



AMSTRAD

AFTERBURNER

83,000,000 David Croxley, Isle of
 Wight

BARBARIAN II

23,470 Paul Franklin, County
 SS, Ayrshire

BLAST FRODO

505,800 Tim Solihilly,
 Chalfonts, Glouce

BUDGY BOY

122,780 R McDonald, Thurley,
 Laine

CRAZY CARS

4,771,000 Phil Lloyd, South
 Wales

DARK SIDE

4,818,000 Stu, Milton Mowbray,
 Laine

DRAGON NINJA

119,000 Miles Wilkes, Ashford,
 Kent

ERTON

860,800 P Telling, Bishop's
 Cleeve, Shropshire

OPERATION WOLF

447,000 Paul Brinkley,
 Harrow, Middle

OUTRUN

58,768,000 R McDonald,
 Thurley, Laine



AMIGA

AFTERBURNER

12,843,840 Stephen Watson,
 Dunnington, Co Durham

DATASTORM

180,000 Julian Rignall, C + VG
DEMANO

55,800 Peter Evans, Harnham
MYRIS

1,866,276 David Parkinson,
 Wakefield

LED STORM

588,000 Steven Howard,
 Lowestoft

OPERATION WOLF

1,831,100 Juggi Ward, Croydon,
 Kent

PREMAMA

4,590,400 Allan Ward,
 Daresborough, N Hants

ROADSLAYERS

1,871,804 Allan Ward,
 Daresborough, N Hants

SLANFORM

758,100 Andrew Rowley,
 Bitterley

SPACE HARRIER

7,888,800 Allan Ward,
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595,400 Kevin Griffiths,
 Walsingham

SUPER HANGON

55,116,880 Richard Shaw,
 Haywards, North

WHEEL OF SOREN

355,750 Carl Bates, Walsford,
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The Personal Computer Show is presented by Personal Computer World Magazine in WPA publications
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The normally green and placid area world of Dendin has been invaded. Not by Cossies, Capatians or even cute teddy bears, but by something far worse: vermin.

Being an arboreal feline can't protect itself against such an onslaught, like the three-legged, big-nosed Yerminator has been called in to wipe out all known infestations. He's initially equipped only with a trusty hammer and enough cash to buy a couple of items from the local shop, grabbing hold of a plucky pos and catapult, he begins his battle against the insects.



BY FIREBIRD

A Worms-style slugs.

VERMINATOR

Infestations

Dendin is divided up into regions of post-apocalyptic screens. These areas are all populated by some pretty nasty opponents: dangerous plants and animals, muggers, policemen and alien collectors, all of whom deplete your strength rapidly on contact.

Don't weapons can be bought with money, including multi-orbs (which give you three lives), a restroom tank to collect valuable poisonous fungi and

more weapons than you could shake a third leg at.

Some weapons are more effective than others at killing the vermin — and the better the weapon, the more money you need. Unfortunately, you can only carry four items at once, and selling them back to the shopkeeper only rewards you with half the money you spent — so choose carefully.

Cash can be gained in several ways. You can go and gamble in a

casino, where you've got a choice of dice, blackjack or a fruit machine; you can borrow some from a bank (or loan sharks, you can call possessions); or, if you wait till the end of the week, you're paid a weekly wage.

Players will receive one of all the money you've got unless you punt them to death with the nearest available weapon.

After each seven days' vermin-busting you're given a progress report. From here you can save the game position and read all the mail and messages you've received, which includes valuable information on the kind of vermin that will be abundant the following week, and the best way of killing them.

Verminator isn't original by any means, and it takes a lot of effort to get into. The repetition of some graphics and the lack of adequate sound effects means you sometimes lose energy quickly without realising it.

UPDATE

Other versions are planned, but there are no details at present — we'll keep you posted.

Dendin is a large world and provides enough fodder for muggers to drool over, but exploration can become a chore because of the lack of variety between screens. The action does get more enjoyable with better weapons, and the gambling house is a fun way to try and sway your destiny, but the action is a bit slow and repetitive so offer much lasting interest.

GORDON HOUGHTON

ST £4.99

GRAPHICS	85%
SOUND	44%
VALUE	35%
PLAYABILITY	60%

The bank, casinos, casino, shops and mostly repetitive add variety in dull exploration, but it's ultimately just another arcade adventure. Fun for a short while only.

OVERALL 61%





1. What's in the cave?



2. Do we? Look at this scorpion.



3. It looks like a scorpion.



4. Open the gate to freedom.



5. Taster.

As far as I remember there hasn't been a computer game that features elephants in any great extent, so *Tusker* is a real ground-breaker in the field.

In it you play a rugged Indiana Jones type whose explorer dad has just popped his chops on the road to the legendary Elephant's Graveyard. You've decided to follow in your father's footsteps, and search a flip-screen version of the wilds of Africa for the lost of priceless ivory.

On the C64, the game comes in three-part installments, starting with you somewhere in the desert. There's sand, sand, and as far as the eye can see, but the place is teeming with over 400 different animals and exotic creatures, who, for reasons known only to themselves, would like nothing better than to make lighter Casio Cans from your guts. Every time you're attacked by their claws and pincers, you lose points from a jar of blood in the status area to show that you're getting a little nearer to your maker. However, being well-versed in the art of bushcraft you can parry and kick most enemies, and they're just a pile of bones in the end.

Tougher situations call for tougher weapons, and there are a flipper's load of those lying around the place. Seriously twisted-up explorers don't walk the savannah unless they've got a dagger, machete and long-range weapons like a sling and pistol in their armory. You can hold a full complement of weapons simultaneously, and select one by highlighting it in a weapons box at the top of the screen.

Reaching the Elephant's Graveyard is a test of brains as well as brawn, though, and you

BY SYSTEM 3

have to keep an eye out for useful objects which might be of use further on in your adventure. Water flasks keep you alive in dry moments, but there are a host of magical artifacts which are



6. Make a map.

REVIEW



4. Beat the monkey.

TUSKIER

what you need to get through the jungle village and the temple in the second and third loads.

In the later levels you're faced with adversaries far more dangerous than the fleeing

5. Watch out for those bears.



skulks. The second load features giant howling skulls, snapping skulls with deadly teeth and giant, wrath incarnate which spring out of the ground, give you a good kicking and then spring back down.

The third load is a sort of "Land That Time Forgot" affair, in which you have to duck swarming Pteranodons and avoid hungry water dinosaurs and even giant carnivorous plants!

The definition of the graphics for these beauty and the jungle landscape is excellent, and the form of the pool, a multi-colored specimen of opalescence with the top of a man half-submerged, is impressive.

A bit of variety always makes a game a bit more interesting to play, and Tuskier's multitude of different scenes help level the geography than variety. You can be wading through an underground river, dodging crocodiles one minute, and duffing up rathons in ancient temples the next, which isn't a particularly nice way to behave, but it's quite good fun. The journey lets combine nicely with the fleeing people bits to make a game that plays very similarly to The Last Kings duo. And considering how playable those two were, I'd say Tuskier is more into another winner.

UPDATE

Perkins for Spectrum, Amstrad, and II are in the pipeline. They should all feature the same gameplay, though, as the early design serves that on this page alone, the 16 bit versions will at least look the same as the launch.

C64 £9.99

GRAPHICS 83%

SOUND 71%

VALUE 80%

PLAYABILITY 84%

Last Kings never makes it to an adventure that isn't up to excellence.

OVERALL 83%

KICK OFF



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Did you see the *Stunt Car* review last month? It's a fab game, isn't it? Microprose are pretty chuffed with it too. In fact, they're so pleased they've decided to get together with us and organise this fab comp. On offer to the lucky winner is an amazing radio controlled stunt car, worth over £250!

And that's not all. There are also ten runners-up prizes of mini motorised stunt buggies and Microprose software goodies-bagat-bill, eh?

So what have you got to do? Well, we want you to design your very own stunt car. Put your thinking cap on, get out your finger paints and crayons and draw an utterly fabbo car. It can be as outlandish as you like — it could be a stone age rocketmobile, a futuristic snake 'em vehicle or just a splendidous turbo machine. It's up to you. If you're a cruddy artist, don't worry. It's interesting design we're looking for, not silly brush techniques.

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The closing date is September 16th, so you've got loads of time to do your picture.

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As well as wild birds and animals, they can occasionally come across
along the way. Farmers at the malheur rabbits, hares, hares, hares,
chickens, dogs, sheep, goats, and many, many more animals.

ocean

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BY ACTIVISION

DYNAMITE DUCK

There's little doubt some strange video games, but I don't think I've ever encountered anything as downright bizarre as *Dynamite Duck*. I don't know what sort of anti-cannibal thriller thoughts up the game, but I wouldn't be surprised if it could be found glowering in a padded cell every full moon.

I mean, can you believe a game that casts you as a cute Woody Woodpecker lookalike who scrolls through screens punching the threats out of savage bouncing sausage dogs, growling mouse heads, rabbits on springs and muzzling gangs of field mice?

But even though it's got a weird factor of about seven million, it's brilliant fun to play.

► Bonanza Brief



▲ Watch out for the springy fox.

Here's why...

The original coin-op made a brief appearance in one particular London arcade last year, and I

played it solidly for four days before it was taken away, never to be seen again. "Bee-foo" said I, "cos it was a great game. Well, Activision have bought the computer rights, so at least you can play this coin-op rarity in the privacy of your own room.

The game casts one or two players in the role of Woody Woodpecker clones, and the idea is to simply bash your way through six horizontally scrolling levels of action.

Along the way there are a wide variety of wild 'n' woolly weirdo enemies which attack the duck on sight and attempt to reduce their energy bars to zero, which means duck death. The duck can defend themselves, though, by punching an onscreen

budle in the mud. Keeping the fire button depressed for a couple of seconds makes the duck swing his arm like a propeller and he lets rip with a mega punch with a measure that the size of himself POW!

There are only two combat moves (it's a shame there aren't more), but the wedding, duck can also pick up extra weapons, including flame throwers, bowling balls, papoy, smiling bombs that go BOOM when they land on a budle, water pistols, howling missile launchers and bazookas.

With all this weaponry, the game sounds like it might be easy. No chance! Along with the regular budles I've already mentioned, there are also combat boxes that fire mortar shots and SAM missiles, slugs on pogo sticks, moles wearing hard hats, nina flowers, rocket-footed cows, skating dogs and pigs on rollers amongst other things! They all sound the duck throughout the game and attempt to provide maximum hassle, especially on later levels.

MITE

GAME OVER



4 Double Jump

And there it is: a simple, lovely-looking, suitably weird, yet strangely cute alternative beat 'em up. It's great fun to play, especially with two players, and there's loads of action to keep the toughest duo

UPDATE

Dynastix Box will be released on the Amiga and all 8-bit machines. The Amiga will boast beefed-up sound effects and a better soundtrack, and the 8-bit will have less impressive graphics than the ST, but will retain much of the gameplay.

on their wretched toes.

The only means that I've got about this conversion is that it plays just a little bit on the slow side (although much of the time you don't really notice, especially when a gang of nine formation-bouncing dog heads come springing around a corner) and the lack of combat moves, which might prove suggestive to fans of other fighting games like Double Dragon.

That aside, Dynastix Box is a highly enjoyable and very challenging beat 'em up which is destined to gather a cult following.

JULIAN RICHALL

ST	£19.99
GRAPHICS	85%
SOUND	87%
VALUE	86%
PLAYABILITY	86%

Wield and wonderful cut-throat 'em up with a wonderful sense of humor, marred only by a lack of different combat moves. There's plenty of action though, and it's all highly enjoyable.

OVERALL	87%
---------	-----



4 Rough Formation enemies



4 Three Figs on a string!



4 Klapow! Smash 'em to the head!

7 Pin out the big badgie with water pistols.

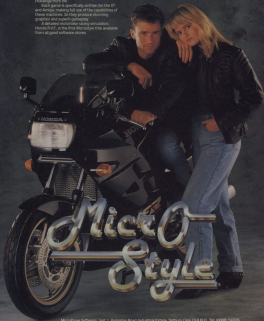


GAMES FOR ADULTS

MicroStyle is the new software label. The new spin-off for those who demand fun, excitement and challenge from life.

Each game is specifically written for the ST and Amiga, making full use of the capabilities of these machines. All they produce stunning graphics and superb gameplay.

A detailed motorcycle racing simulation, *Hands Off!*, is the first MicroStyle title available from selected software stores.



MicroStyle Software, Unit 1, Kingston Road Industrial Estate, Peckham, Croydon, Surrey, CR8 3LJ. Tel: (0898) 54006.

RAINBOW WARRIOR

RAINBOW WARRIORS

The world's first environment friendly software!

At last, an all action game that presents a solution to the environmental dilemma faced by the entire human race. Rainbow Warriors is an action game with real depth and meaning. It simulates seven campaigns of Greenpeace members over the last few years.



*Micro
Style*

GAMES FOR ADULTS



REVIEW

► STAMIGA



Age Group	Percentage
18-24	10%
25-34	15%
35-44	20%
45-54	25%
55-64	30%
65-74	35%
75-84	40%
85+	45%



Almost it's here! After months of speculation and probability (you've heard it "Type"), these programmers with Speedbits, the Startup Brothers have finished their magnum opus... and I'm happy to report that the next new, 100%, secure in

As you stroll toward the river, *Memor II*—Merganser is a whimsically revealing dream 'toss up with birds on water wings, to help keep those alarm-crazy nerves. There's no plot as such, but play is set over line humbly-drum, full-across, multi-speed, bi-directional, parallel twirling lines, each of which takes its graphical inspiration from a different evolutionary epoch.

Your little opening starts the game, winding its way through the ancient world of the Canebrake era, when the Earth was populated by sea slugs, primitive shellfish and flat worms which wriggle their way out of coral structures. Subsequent levels take you through an insect-infested forest, a fairy mountain, a land of dinosaurs and finally, a futuristic, space-age populated by robot crab. However, once the mountains all yield to a few bits of hot plasma to pump that New Mexico and they're gone, you're left with a bubble.

100

In the bubble, there's an identifying letter so let you know what you can collect by running into it. Sometimes it's a smart bomb which makes the entire screen and the nation in it, but more often than not, it's merely cash to line your pockets.

The stool comes in handy halfway through each level when the weapons shop appears. When you enter the section you're faced with the alien trader who's listening to Tim Simenon's *(Borneo The Hunt)*; empty *Physiological* soundtracks are backgrounded, suitably blurred to make it sound like they can't

**C+VG
HIT!**



ENCON

BY IMAGEWORKS

(multi-screen) and of great technical aptitude.

Overall, *Encon* is an impressive product, and not just because of those gorgeous graphics, or the Storage² technical team that people were saying the ST wasn't capable of last year. It's gameplay that makes a game like this, and *Encon* does bags of that. It's fast, it's fun, it's addictive, *Hyper*! Ha! When the game is this good who needs it?

PAUL GLANCEY

all the weapons for ten glorious seconds of unsoldiered blaring.

As well as being able to buy, you can also trade in your old gear for cash, but being an unscrupulously sort of alien, the trader will only give you half of what you paid for them.

For a price the trader will even advise you on what weapons you'd best buy to get you past the huge (sometimes



strong as a bus) men so as often under playing *Encon*. The files too load-over' his headphases.

If you're got the cash, you can pick up a FREEMAN arsenal. As well as the standard stuff there are mines, side shots, multi-firing

chrome ships, rear and split lasers, homing missiles and chrome-mounted super shot cannons, flame throwers and macro lasers. One of the best collectables has to be Super Multitron Power, which gives you

• **Grab the bubble.**



• **Rolls, right**

AMIGA £24.99

Using the samples from the recording, David Whitaker has transferred the whole Megablast track into the Amiga version, and the bass line backs the action throughout the game. *Storily superb.*

OVERALL 96%

ST £24.99

GRAPHICS 97%
SOUND 85%
VALUE 94%
PLAYABILITY 90%

Terrific graphics, sound and gameplay make this undeniably the best blast of its type on the ST. It's definitely "must buy".

OVERALL 94%

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"playable from the first... a few... and... to the... C to VG... 'And... and...'"



"this is a... amazing... this is a great game... and playable on... buy it now!" **COMPUTER**

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NAVY MOVES

DON'T stir me out there, remember *Army Moves*? Even if you don't, this is the sequel which, instead of putting you at the wheel of a military jeep, puts you into a duty submarine and other forms of aquatic transport.

Both games were conceived by Desmet, a group of programmers, leg in Spanish software circles. Fresh from a vacation spent flexing your muscles and learning to swim, you're assigned the task of locating (Part One) and destroying (Part Two) the nuclear submarine U-5044 - a mission critically named Operation Octopus.

The briefing provides you with vital information on how to deal with the enemies ahead of you, and even gives you a map of the submarine itself. Sounds simple? Not so fast... Part One comprises three sections, each one with a specific type of duty to carry to completion. The first sees you in a mineboat avoiding mines and bumping off enemies with your trusty United Defence Model 11 rifle, in much the same way as the jeep did.

Then it's *Army Moves*. Then it's oxygen tanks at the ready as you plunge the ocean depths in a suit of high sensitivity lubricated latex, landing off ships and

scuba-divers in an attempt to fix cars and capture an enemy biotechnology.

As if this wasn't hard enough, once in the battlescope you've got to find the sub while single-handedly keeping up huge octopus hidden in caves and a 128Kg sea monster.

Fortunately, at the end of all this, you're given a code for Part Two, so that once you've successfully managed Part One you need never play it again. Inside the submarine the game becomes a little more enjoyable

you can wander around rather than being constantly set back by the linear story. There's just one snag, however: you need codes to open doors which are found only on appropriate officials - for example, to open the door to the base of the reactor, you need to obtain the Plutonium Official's code (by shooting and searching him) and then transmitting that code to the control computer.

The object is to blow up the reactor and escape alive, and it's made much more enjoyable by the weapons available to you, particularly the flamethrower which handily melts anyone stupid enough to come within twenty feet.

Enemies are only useful for a couple of things: codes, target practice and extra fire. It's gratifying but it's also good fun, if you've bought a Desmet game before, you'll know what to expect - lots of frustration but

MOVES



plenty of action. The instructions are pretty good, even to the extent of giving you a few handy hints on bubble-busting; it's just a pity that the graphics are below par and the difficulty level is at the point where the TV goes out of the window.

AMIGA	£19.99
GRAPHICS	75%
SOUND	71%
VALUE	41%
PLAYABILITY	32%

For all reasons and purposes the same as the ST, unfortunately. There's just not enough enjoyment for your money.

OVERALL	34%
---------	-----

ST	£19.99
GRAPHICS	73%
SOUND	67%
VALUE	41%
PLAYABILITY	33%

Smarter graphics than the Commodore, but the gameplay is just as rough and frustrating. Recommended only to enthusiasts.

OVERALL	34%
---------	-----

C64	£9.95
GRAPHICS	55%
SOUND	75%
VALUE	59%
PLAYABILITY	33%

Even though there are only four levels, the riddingly rough graphics means most people will spend hours of frustration completing them. The odd is capable of much more than *Army Moves* has to offer in terms of graphics and sound (although the design isn't there) and there are many more (better) military games than this.

OVERALL	33%
---------	-----

UPDATE

Navy Moves is available now on all major formats, at a price of £9.95 (C64) and £19.99 (16-bit), or you can off-suffer together.

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AMIGA TOP 20

1	(7)	Populous	EA	94%
2	(10)	Kick Off	Amos	84%
3	(3)	Lords of the Rising Sun	Miramax	83%
4	(16)	Forgotten Worlds	US Gold	82%
5	(3)	Blind Money	Peyman	82%
6	(13)	Silverware	Virgin	81%
7	(8)	Sooner	Microprose	80%
8	(7)	Overkill	Microprose	80%
9	(-)	Dragon Ninja	Ocean	79%
10	(14)	Millennium 3.2	Activision	88%
11	(8)	Falcon	Miramax	93%
12	(4)	Leopard RAC Rally	Datascene	83%
13	(18)	Out Run	US Gold	78%
14	(-)	Run the Gauntlet	Ocean	82%
15	(15)	Sword of India	Schuster	85%
16	(-)	World Class Ice-hockey	US Gold	81%
17	(-)	Personal Nightmares	Hemorrhoid	84%
18	(-)	Grand Monster Slam	Rainbow Arts	78%
19	(-)	Balance of Power 1990	Miramax	80%
20	(-)	Test Drive II	Activision	90%

A heap of new entries suggests a high turnover of top quality products on the Amiga these days. The top of the chart hasn't changed that much though, apart from the much desired appearance of Kick Off and Silverware.

JULIAN'S TIPS

INDIANA JONES AND THE LAST CRUSADE: Judging by the film's reception, both arcade and adventure games have to hit the top.
FENDISH FREDDIE: Superb graphics and a wacky sense of humour make this disc sports game one to watch out for.
CONFLICT IN EUROPE: Remarkable war game of universal appeal, so it should do well.

OUTSIDE BET

THUNDERBROS: Fun arcade adventure, nicely packaged and to strings attached!

Populous and Rollercoaster stay out of trouble in the top spot for another month. Forgotten Worlds, Honda Kick Off and Battle Class slide up the chart tracking previous favourites Voyager and Falcon down amongst the new releases.

JULIAN'S TIPS

BLOODWYCH: Could be a big hit with 85 role-players.
INDIANA JONES AND THE LAST CRUSADE: The success of the movie should mean desired success for the game.
ULTRIX TO KILL: Mitty film license which must surely make an impact next month.

OUTSIDE BET

ULT: Crazy adventure game from across the Channel which is capable of big things.

ATARI ST TOP 20

1	(7)	Populous	EA	94%
2	(3)	Rollercoaster	Ocean	90%
3	(13)	Forgotten Worlds	US Gold	87%
4	(3)	Sooner	Microprose	86%
5	(4)	Dragon Ninja	Ocean	85%
6	(18)	Honda Kick Off	Microprose	80%
7	(14)	Battle Class	EA	83%
8	(8)	Kick Off	Amos	84%
9	(-)	Silverware	Virgin	84%
10	(19)	Millennium 3.2	Activision	88%
11	(7)	FBI Combat Pilot	SI	79%
12	(-)	Out Run	US Gold	78%
13	(8)	Falcon	Miramax	93%
14	(-)	3D Pool	Firebird	80%
15	(-)	Grand Monster Slam	Rainbow Arts	78%
16	(17)	Fun School II	Datascene	78%
17	(8)	Voyager	Ocean	87%
18	(-)	Personal Nightmares	Hemorrhoid	84%
19	(-)	Leopardboard	US Gold	84%
20	(16)	Leopard RAC Rally	Datascene	83%

HOW THE CHARTS ARE CREATED

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



▲ Cheap but plentiful? RoboCop's laser rifles mowed down the opposition, straight to number two.



▲ RoboCop — Nearly six months in the top spot makes it a record-breaker.



▲ Milliworm wiggles into the bottom end of the chart.



▲ Double Dragon's new budget price helps earn it a place at number 12.

ALL FORMATS

		GAME	CD
1	(1)	ROBOCOP	CD
2	(-)	ENDURO RACER	HT
3	(20)	POSTMAN PAT	AT
4	(-)	D. THOMPSON'S DECATHLON	HT
5	(2)	SOCCER	NO
6	(-)	FORGOTTEN WORLDS	U.C.
7	(14)	1942	BIG
8	(7)	DRAGON NINJA	CD
9	(4)	TREASURE ISLAND DIZZY	CD
10	(8)	FAST FOOD	CD
11	(11)	EMLYN HUGHES SOCCER	AU
12	(-)	GAUNTLET 2	CD
13	(-)	ARCADE FLIGHT SIMULATOR	CD
14	(-)	ARMY MOVES	HT
15	(-)	SILKWORM	YF
16	(10)	RUN THE GAUNTLET	CD
17	(-)	RAMBO	HT
18	(16)	SHANGHAI WARRIORS	CD
19	(15)	ROADRUNNER	XP
20	(5)	TURBO ESPRIT	B

The record-breaking RoboCop seems invincible and 22 weeks after it hit the number one spot, it's still there. Surprisingly, Populous is out of the

PLATS TOP 20

COMPANY	SPEC	AMS	C64	ST	AMI
OCEAN	●	●	●	●	●
HITSQUAD	●	●	●	—	—
ALTERNATIVE	●	●	●	—	—
HITSQUAD	●	—	●	—	—
MICROPROSE	●	●	●	●	●
USGOLD	●	●	●	●	●
ENCORE	●	●	●	—	—
OCEAN	●	●	●	●	●
CODEMASTERS	●	●	●	—	—
CODEMASTERS	●	●	●	—	—
AUDIOGENIC	●	●	●	—	—
KIXX	●	●	●	—	—
CODEMASTERS	●	●	—	—	—
HITSQUAD	●	●	—	—	—
VIRGIN	●	●	●	●	●
OCEAN	●	●	●	●	●
HITSQUAD	●	●	●	—	—
CODEMASTERS	●	●	●	—	—
KIXX	●	●	●	—	—
ENCORE	●	●	●	—	—

chart, its number two spot stolen by the re-released *Enduro-Racer*. Postman Pat puts his van into overdrive and soots up 17 positions to number 3.



A Minopress Soccer is re-rated to the number five position.



A Oregon video fights to maintain its position but drops a place.



A 1000 begins its ascent, climbing seven places to number seven.



A Delay Thompson pole vaults over the other re-releases to fourth place.

THE C+VG CHARTS

C64 TOP 20

1	(18)	Enduro Racer	Hit Squad	78%
2	(7)	Robocop	Ocean	84%
3	(6)	Postman Pat	Alternative	79%
4	(16)	League Challenge	Atlantic	79%
5	(18)	1943	Score	87%
6	(-)	Army Moves	Alternative	84%
7	(3)	Endyn Hughes' Soccer	Acadepic	94%
8	(-)	B T's Decathlon	Hit Squad	79%
9	(4)	S&S Combat	Code Masters	84%
10	(-)	Guantlet II	Klex	77%
11	(-)	Silkworm	Virgin	85%
12	(-)	Arcade Flight Simulator	Code Masters	89%
13	(13)	Road Runner	Klex	80%
14	(9)	Speedball	Microsoft	88%
15	(18)	Football Manager II	Addictive	89%
16	(-)	Operation Wolf	Ocean	93%
17	(-)	Game Over	Alternative	49%
18	(18)	Run The Guantlet	Ocean	89%
19	(8)	Soccer	Microspace	93%
20	(-)	Rambo	Hit Squad	79%

Chicago city! You C64 owners are obviously lining up to go on business trips to Bognor or Somerset. Quite what Enduro Racer is doing at the top of the chart is a bit of a mystery — surely you aren't all buying games on the strength of their name, arent? Amazingly, Ocean are still kicking ass with their Christmas licences! Sorry!

JULIAN'S TIPS

MR HILL: The 64 version of Ivan's cute whiffyblast is missing for the skies.

CITADEL: This classic shoot 'em up deserves to be a big success for Activision.

FORGOTTEN WORLDS: At last it's out and chom-boud.

OUTSIDE BET

RESCUE ON FRACTALUS: Classic Lucasfilm entertainment now at budget price.

Treasure Island Diary is still at number one! Spacey games are real armchair athletes judging by the hard core of five sports games which ran from number five to the eleven slot. Enduro Racer is a more-deserving chart topper on the Spectrum than the C64 version.

JULIAN'S TIPS

CARRIER COMMAND: Bound to be popular with simulation freaks.

MR HILL: Destined for a fast ascent up the chart.

DOMINATOR: Gary should 'em up action can't fail to attract tough-talker blast fans.

OUTSIDE BET

LICENSE TO KILL: Didn't chart this month, but is sure to climb now the film is on wider release.

SPECTRUM TOP 20

1	(7)	Treasure Island Diary	Code Masters	79%
2	(-)	Enduro Racer	Hit Squad	87%
3	(3)	Robocop	Ocean	98%
4	(4)	Post Food	Code Masters	89%
5	(-)	Postman Pat	Alternative	70%
6	(-)	B T's Decathlon	Hit Squad	89%
7	(-)	Soccer Star	D&H Games	78%
8	(-)	Kenny Dalglish Soccer	Cogito	77%
9	(-)	Advanced Soccer Sim	Mastertronic	79%
10	(3)	Cop Football	D&H Games	81%
11	(-)	Rugby Bow	Alternative	89%
12	(18)	1943	Score	77%
13	(-)	Road Runner	Grundfun	87%
14	(-)	Rambo	Hit Squad	89%
15	(18)	Road Runner	Klex	78%
16	(4)	Crazy Cars II	Thru	70%
17	(-)	M&D 30	Code Masters	85%
18	(8)	720	Klex	81%
19	(7)	Run The Guantlet	Ocean	83%
20	(17)	Shanghai Warriors	Players	79%

C+VG STAFF CURRENT GAME OBSESSIONS

JULIAN RIGNALL: RAINBOW ISLANDS, STRIDER, WONDER BOY IN THE MONSTER LAIR (ARCADES), TETRIS (GAME BOY), JOKERZ (PINBALL), THUNDERFORCE

PAUL GLANCEY: DUNGEON MASTER (YES, STILL), RAINBOW ISLANDS, GALAGA '88 (PC ENGINE), WONDER BOY III (SEGA), THUNDERFORCE (16 BIT SEGA)

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Gemini Telling



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ATARI ST



AMSTRAD



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INDY ADV

BY US GOLD/ LUCASFILM

involves more escapes and misadventures than you can shake a bullwhip at. The game follows the plot of the film, and it certainly helps if you've seen it.

The proceedings are controlled by a mouse, keyboard or joystick-driven cursor which is used to select commands such as pull, walk to, etc., from a list on the bottom of the screen. When you pick one and then click on an object, say a door, switch or

whatever, is the main-display body follows the instructions to the letter, often with humorous results. The variety and combinations of moves and objects is tremendous, and, best of all, this system doesn't suffer from the irritating "I don't understand that word" problem that can dog adventure games.

As well as just choosing commands, there are times when you get direct control over the

Last month we had a review of Indiana Jones II: The Temple of Doom — this month we see the release of Indy III: The Adventure Game, which was programmed by Lucasfilm Games Division in the US.

If the idea of an adventure sounds a bit boring to you, don't turn the page. This game is in fact a highly enjoyable arcade

adventure that's very much in the mould of Labyrinth, Maniac Mansion and Zak McKracken and the Alien Mindbenders.

The player takes control of Indy, of course, and the idea is to get the Holy Grail, which

**C+VG
HIT!**



Indiana Jones' Health

Boxing Coach's Health

▲ This looks interesting. Items, such as early on in the game when you have the chance to spar with the University's champion boxer!

There are many puzzles encountered throughout the game, and I'm glad to say that they're the lateral thinking type, rather than the obscure adventure type that often creates frustration and annoyance. That's not to say they aren't



▲ Ahem. What now?



▲ Is that really a good idea?

1



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from CD-ROM

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Games: **Wheat 89%**
Czech **89%**

Test Attack

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Commodore 64	Cass £14.95	8P1002
Spectrum 486	Cass £12.95	8P1003
Spectrum 486	Cass £14.95	8P1004
Amstrad CPC	Cass £12.95	8P1005
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Time and Magic

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Spectrum 486	Cass £16.95	8P1010
Commodore 64	Cass £14.95	8P1011
Commodore 64	Cass £16.95	8P1012
Amstrad CPC	Cass £14.95	8P1013
Amstrad CPC	Cass £16.95	8P1014
Atari ST	Cass £16.95	8P1015
Atari ST	Cass £18.95	8P1016
IBM PC	Cass £18.95	8P1017





2

Forgotten Worlds from US Gold

The others have been destroyed by the evil Empire (this) and his seven minions. Two supermen (you) have been strapped the task of viewing of the mass end of fighting back. They have a hard job ahead of them.

The game is split into four levels each with its own goals. You must not whatever happens you can accumulate along the way to win the battle.

Automatic 16, the magazine reviewers loved it, and you will too.

"Among all fantasy Forgotten Worlds is an all time great (unparalleled) in its superb graphics."

The Games Machine.

One of the best 16 bit dual have you played. Absolutely addictive.
SP Rating: Fantastic



Forgotten Worlds

	Price	Code
Spectrum 48	Cass	68.95
Spectrum 128	Disk	22.99
Amstrad CPC	Cass	68.95
Amstrad CPC	Disk	22.99
Commodore 64	Cass	68.95
Commodore 128	Disk	22.99
Atari ST	Cass	68.95
Atari ST	Disk	22.99
Atari ST	Disk	22.99
Atari ST	Disk	22.99

GET ONE FREE!



4

Red Heat from Ocean

The heat is on... and the choice is a full try to East and West you have to fight down a Soviet ship-dealer. The two detectives, one Russian, one American, have very different methods of capturing their prey. But together they face the worst of Chicago's underworld - street lights, the "Gangbros" gang, gun fire and breathtaking bus chase. The national film team to date - it's all action with stunning graphics - feel the heat - 16 bit action.

SP Rating: 8.5/10

Red Heat

	Price	Code
Spectrum 486	Cass	28.99
Spectrum 486	Disk	22.99
Amstrad CPC	Cass	28.99
Amstrad CPC	Disk	22.99
Commodore 64	Cass	28.99
Commodore 64	Disk	22.99
Atari ST	Cass	28.99
Atari ST	Disk	22.99

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BUDGET

RESCUE ON FRACTALUS MASTERTRONIC

A lot of software history, no less. Here only Lucasfilm's first game, but also the first game with "realistic" fractal graphics, which are used here to display the hostile mountain ranges of the planet Fractalus. You have to dodge enemy fire and flying saucers as burnt-down and rescue downed pilots then ride down back to the mother ship. It's beautifully done, but really

there's not a whole lot of variation in the gameplay, and the fractal mountains are a little too jerky to be really convincing. Day and night flying, alien pilots beeping on your windshield and other neat little touches keep you playing long enough to get your money's worth, though.

SPEC £1.99

A successful power-up, very similar to the Amstrad one, with the same thing going for it.

OVERALL 70%

AMSTRAD £1.99

Atmospheric original and rescue game which suffers a bit from awful sound and wacky game-play.

OVERALL 70%

C64 £1.99

Gameplay is almost exactly the same as the Amstrad version - maybe a bit faster. Improved sound really makes the difference.

OVERALL 78%



SUPERKID ATLANTIS

A platform game with a social conscience. Superkid runs around the scrolling landscape, leaping tall buildings in a single bound, jacking up bonus points and jumping on bad guys. Complete each level by finding and rescuing your quota of beautiful (well...) maidens and rescuing



SPEC £1.99

Don't buy expensive 3D jumps, but what should keep you at the keyboard for a few hours.

OVERALL 73%

old ladies from the library to the old folks home. Graphics and sound are jolly, rather than alarming, and on the whole Superkid is unsophisticated stuff. However, it's fairly good fun for a while at least, and you're bound to get your fair quota's worth.

MIG 29 SOVIET FIGHTER CODE MASTERS

The Russian military cloak amongst you needn't worry about Code Masters giving away military secrets in this game because it's just a very basic Afterburner clone. You might get four types of weapon but for some reason shooting anything is high as impossible so completing each stage is a matter of dodging



missiles for about thirty seconds and you're in. The graphics are jerky and unconvincing, and the gameplay is about as interesting as shooting to Wayne the office rubber plant. Not really worth considering, even at this price.

SPEC £1.99

Pretty half 3D plane. Am up with shoddy graphics and gun fire noises which sound like the tinny woodpeckers.

OVERALL 35%

AMSTRAD £1.99

Gameplay isn't noticeably better than the Spectrum version, but at least the graphics and sound are better.

OVERALL 40%



CAPTAIN BLOOD

INFOGRADES

Even on Infogrames' Pocket Tech label, this is the weird side of how Captain Blood has to have the galaxy for his five clones who are sapping his life force. It features fabulous graphics throughout, a sampled (and Michael Jarvis soundtrack) (distorted from Zaxxon), and an exhilarating 3D fight-through-compass sequences. Unfortunately, completing the quest is made very difficult by an impossible-to-tell-in-allers into icons/symbols which only translates themselves into gibberish English. If this wasn't the most important part of the game, I wouldn't mind, but it is to I do.

ST £9.99

Captain Blood's high points are very high, but the gameplay feels down to not very much at all, unfortunately.

OVERALL 69%

AMIGA £9.99

The real improvements over the ST version, apart from a few sounds here and there. And the 3D bit is absent.

OVERALL 67%



RALLYCROSS SIMULATOR

CODE MASTERS

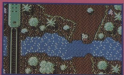
A sort of scrolling Super Sprint knock game, in which you move the driver and turn your poor buggy around a bumpy track, dodging patches of ice and oil. Every race finished earns you cash with which you can drop into the pits for extra fuel, better tyres, bumpers, etc. The strange control method is very off-putting at first, but it only takes a couple of games to get accustomed to it. Some of the

best tracks are quite silly, and one even features a level crossing in the road and, consequently, lots of rail disasters.

C64 £2.99

For an impenetrable first look, but Rally Cross Simulator turns out to be a good laugh.

OVERALL 77%



MINDTRAP MASTERTRONIC

Charles of Evox Rules and his Scribe friends, partly because this is a very compelling 9,999 level puzzle game, and partly because the programmers, Heaton Gerslone and Beeson, sound as if they might - just might - be of Eastern European origin. Is it you have to shift a jumble of

numbered squares into ordered rows by raising groups of four around level points. Also, after level 33 you have to switch blocks in three dimensions which, as you can imagine, is well tricky. Screen display is with nice graphics, but gameplay makes heavy demands on the old central logic centres and is strangely addictive.

AMSTRAD £1.99

Looks really boring, but plays like a logical stream.

OVERALL 78%

SPEC £1.99

Plays as well as the Amstrad version, but it's much better to look at and even has better music!

OVERALL 83%



The saga continues! Roger Wilco is in the following: a deep chamber of the space pod in which he escaped from Dodge Mahaut's asteroid fortress in *Space Quest II*. Drifting aimlessly in space, the pod is detected by a robot-controlled space garbage freighter, and drawn into its gigantic rubbish chomper by tractor beams.

The landing jolts the pod's remote circuits into action, and before long, Roger emerges from the craft into what looks like an outdoor scrap yard.

Thus begins *Space Quest III*, in a chronologically unrelated side sequence. Your job, once again, is to get him out of trouble. The first task is to escape from the freighter, and at a first glance, there is no obvious strategy. But unlike this labyrinthean sea of space junk, there are lots and pieces that fit together — if only you can get hold of them.

Now, you are out in space, and heading for the planets. But in



1. Pod adrift in *Space Quest III*.

SPACE QUEST

III

BY ACTIVISION

The game can be played using either mouse, joystick, or number pad/mouse keys. Of these, I found the arrow keys with hands down, giving not only finer control, but making the frequent changeover to text input more comfortable.

An absolute essential is to have a spare formatted disk as the ready for saving your game position, otherwise it's very long way back in after death, and often death can be neither predicted nor avoided.

The game comes on three

double-sided disks for the ST, and the package includes a special pair of death ray shield sunglasses, complete with rapidly-flicking Andromedan nose! Eventually, you'll arrive at the headquarters

of blamcraft, and meet up with the Andromedans themselves. Will you be successful in rescuing them? You'll have to play to the end of the game to discover that!

KEITH CAMPBELL

UPDATE

PC and Amiga versions are planned and will play the same as the ST version.



▲ Can you escape? Not quite! In *The Terminator*, more than a trifle upon about your failure to pay for a while in *Space Quest II*.

The sound effects and music (32 minutes of musical score in the game) are superb. Combined with the graphics system, *Space Quest III* is like interacting with a wild movie. In addition to user-controlled animation, there are plenty of special animated effects, including a state-of-the-art movie menu.



ST £24.99

GRAPHICS 92%

SOUND 90%

VALUE 79%

PLAYABILITY 78%

An enjoyable and addictive addition to the *Space Quest* series, and a good buy for adventure fans.

OVERALL 80%

ACTION RATING-99%



MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP. THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD. MAKING THEM PARTNERS.

The heat is on ... and the choice is in full cry as East and West join forces to hunt down a Soviet drugs dealer. The two detectives, one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld – street fights, the 'Cleanheads' gang, gun fire – the hottest film tie-in to date – it's all action with stunning graphics – feel the heat – **RED HEAT**.



RED HEAT

THIS IS THE CLIMAX ...

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When a guy loses his girl – he loses his mind! Now, in the final Chapter, Renegade must summon all his strength and fighting resources as he releases his girlfriend's captors through time itself. Fight against psychotic men, madheaded knights, and the tormented undead from within the realms of Ancient Egypt. Your quest finally takes you **BEYOND** the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!



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Renegade – Run The Gauntlet!



**RUN THE
GAUNTLET**

(THE OTHER 1% IS FOR LOADING)

SPECTRUM
£8.99 EA
CASSETTE

ocean

COMMODORE
AMSTRAD
£9.99 EA
CASSETTE

There's never been a circus quite like the Big Top O'Fun, but it will never stage another performance unless it can be enough cash to keep it going. This is because the bankers and lenders, Dewey, Cheatum and Howe (don't they have learned the circus CIO-886!) — and they want it back TODAY!

This is where you come in. By taking part in six performances, you can earn enough money to close the big top from now. It's not that easy, though: you've got to juggle, do circus stunts, escape from a lion, and some of the money isn't 100% truly. Just to make things worse, *Funland Freddy* — a clown gone to the East — has a vendetta against you. He can build a condemnation on the circus land. That means his twisted mind is constantly throwing up obstacles to make your performance go when things are going well.

Up to five players can help you save the circus, but because of the overall range you're aiming for, the screen's just as much fun as your own. Each player has its own selection of tunes and is multicolored, so a fine if you've got a couple of friends, and only one that change is needed, if not, it's a big shame.

The first performance is the high dive. Placing multicolored paramegans, you plummet from a great height into a little tub of water, splashing any bits of eight very silly points on the way down.

Juggling ninjas... juggling. A real killer you can throw in a simple circus stage in which you have to keep umbrellas until the time limit expires.

The trapeze is a good old-fashioned exercise in timing. Let go of the rope too soon and you

plummet to a equally deadly hotel on too long and our friendly lion comes along and eats you off.

In the Koolha's show, more you can juggle as a helpless female strapped to a rotating wheel, scoring points for popping balloons.

The last two events are the most tricky: the tightrope walk

FIEN FRE

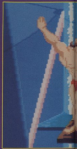
BY MINDSCAPE

► Acrobat



► Juggle Ninjas

► Careful!



► Careful! ready for the high dive.



NDISH EDDY



P "Frendish" Get ready to
celebrate!



P "Frendish" Get ready to
celebrate!



UPDATE

IT (£29.99) and PC (£34.99)
versions will be available
soon, the latter reportedly
spread over two disks! No 3-
bit versions are currently
planned.

He's Frendish, is

don't make you laugh, nothing in
a computer game will.

Frendish Frenchie is a very
enjoyable game; it's simple to
understand but difficult to
master, is brilliantly painted and
has a great sense of humour.
However, there are some poor
points: the price is a bit steep, the
loading system is annoyingly slow,
and one or two presentation
errors become tiresome after
extended play.

Apart from this, take a look.
It's everything at the previous
crisis-based games should have
been and lots more besides.

GORDON
HOUGHTON

C+VG HIT!

AMIGA £29.99

GRAPHICS 91%
SOUND 89%
VALUE 65%
PLAYABILITY 84%

A big price — but the easy
humour, brilliant animation
and simple side-viewers
make this a worthy addition
to anyone's software
collection.

OVERALL 85%



FORGOTTEN WORLDS



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CAPCOM



MEGABLAST AND BLOW YER BRAINS OUT

Xenos II — Megablast scored an enormous 96% this month. And in way of celebration, Microsoft have come up with a mega prize in this super duper Xenos II comp — a can of musky peas. Yes, that's the top prize in this amazing competition, but don't worry if you don't win. Our generous Microsoft also have supplied a bonus prize. It's a bit rubbish, but never mind. It's a Personal CD Walkman, complete with a Bomb the Bass CD which features the original recording of Megablast, which forms the soundtrack of the computer game.

And just to complete the prize list, there are also ten middle prizes of copies of the game and special limited edition Xenos II t-shirts.

To stand a chance of winning that fat first prize of that delicious can of musky peas, all you've got to do is answer the following questions. The first correct entry out of a hat will win! However, the person who

answers them all wrong (we'll be looking for the most extreme case of wrongness) will be awarded the crummiest of bonus prizes, the personal CD player. Here are the questions. . .

WHAT WAS THE FIRST XENOS GAME CALLED?
HOW DO YOU SPELL BITMAP BROTHER?
WHAT IS THE MEANING OF LIFE?

Put your answers on the back of a postcard along with your name, address and the type of computer you own and send it to: I HOPE THAT I'VE GOT ALL THESE QUESTIONS RIGHT 'COS I DON'T WANT TO WIN THE CD COMP, C-Y-O, PRIORITY COUNT, 38-32 FARRINGDON LANE, LONDON, EC1R 3AL.

The closing date is September 16th, so you've got plenty of time to get those answers right! Right?



[illegible]

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For machines, see phones and portable
electronics in the new book series.

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BUFFALO BILL'S RODEO

BY TYNNISSEET

Buffalo Bill is famous for a couple of reasons. Firstly, because he killed lots of buffalo—over 4000 of them in the late 1870s (as provide meat for laborers constructing the Kansas Pacific Railway). Secondly, and more relevant to this feature, he ran up his legendary Wild West Show in 1883.

Tyranosaurus's Games, like the original, feature Indians, savitars, sharp-shooters and rough-riders in a contest of strength and skill. There are six events, all of which contain some

Kids: Throwing her, you
telling sharp-shooters is a Red
Indian woman in a feather headdress
who's mounted on a spinning
wheel. Hit the wheel and you
score points, hit skin and the
screen drive blood.

Trick Shooting is split into two sections: a firing range and a bottle-shooting arena.

And there's Brown Riding—only for the seriously stressed. Follow the direction arrow, with your jockey and you might just skip on your toes for longer than a minute or so.

The *Dragonwound* series isn't a total event as such, but it involves a lot of good ol' juvenile waggling and an old-fashioned punch up, as you attempt to wrest a coach from the hands of a thoroughly Red Machine.

The last two games—calf-raising and steer-wrangling—are very similar: right-to-left scrolling action in which you have to

Year	Number of cases	Percentage of cases
1990	10	10.0
1991	15	15.0
1992	20	20.0
1993	25	25.0
1994	30	30.0
1995	35	35.0
1996	40	40.0
1997	45	45.0
1998	50	50.0
1999	55	55.0
2000	60	60.0
2001	65	65.0
2002	70	70.0
2003	75	75.0
2004	80	80.0
2005	85	85.0
2006	90	90.0
2007	95	95.0
2008	100	100.0
2009	105	105.0
2010	110	110.0
2011	115	115.0
2012	120	120.0
2013	125	125.0
2014	130	130.0
2015	135	135.0
2016	140	140.0
2017	145	145.0
2018	150	150.0
2019	155	155.0
2020	160	160.0
2021	165	165.0
2022	170	170.0
2023	175	175.0
2024	180	180.0
2025	185	185.0
2026	190	190.0
2027	195	195.0
2028	200	200.0
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2031	215	215.0
2032	220	220.0
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2036	240	240.0
2037	245	245.0
2038	250	250.0
2039	255	255.0
2040	260	260.0
2041	265	265.0
2042	270	270.0
2043	275	275.0
2044	280	280.0
2045	285	285.0
2046	290	290.0
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2053	325	325.0
2054	330	330.0
2055	335	335.0
2056	340	340.0
2057	345	345.0
2058	350	350.0
2059	355	355.0
2060	360	360.0
2061	365	365.0
2062	370	370.0
2063	375	375.0
2064	380	380.0
2065	385	385.0
2066	390	390.0
2067	395	395.0
2068	400	400.0
2069	405	405.0
2070	410	410.0
2071	415	415.0
2072	420	420.0
2073	425	425.0
2074	430	430.0
2075	435	435.0
2076	440	440.0
2077	445	445.0
2078	450	450.0
2079	455	455.0
2080	460	460.0
2081	465	465.0
2082	470	470.0
2083	475	475.0
2084	480	480.0
2085	485	485.0
2086	490	490.0
2087	495	495.0
2088	500	500.0
2089	505	505.0
2090	510	510.0
2091	515	515.0
2092	520	520.0
2093	525	525.0
2094	530	530.0
2095	535	535.0
2096	540	540.0
2097	545	545.0
2098	550	550.0
2099	555	555.0
2100		



4. After the test was over, the runner to the ground before the time ran out. She had a smile.

Battle: III is all very well presented before you start, there's a 1-4 player option and the chance to register your name. Each quest is then multiplied, but there's the



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, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

opportunity (as there was in
Rome's Olympic) to try again
and again as many times as you

For every contest there's a different high-sipping Wild West tune. (These include reasonable renditions of the Lone Ranger theme and The Cisco Kid's "The Cisco Kid and the Indian Boy.")

There's not much wrong with *Rocky-Games*. It needs a lot of skill to master, the three difficulty levels and four-player option keep you interested, and it's good fun to play. The only real criticism you can make is about the price: it's a fair top recommendation.

Take a look anyway — it could be useful reading, in your New Orleans, too.

GORDON
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ST 24-98

GRAPH

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It's not the most original game around, but it's a solid enough take on a popular and well-known concept as well as one of the better games on the 32

OVERVIEW

UPDATE

If the versions will soon be available for (P/P) (Xenon) and (P/P) (P/P) with no major differences in gameplay. As Amiga Amiga (Amiga) with improved sound, will also set your hand (P/P).

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REVIEW

► AMIGA C64

OMNI-PLAY BASKETBALL

BY MINDSCAPE

Basketball isn't the most popular sport on any computer, and there have been very few successful conversions, so other fans SportsTime got that the others haven't! For a start, there's a huge range of options. You can name your team, place it in any of the leagues and customize its players in terms of speed, control, outside and inside abilities.

There's something to this both league and team histories and statistics, and you are used to different league styles and ways of viewing the match. However, the alternative viewpoints and styles come on disk: they are superbly presented.

The series closely follows the rules of basketball, and player coaching of the team to be carried out by you, another player or the computer. You have the choice of a human or computer opponent, and are allowed up to eight time-outs per game (with additional "or timeouts"). Matches can be set at either 3, 4, 9 or 12 minutes per quarter, and you can even change the colors of the team and court! A superb 58-page manual explains everything.

First, of the screen is taken up by the court's 15m end view line, the team in possession runs towards the "squares" up to the half way line after that the perspective changes and it runs away, towards the opponent's basket. The bottom quarter is taken up by a display of the team, time, the player in possession and the "effective power", essentially a reflection of the team's success relative to the player's age and time out on court.

Through the program, you will



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very small, the detail and immersion are good in both versions; it's a pity the game can't be said for the sound effects, which are limited to a few electronic, ball-bounce, and music.

If you ignore the limitations, this is an excellent basketball program. The action is realistic, allows a second level of control.

over movement and passing and is additive enough to keep you strong until you finish the season.

GORDON
HOUGHTON

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GRAPHICS	76%
SOUND	41%
VALUE	74%
PLAYABILITY	86%

if vast range of options and good options are marred by minimal sound effects and a slow leader. But the raised simulation to begin with, but it proves very rewarding after a few minutes.

OVERALL 80%

UNITED STATES

Plans are underway for IF and PC versions, but they won't be completed for a couple of months; no absolute has yet been made on a 3d converter version. (The entire suite doesn't currently exist, but will be soon.)

\$24.99

code available on disk, and the loader is very slim. It's just all the design's features, options and pluggability, and should appeal both to dedicated basketball fans and more general audiences.

OVERALL 79%

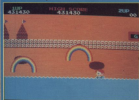
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BY FIREBIRD



RAINBOWS AND SUNGLASSES

7 Bob's time war (showing battles)



7 Wheel gun — it's the devil and he's hot



REVIEW



The Lather Lads are back! It seems that at the end of their wacky adventures in Bubble Bobble, Bob and Bobb were changed from bubble-blowing dreamers to rainbow-casting stinkies in dungeons. However, once more with honor, von Blubbie defeated the world wasn't safe once it ever anyway!

The leader of that notorious organization, SHADOW, has captured the inhabitants of the seven Rainbow Islands and is undertaking a land reclamation project, whereby he claims the islands' land and enslaves them. Are Bob and Bobb going to stand by and let him get away with such a disgraceful plan? Well, how could you ever ask the question! Of course not!

Controlling Bob or Bobb, you start a one-man assault on SHADOW's forces at seven islands. To win back each island you have to fight your way to the top of four swirling levels, jumping between platforms and casting rainbows which you can climb onto. Each round is timed, and if you dawdle, the island starts to sink into the sea, sending you to a watery grave.

Trying to slow your progress are hordes of SHADOW agents, who, despite their unimpeachably cute appearance, are a merciless bunch and their touch spells instant death. On the first island they take the form of diabolical campfires, tadpoles, spiders, wrigs and bees, while on the

second, Combat Island, you're up against mean little tanks, trucks, bombers and helicopters. At the very top of every island, there's a Boss-DCrit boss which follows you around the screen and takes a heap of time to kill.

Your weapon in this fray is (as the EMCAUK!) Rainbow Power. As well as creating



▲ Here's Bobb.

to time your walk to his is with the end of your rainbow.

As in Bubble Bobble, ranked monsters turn into punny collectibles. Not that there isn't already a veritable grocery store full of stuff to pick up on the platforms—all sorts of fruit and veg, flowers, chocolate bars, ice creams and cakes. As well as these puny point-providers, you can also collect potions to give you double, triple and fast rainbows, speed-up boots and smart stars, which catch everything either on-screen or for the rest of the level. At the end of each round you're also awarded a chest full of goodies to pick up for mega points.

Now then, I think this concludes just about all the features of the arcade game, and even the real fun of the coin-up in the C+VG office couldn't spare any difference at all between this and the real thing.

Incidentally, the author of this column is a Andrew Borghese; — it's his first ST game, having

moved on from the Commodore 64 where he produced such brilliant classics as Unlucky and Parafind. He's certainly back with a vengeance.

Anyway, the graphics are absolutely spot on. Both the sprites and the backgrounds are beautifully drawn with jolly colours, and they're really smoothly animated too. And while the ST sound chip can't quite match the quality of the arcade game, the music is a real

for most ears. But the programmer hasn't just concentrated on the looks and sounds of the game. The gameplay has been tweaked equally accurately, which means Rainbow Islands is a tremendous fun and about as addictive as large chocolate doughnuts. Beware its jolly exterior is a real malicious streak which challenges the expertise of even the toughest.



▲ Cast rainbows, collect goodies and destroy all right badies to win!

UPDATE

Rainbow Islands is out on all formats. The Amiga version should have even better music than the ST, and the graphics will also be identical to the arcade game. The 8-bit version should all retain the coin-up playability, with the usual graphics restrictions.

PAUL GLANCEY

C+VG HIT!

ST	£24.99
GRAPHICS	92%
SOUND	77%
VALUE	92%
PLAYABILITY	90%

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OVERALL 91%

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ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

And come up with quite a few jolly games from time to time, all with distinctive graphics — APB for example. Well here's another one for the player that wants to play something that tries to be different — Escape from the Planet of the Robot Monsters.

That's the name — you play John or Johna (wee-wee, I'm a doctor) who are sent into the surface of Planet Z, which has been taken over by the Raptidons — nasty alien creatures.

They've captured a lot of humans — who are now usefully employed building a robot army which will be utilized to invade Earth. Can't have that now can we? So be seen as up, up and away!

The controls in this non-interactive isometric shooter are simple enough — jump, duck (both used to avoid shots) and shoot, with the usual fuzzy joystick controls. Even all those at once and a mini-nuclear explosion occurs, wiping out everything near you.

There are three phases to the game — the normal jump and shoot isometric bit that most of us will be used to from home computer games, a run the speeder through the maze bonus section and a bit the hell out of the mutant capsule bit at the end of the levels. Most of the action occurs in the former bit, though.

There around the early levels



THEY ARE BEING FORCED TO CREATE AN EVIL ROBOT ARMY DESTINED TO DESTROY EARTH!



DYNAMITE DUKE

Now in the arcade and running along the same successful line as Operation Wolf is Dynamite Duke. A powerful team 'em to title with a few pesky additions.

The game starts off in a fairly standard setting: The Airfield. Lots of crates litter the ground, troops advance and all drama are centered around providing lots of cover.

The first thing you notice is



the absence of a machine gun on the front of the vehicle.

Dynamite Duke is controlled by joystick and fire buttons. In fact, along the gun sight is a ball of a lot more accurate with a joystick. There are three fire buttons for fire, punch and kick. A lot of cover is done up huddling guns on and you need to dodge some killing blows.

The action is fairly run-of-the-mill. Duke stands with his back to you facing into the screen. The enemy — all invading airplanes — pop up from behind a variety of objects and let rip with their guns. Gun cameras open up, tanks roll onto the screen and

the air is thick with smoke.

Fire quickly and squirt off a few bullets at the enemy — trucks and tanks need quite a few hits before they disintegrate. Real Crossbones can let their open for prolonged life, and firing at all cars, tanks and the like reveal bulletproof jackets and extra ammo.

The surprise of Dynamite Duke comes when one of the enemy modes is for a span of one-on-one combat. In other games, you just shoot to stop anyone getting too close. In this one you go into punch and kick mode and attempt to beat their brains out.

Dynamite Duke has lots going for it. The graphics aren't as slick as Operation Wolf, but the action's fast and sufficiently difficult to create the "just one more go" syndrome.

GRAPHICS	84%
SOUND	81%
VALUE	83%
GAMEPLAY	85%
OVERALL	83%

WEIRD DREAMS



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► ARCADES



SECRET AGENT

Beni Ben's Secret Agent seems to be modified on a much MSX figure with the hero running around in a loose tie and talking on a headset single-handedly.

Yes, of course, play the part of the secret agent. Standing in the open hatch of an aircraft, you leap out and breakfall for the next few thousand feet. Immediately the enemy appears and the sky is filled with plummeting bombs. Keep yourself on an even keel and



ride out the bombs as they fall past you.

A few seconds later the parachute opens up and deposits you in a city. Terrorists attack from left and right — grip your trusty pistol and let rip. Take them out and move on towards the docks. This is very much a jump, dodge and shoot scenario and the graphics and style of movement are very reminiscent of Rolling Thunder and Mission.

Secret Agent is a hard-fought battle and takes quite a lot of beating. Lots of action and nice large graphics, but nothing startlingly new.

GRAPHICS 83%
SOUND 82%
VALUE 79%
GAMEPLAY 87%

OVERALL 83%

ALPHA PLUS

Catch, catch, catch — Alpha Plus is rather than a basket full of kittens. Catch them Clamps' lovely bear collection. Catch them Geoffrey Howe's basket (but not one man's cat actually — I was just teasing.)

OK, so it's a simple vertically scrolling shooter — but the graphics are style-also straight out of Galaga '88 (the second most cute game in the universe) and the candy pistols and the puffie apfies make you want to slide them under the chin — just before you blow them to bits, catch.



Gameplay — disassembled but addictive — swirl, slant, slide up the extra weapons and lay waste to anything that moves. Alpha Plus is a jolly good blast. Catch, catch, catch.

GRAPHICS 87%
SOUND 80%
VALUE 83%
GAMEPLAY 86%

OVERALL 85%



► ARCADE HIGHSCORES



Scores are pouring into the Official UK Arcade Highscore Table, and readers are tumbling all over the shop. If you're a hot arcade player, why not write in with your mega scores? The address is **ARCADE HIGHSCORES, C+VG, Priority Court, 30-32 Farringdon Lane, London EC4A 3DF**. If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software for the senders of the best tips — so get writing. Send your stuff to **ARCADE TIPS** at the above address — and don't forget to say which computer you own.

Oh yeah, there have been a couple of queries about the Double Dragon scores. It is right — there's a cheat that lets you get that score. It's printed along with a load of other cheats next issue.

1943
12,116,000 Colin McWhiter
(S&S), Ballymore, N Ireland
ARTESIAN
15,073,210 J Walker (J&J),
Stamley
ALIN SYNDROME
94,010 Colin McWhiter,
Ballymore, N Ireland

ALTERED BEAST
3,480,000 Ryan Humphreys,
Dunbar, Wakefield
ARRANGED
1,475,700 Stewart Bell,
Manchester, Cheshire
BATTLE RANGERS
100,000 Wilson Lee, King's
Lyons, Norfolk

BLASTERBOMB
2,000,740 GGG, Portsmouth
BOSSBOMB
50,000,000 Lee Waters (S&S),
Hayling Island, Kent
CELEST
2,000,000 David Leachley (TLP),
London
CRASH NG
70,100,000 Russell Pickett
(R&P), Bournemouth
CHELSEY
104,270 Alex Ware (A&W),
Sheffield
DARRIS
4,200,000 Keith Bradley,
Blackburn, Lancs
DOUBLE DRAGON
900,000 Colin McWhiter,
Ballymore, N Ireland
DOUBLE DRAGON II
201,000 Colin McWhiter,
Ballymore, N Ireland
FINAL BLOND
100,010 Ben Ware, Sheffield
FINAL FIGHT
11,245,000 Tim Walker,
Brighton
FLYING SHARK
2,3rd, 1st Gavin Davis (PFU),
Stamley
FORGOTTEN WORLDS
6,171,000 Gary Harrod (S&S),
Poole, Dorset
GALAXY 88
1,070,070 Chris Ford (CAF),
Lancing, W Sussex
GALAXY FORCE
2,070,000 Alex Ware, Sheffield
GHOSTS 'N Goblins
7,000,700 Simon Lennock, N
Ireland
GOLDEN AGE
200,0 Gary Harrod, Poole
HANG-ON
48,000,220 Martin Dean (M&S),
Portsmouth
HARVEST CASTLE
300,000 Gavin Davis, Stamley
HILLFISH
307,000 Julian Rignall (J&J),
Brighton
HOT CHASE
270,540 Alex Ware (A&W),
Sheffield
MARI WARRIORS
1,303,300 Martin Dean,
Portsmouth
LEGEND HERO TOMRA
200,000 Chris Ford, Lancing
MARBLE MADNESS
200,340 Martin Dean,
Portsmouth
MEAT EVENT
5,400,000 Tim Walker, Brighton
NARC
2,000,000 Robin Long (R&L),
Exeter
REINERSS
1,270,000 Mark Kyrleons,
Camerton, Kent
OPERATION WOLF
700,000 Ryan Humphreys,
Dunbar, Wakefield
OUTRAGE
671,000 Alex Ware, Sheffield
SAFFRON
60,011,240 J Wallace, Stamley
OUTRAGE TURN

1,071,070 Alex Ware, Sheffield
RAT
1,070,000 Chris Ford, Lancing,
W Sussex
POW
500,700 Colin McWhiter,
Ballymore, N Ireland
POWER GLOVE
5,700,000 Morris Wilson (S&W),
London
PREHISTORIC ISLE
1,000,700 Gary Harrod, Poole
SMARTET
6,570,700 James Washburn,
Exeter
SAMMY SAYS
1,001,000 Colin McWhiter,
Ballymore, N Ireland
SHOOTSTARS
1,000,000 Stu, Melford-Monkley,
Leeds
SHOOTUP
4,001,400 Tim Walker, Brighton
ROCK 'N RAGE
9,000,000 J Stevens, Cranford,
Bucks
SAINT DRAGON
140,270 Colin McWhiter,
Ballymore, N Ireland
SHADOW WARRIORS
201,000 Gary Harrod, Poole,
Dorset
SHAG-LIPS ROAD
11,000,000 Piers Rownt,
Manchester
SHOGUN
200,100 Gavin Davis, Stamley
SOOT ARMS
1,000,000 Mark Boreham (S&D),
Salford, Suffolk
SILVERFOX
710,000 Martin Dean,
Portsmouth
SKY SOLDIERS
1,270,000 Gavin Davis,
Stamley
SPLATTERHOUSE
341,700 Adrian Simon (AA),
Hemel Hempstead
STRIDER
217,000 Gary Harrod, Poole,
Dorset
SUPER GENTLE
12,000,000 Gavin Davis,
Stamley
SUPER HANG-ON
800,26,074,070 Martin Dean,
Portsmouth
J&M
50,071,000 Martin Dean,
Portsmouth
STRIKE
91,000,000 Martin Dean,
Portsmouth
EXP
84,000,000 Martin Dean,
Portsmouth
SUPERMAN
1,000,700 Gary Harrod, Poole,
Dorset
TETIS
170,000 Julian Rignall, Brighton
TIGER ROAD
1,740,000 Piers Rownt,
Manchester
THUNDERCROSS
6,000,700 Craig Ross, Salford,
West Yorkshire
TOOFAST
12,120,000 Martin Dean,
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If adventures are tops in your house, here's the place to be. Boy, has Keith Campbell has got some adventurey stuff for you. Look down. Read page...

AD

Rick Marshall of *Cherish* is a reader who has sent in a number of solutions to recent puzzles, sometimes before the game is question has even been available to reviewers in the LSC! But now we have seen the last of his efforts, thanks to *Deja Vu II*. "Personally, I'm jacking in playing adventure games. This little epic set me back £25 and gave me about four hours of pleasure. The brain power needed for this game is enormous." Maybe I should put him in touch with *The Herald*!

Remember a few months ago I passed on an 'anonymous' version of *Colonel to Norman Nicholson*, in a bid to help Tony Ollworth complete it? "With I had some good news for you," wrote Norman to Tony a couple of months later, "but I couldn't find anything you'd missed." In the meantime, Norman's PC at work was changed for a different computer, and he could no longer continue...

And now, a visit to the fjords! Kenneth Hulan of Skutvald in Norway is in deep water with Fish. He can't get the radio case, can't avoid the tower, and wonders whether or not he can open his neighbour's door. Bent Dahl of Drammen is stuck too, and he wants to know Bertie Brown's computer password, what he do in the power station, and how to tame the crystal. In his spare time, Bent is playing *Merriville Manor*, and can't get away from the statue.

Meanwhile, still in Norway, Pål Aarvig of Tarnasen is concentrating on trap-doored life's trying to open the trapdoor in Luchter's Realm, and doesn't know what to do after he's opened the trapdoor in Blauwerks.



Pål also has a little sideline in clocks - and is currently keen to wind up a grandfather clock in Winess. If only he could find the key. Pål adds that any help at all for *Mind-Fighter* would be appreciated... Hm, 'nuff said!

Celia Taylor from Kilgarry in Dyfed, is a KQ fan. She finds that playing *King's Quest III* and *King's Quest IV* alternately, helps her to solve problems in both. But now Celia seems to have reached a complete impasse in *KQIV*. She can't find the bottle and hence the unicorn, although now named, will not follow her. Perhaps finding a key for the crypt, or getting through the rusty door, two more difficulties Celia is facing, might help, although I suspect that

ADVENTURE



the latter really are impassable - unless, of course, you know differently.

And finally, a number of readers have been asking how to join Official Secrets, the club specialising in adventures, strategies, wargaming, role playing, and fantasy. The club's been running for just over a year now, and is going from strength to strength. To join, you need an application form from Official Secrets, PO Box 847, Haslem, CM23 9TH - or ring 0279 680084.

The subscription rate is UK £18.95 and Europe £24.95. For this you receive the bi-monthly professionally printed magazine, Confidential (you might even catch an article by me in it from time to time!), the adventure

Game Ranger by Level Five joining, and Myth, a mini-adventure written by Magnetic Scrolls exclusively for Official Secrets, as well as access to a HelpLine and automatic membership of Special Reserve, a mail-order discount club.

There has been some confusion over eligibility to join, since the subscription rates quoted are for UK and EEC countries. However, I ring The Boss Upstairs and he confirmed that the EEC rate covers all countries in Europe. Currently, 'East of World' is not supported - it seems no-one considered that coffers would be interested in joining! So if you live outside Europe, and might like to join, write to the address above and tell them so! Who knows, the Boss Upstairs may have a change of heart...

SORRY!

We omitted the mail order details for the Home Games adventures featured in the July issue. Here they are: The Jade Stone - Martin Games, Spectrum 486, 1.95, Atari ST £5.95, available from Martin Games, 19 Biter Close, Malvern, Worcs B69 7QG.

Shards of Time - Titan Games, Atari ST £14.99 from Titan Games, 48 Windmill Lane, Monksway, Notts S80 2SQ.

Immortality Rules OK - Willow Publishing, Spectrum 486, £1.99 from Willow Publishing, 1 Middleton Road, Rotherham, South Yorkshire, S68 3BF.

ROLE CALL

Things were a bit hectic back in June and July, with the columns taking a new format. So apologies are due for cutting short the clues for Band's Tale II. You'll find them in this month's A-

Z section. Role Call has called many people, including Chris Taylor from Dyfed, and Hank van der Lee from Goudrecht, to the help of Michael Howes, who was in trouble with Dungeon Master. Here is what they say: To open the secret door (and keyhole) use the Winged key from the first level. To get to where the Winged key is, a Ruby key and three blue keys are required, from levels 3, 5, 11, and 12. In the Ruby key room, a small button must be located, which opens a secret door. This leads to a long hall, with another small button, leading to the Winged key that gives access to the Dragon level.

When is rock not rock? To the left at this writing, the wall can be passed through, as the rocks do not exist! And some riddles: I am all, I am none - NOTHING! A golden head and tail but no body - GOLD COIN I wish yet have no back - BOTH Head as rocks, blue as sky - BLUE GEM

Alan Hughes at Harrogate was stuck in front of the gates leading to Manager's Tower in Band's Tale I. Stefan Harts from Harewood in Belgium tells him how to get through: From the third level below the entrance go to MN-17L to get to the stairs "which seem to go a long way up". Ascend these and use the silver key to enter the tower. The silver square and the silver triangle (finger bar with another shape) will come in handy on the last level of the tower.

And finally, here's a plea from DJ Barrett of Coimara, who is having a problem with a strange Mage. He wants to know how to split the rock, in Band's Tale II. Having tried all sorts of things, he is told to go back to

the tomb, where the only thing he can find is a poem and some feathers. Is there something he has missed?

SOME DIDN'T MAKE IT

A Sierra 3D adventure that didn't make the review pages, in Goldrush, available on Atari ST (£19.99), Amiga (£24.99), and IBM PC (£24.99).

In this adventure, a fictional story based on true history, you play Jervald Wilson, a newspaper reporter whose brother (also left home under unhappy circumstances), A letter arrives from Jake, bearing cryptic news of the gold find - news that reaches Jervald before the general population of Bendis.

Jervald decides to set off in search of his brother, and for his father. Did you realise that to get from New York to the east coast of America in those days was a hazardous and complicated affair? Jervald's first job is to acquire enough money to buy his ticket, whichever of three possible routes he decides upon. This requires some clever timing, for once the gold rush is on, the cost of anything intimately connected with it soars far beyond Jervald's means.

The detail and consistency in the graphics are superb, with some spectacular animation effects. Broadly, for example, actually looks a busy place. There are horse-drawn buggies rushing about everywhere, and many people walking the streets, all in the costume of the period. A highly entertaining, as well as educational adventure, the Gold Rush package includes an 86 page historical book on the subject, and a large colour map of the gold regions of California.

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CLUES

A

Help this month's crime scene: Mike Schupp, Eindhoven, Netherlands; Pal Aarvig, Norway; Marco Androli, Turin; Andrew Duffly, Decatur; Bent Dahl, Drammen; and Tomas Lopez, Valencia.

ASYLUM

The adventure that sends so many people screaming mad.

HYPOCHONDRIAC

Give her the stethoscope and tell her. Then retrieve the stethoscope.

ELECTRICIAN

Chop him with the axe and get the fuses.

LONG HALLWAY WITH DOORS

Lock all the doors to get the candle and the matches. **GUARD:**

Go to plastic surgery with the drugs, then get the candles and the matches.

ELECTRO-SHOCK ROOM

Scramble the fusebox then enter. Get the battery and insert the fuse in the fusebox - you need a lit candle to see.

LONG HALLWAY

Get the bean bag and drop it at one end. Get the socket belt and wear it. Go to the other end and press the button. Get the wire.

PHONE ROOM

Wear the uniform. Chop the phone, then the receiver, with the axe. Get the coins and the magnet.

PHYSICIST

Enter carrying the magnet. Get the generator.

PSYCHIATRIST

Press the button on the generator. Get his smock and wear it.

EXTERMINATOR

Tip-toe outside. Enter and tie him with the rope. Wear the rat suit.

MCCOY: Look like Star Trek character and get the transporter. **BANANA PEEL:**

Slip on it twice and get the book of law. Examine the pearl to get the caterpillar. **GURU:**

Give him the book and get the scroll.

ENTOMOLOGIST

Give him the caterpillar.

PICKNICKER

Open the jar and get the lunch.

EMMIT

Give him the lunch.

MASTER MYSTIC

Press the button on the transporter, drop the rat suit, and enter. Get his ring, go outside, get his suit and wear it. **TO ESCAPE:**

Look under the bed in your room and get the picture. Go to the surgeon and show it to him. Then go to the exit - and leave!

BARDS

TALE II

Look at the spells of ancient men kind. What's the master of the mind -

MARGAR

To pass the double doors, play the Bard's last song, number seven. The message **SABIN WIGHTON** is an acronym not a password!

Traverse the gap with help from the winged creature.

TOMBS (FIRST DUNGEON)

Name the city **PHILIPP**. The name of the old man's staff is **OLD**.

To solve the death's snare problem - Kill the toxic giant,



and you will get a torch. Give it to the old warrier, and make sure he's walking first. Return to the main.

FANSLAR'S BOITRESS (SECOND DUNGEON)

Choose the left of three doors.

DARODIN'S TOWER (THIRD DUNGEON)

Speak the three in sequence - **EARTH, COMPASS, FOUNTAIN**.

THE TEN RIDDLES

And this, the first, is open-mouth three - **WATER**. And number two is never true - **LIE**.

For three, you see, cannot be free - **SLAVE**.

To him, give four, he'll not be poor - **GOLD**.

The fifth, of course, cannot be love - **HATE**.

Six we know will try to crow - **ROOSTER**.

For seven and eight reverse they and late - **YET DEAR**.

Number nine like his lo-vewrite wire - **BARD**.

The last, you see, is number

ten. They cannot be called mainly men - **WOMEN**. **OSCOU'S** Magic mouth answers are - **KRILL, FIRE, SILENCE**.

Answer the old man - **DE-VAK**.

For many names - **SCISSOR, PAPER, ROCK**.

DESTINY STONE DUNGEON (THE LAST)

To enter say - **PIRIB**.

PLEASE MAKE OF THE DREAD To enter - **DREAD**.

Say to the riddler - **THE MARGAR'S TOWER**.

To enter, go to the bottom level of the sewer, 16 north and 17 east, and you'll find what you need. You'll also need the copy key.

CURRENT PROBLEMS

KING'S QUEST III

To hide your possessions from the wizard, put them under your bed.

SHADOWS OF MORDOR

Build the raft in the right place, or you will not be able to enter it!

TERRORS OF TRANING

Shut the gate behind you, or you will run into trouble with the longboard!



Z

STAND OUT FROM THE CROWD

You've bought
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the reviews,
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► PC ENGINE

MEAN MACHINES

PACLAND

BY NAMCOT

Grandma released computer conversions of Pacland earlier this year, so I was interested to see how Namcot's PC Engine conversion compared with them. Well, to be honest, even the Ariga version looks poor by comparison. (And before any enraged Ariga owners write in, I'm not necessarily saying that the PC Engine is better than the Ariga — but in this case the software certainly is.)

All the features (and I mean ALL) of the coin-up original, and its looks and playability have been captured on this Engine version, and the end result is a replica of the arcade machine that's indisputably great, from the fact that you don't have spend two of ten pence to play.

The coin-up is been around for four years now, but if you haven't seen it, here's the story. The player is just in control of the



yellow dot-gobbler himself. He's not just a round thing, any more — he's got round arms and legs — and he's on a mission to make a fast-lazy back to his land. The machine running and jumping, across a beautifully scrolling landscape awaking ghosts. Those dots have got a life spanner since then. Pac-Man dies, and now drive cars, fly planes, hop on pogo sticks — and generally do

anything to keep Pac from completing his mission.

There are eight levels in all, each split into four sub-levels, and if you manage to get through them all, you can play Super Pacland, which has different coloured backgrounds and is twice as tough as the normal game!

As I've already said, Pacland is a marvellous conversion. The names, the graphics and the playability are all absolutely identical to the coin-up. It's massively addictive, very challenging and will keep this Pacman happy for months.

JULIAN RIGNALL



FINA

C+VG HIT!

BY NAMCOT

Now here is a race game and a half! Final Lap Twin is a conversion of Asari's two-player racing coin-up, and I'm glad to see that Namcot have included the most important feature of the original machine — the two-player head-to-head option.

A split screen display is used to show each driver's viewpoint, and either one player can race against a very good computer opponent, or two humans can battle one another.

There are two types of race, the P-1000 or the P-1 (the former has less powerful cars), to



4. Pacland is brilliant!

C+VG HIT!

PC ENGINE £29.90

GRAPHICS	80%
SOUND	84%
VALUE	87%
PLAYABILITY	90%

An utterly superb conversion: this is the coin-up, right down to the very last detail. If you're a fan of the coin-up, don't miss it!

OVERALL 90%





ALL LAP TWIN

two-player mode you have the choice of a full Grand Prix season over 14 different tracks (including many famous ones), or you can set the match between one and seven races. In one-player mode you can select a track to practice on.

When the type of race is

selected and the player's name has been input, the player can choose their car from a list of four: a medium or high-powered automatic car, or two faster manual versions (which are far more difficult to control).

Then it's straight into the race. There are 16 other cars on the course, and the idea is to simply to overtake them all within three laps and finish in the first seven to get points. As well as going for points, there are also course records to break!

Apart from having excellent graphics and sound, Full Lap Twin is supremely playable. And with two players it really comes into its own. There's something about it that brings out the competitive side in anyone who plays it—in the after there's been grudge matches plenty.

Full Lap Twin is a classic—you really do feel like you're racing! The presentation is superb, a play for friendly and has tremendous racing appeal. In short, it's a game no PC Engine boy racer should be without.

JULIAN RIGNALL

100% Fun!

F1 2000 HEAT 2	
MOTOR COURSE RECORD	
0' 42" 23	
 AUTO 4/8 500 PS	 AUTO 6/10 520 PS
 MOTOR 4/8 500 PS	 MOTOR 6/10 520 PS

100% Fun!



PC ENGINE £29.90	
GRAPHICS	85%
SOUND	83%
VALUE	86%
PLAYABILITY	93%
A classic two-player race game with excellent graphics, superb playability and massive testing appeal.	
OVERALL	93%

NINJA WARRIORS

BY THE SYSTEMS

The last time you saw a robot in a suit, it was probably in a movie. But the PC Engine version is single screen (at least) and only has a one-player option, but the programmers have cranked the up and down of the screen to make the game look as similar to the coin-up as possible. And they've certainly captured the feel too!

The game is set in 1912, and the player takes control of a robot ninja whose mission is to destroy the head of a ruthless and sinister organisation.

Pre-mission options allow you to change the difficulty level, choose your robot ninja (there are two different ones), and select the colours of his clothes.

With that done it's time to kick your way through level after level of hostile territory, defeating yourself with rare toxins and a limited supply of shuriken killing stars.

The enemy are numerous, and range from long-limbed commandos, rocketeers, robo dogs, machine gunners and snipers.

What I particularly like about this, apart from the incredibly fast dash 'n' back action, is the way that as the ninja sustains damage, parts of his machinery is exposed—near the end of a game, he



100% Fun!

becomes a melting metal machine.

Ninja Warriors offers plenty of excitement, and should become a firm favourite with PC Engine boys 'em up fans.

JULIAN RIGNALL



100% Fun!

PC ENGINE £29.90	
GRAPHICS	85%
SOUND	83%
VALUE	81%
PLAYABILITY	82%
A tough, action-packed and addictive beat 'em up which budding ninja assassins should find very enjoyable.	
OVERALL	82%



100% Fun!

MEAN MACHINES GUNHED

HUDSON

Until this month I was perfectly satisfied with playing *A-Type*, *Fox*, *Hell on Wheels*, *Wolf* on my PC Engine. But then *Gunhed* came along and I'm afraid that's all over.

It's a space-battle blast with no apparent objectives apart from laying waste to nine long vertically-scrolling levels of star-killers.

As usual, diamond battles release a megaton capsule which you can pick up on both sides once your ship. Nothing unusual, but in *Gunhed* these pods really let you kick the cockers off anything that gets in your way. The wireless weapon is a rapid fire laser, but a few pick-ups later

▼ TRY THIS!

▼ TRY THIS!



you can have a defensive shield, two super-hard *Phobos* flying alongside you firing *Orbital*, make *directional* *Cherisher* *Waves*, *homing* *missiles*, or a screen full of *Field Thunder* *death* *beams*.

Usually, being so cocked up means it's dead easy to cream the opposition, and hence, you've got zero gameplay. Not with

Gunhed. The difficulty level picks up quite slowly, but after level two things start to get a little tough, and by the time you get to level eight where a myriad of beautifully drawn *bubbles* fly everywhere, the game will have your nerves in shreds.

The graphics throughout the game really are arcade quality. The spaces and backdrops are utterly stunning and the speed at which everything moves is exceptional. Not to sound too far-fetched, but *Gunhed* sports a load of super soundtracks, warlike effects and even



▲ It's amazing

speech to tell you what each pick-up does.

What more can I say to convince you? It's simply the best shoot 'em up I've played outside of an arcade. Anyone on the quest for the ultimate shoot 'em up — this is it! THX-5771

PAUL GLANCEY

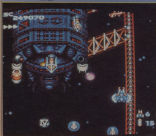
**C+VG
HIT!**

PC ENGINE £19.90

GRAPHICS	97%
SOUND	97%
VALUE	95%
PLAYABILITY	96%

Unbelievable, super-smooth, ultra-fast mega-blast that blows all other shoot 'em ups out of the water. Buy it and like your jipped arm goodbye.

OVERALL 96%



CYBER CROSS

BY FACE

Cyber Cross is a scrolling beat 'em up in which the player takes control of a fighter who's capable of transforming into a heavily-armed robot. The game is split into several levels, each with a tough guardian

at the end — on level one you have to fight a fire-breathing

It's action all the way as hordes of badies attack from either side of the screen, but there are plenty of transformer toys and extra weapons to pick up — if you can stay alive long enough to collect them.

► The best console beat 'em up?



► About it?

The graphics are excellent, with crisp, smooth-scrolling backdrops and beautifully drawn and animated sprites. The sound is also very good, with a wide variety of soundeffects and some really effects.

Cyber Cross is hard, but has the essential addictive quality to keep you glued to your Engine for hours at a time. It's been overshadowed somewhat by other Engine releases this month, but nevertheless it's a game that shouldn't be overlooked.

JULIAN RIGNALL

PC ENGINE £29.90

GRAPHICS	88%
SOUND	83%
VALUE	79%
PLAYABILITY	83%

A novel twist on the beat 'em up theme, with plenty of action and lots to do. Check it out if you're after something a little different.

OVERALL 80%



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► SEGA MEGADRIVE

MEAN MACHINES THUNDERFORCE

New Sega Megadrive releases have been thin on the ground since it was launched in Japan just before Christmas, but if this new shoot 'em up is any indication of the quality of software to come, it looks as though the machine has a very bright future ahead of it.

Thunderforce is a random blast with five scrolling levels. The twist is that there are three eight-way scrolling levels that have enemies which alternate with two horizontally-scrolling megaboss arenas.

There are the usual truckload of alien bunnies about the place, as well as the usual truckload of weapons to shoot them with. Not your standard power-ups these, though. Extra: power-ups such as nerve beams,

The impressive title screen. ►

Wiles' are with mega weapons.



► Lovely smooth-scrolling backdrops.



buster missiles, megafash or whatever shots are what you want, because they kill lots of baddies (and make some rather nice music too). Very handy for those long up-and-down routines, particularly the megabosses of a rank in megalos.

The alien backgrounds and sprites are very well drawn and animated and there's even a lot of parallax scrolling in there. The use of sound is outstanding, though, and it's really worth playing your headphones in for the funky music and various spot effects.

In spite of all this, I wasn't completely hooked over by Thunderforce, simply because there isn't quite enough to it. Although it's pretty tough at first, a few days of practice and a bit of jockey-flying is all it takes to get through the game. If it had eight levels I'd rate it a 10, but as it is, I'll coolly say, "Check it out."

PAUL GLANCEY

SEGA £31.90

GRAPHICS 77%
SOUND 94%
VALUE 75%
PLAYABILITY 79%

A great shoot 'em up, it's tough, but the appeal is a bit phoned-in due to the lack of variety. Expect even better things of the Megadrive very soon.

OVERALL 86%

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NOW**

► SEGA

MEAN MACHINES

WONDER BOY III

Before I start on this review I'd better make it clear that this *Wonderboy III* is not — repeat, not — the same game that's currently doing the rounds in the country's schools. Everybody got that? Yeah? OK, good.

The action in this particular *Wonderboy* begins as WB is nearing the end of a quest to slay a dragon in the Castle of Monsters. Equipped with his trusty sword and clad in a suit of armour, the heroic lad walks the scrolling corridors of the castle, until he at last reaches the hall of the dragon. While the scaly wyrm breathes volleys of fireballs at him, WB has to leap up and stab it in the chops seven times before it explodes in a shower of stars.

However, it's the dragon who has the last laugh, and as WB is flailing his hands of gold, a blue fireball hits him and transforms him into a fire-breathing dragonet with prodigious platform-leaping abilities!

After escaping from the castle, *Wonderboy* considers his

position. Monster-killing here he may be, but how will he ever be accepted back into a society that is pathologically prejudiced against mythical creatures?

His only chance to lift the dragon's curse is to find the Saviour's sword, but, not surprisingly, there's a legion of minor monsters and miles of scrolling landscape between him and it, as well as five more magical dragons to slay.

In dragon form, *Wonderboy's* sword is replaced by fiery breath, but he can collect other weapons, such as bouncy fireballs, arrows and whistlings when they're dropped by deceased foes. Coins are collected in a similar manner, so that WB can buy suit upgrades, as well as better armour and shields from handy grunts (dressed by one-eyed pigs (don't mess, now!)).

If a door doesn't lead to a shop of some kind, it can take *Wonderboy* to some other part of the landscape, maybe to a town, a desert or an underwater



location full of fireball-spitting octopi and piranha fish.

The variety of backdrops is nicely drawn (the Egyptian scene is particularly impressive), and the characters — which populate them — are superbly designed and animated. I loved the diagonal poses (complete with eye patch and ravine hat) who invariably lose

quite up to the standard of such an unassailable classic, it does feature similar intricacies and there's that familiar air of polish and ingenuity about the whole game which keeps you coming back for more. On the Sega at least, this is surely the best game of its type and I would have no reservations about recommending it.

PAUL GLANCEY



their heads when you cook 'em.

Wonder Boy III is kind of platform gaming, adventuring and super-outs graphics reminded me very much of *Super Mario Brothers II*, and while it isn't

**C+VG
HIT!**

SEGA £24.95

GRAPHICS 85%
SOUND 85%
VALUE 80%
PLAYABILITY 87%

Fun and stylish platform adventure with piles of addictive game-entail.

OVERALL 86%





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PREVIEW

HAMMERFIST VISUAL IMAGE

Something's happening out in Wadford. C&M mega-programmer John Twiddy (programmer of *Last Ninja I* and II, *Tau Cat* and *Ikaru Warriors*), *Hex Dine* (Gerry the Germ, *Prodigy*, *Enduro Racer* (Amstrad) and *Last Ninja II* (Spectrum and Amstrad)) and graphic artist Hugh Wiley (who's worked on *Bangkok Knights*, *Predator*, *Dominator*

C&M and IBM PC, as well as the *Monic* Console — one of the first games to appear on the machine).

It's a flick-screen arcade adventure in which the player takes control of a strange character. Or should that be characters? You see, two holograms, one a tough 'n' meany fighter, *Hammerfist*, and the other an athletic girl, have been melded together, and only one can be active at a given time. To get



unravel the characters have to make their way through three leads-wards of handily designed platform screens that are jam-packed with puzzles, baddies and hazards.

Many puzzles require the combined abilities of the girl and the baddie, so much switching of character is needed to progress. Some of the puzzles are really neat, and there are plenty of surprises

awaiting unsuspecting players!

All versions are looking good and will play exactly the same as each other. The Spectrum version is monochrome, but has beautifully defined graphics, while the Amstrad and Commodore incarnations will be more colourful.

The 16-bit versions look better still, with great sprites and loads of marauding baddies. But the most promising-looking one of all is the *Kosmos* version! The graphics are just as good as the Amiga, and the sound promises to be even better! If this is just a taste of what the console can do, its future is looking very nifty...

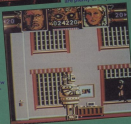
Expect full reviews in a forthcoming issue.
RELEASE: AMIGA, ST, PC, C&M, SPECTRUM, AMSTRAD AND KONIX JAN '89
PRICES: TBA



and *Last Ninja I* and II) have got together to form a brand new software house called *Visual Image* (They should have called themselves *Twiddleydinc* — JTB).

Their first project, *Hammerfist*, is well underway and we popped over to see how it was getting along — and came away very impressed.

The game is being programmed on all formats, ST, Amiga, Spectrum, Amstrad,



CABAL

Ocean

Coming to your screens very soon is Ocean's conversion of Cabal, an Operation Wolf-inspired game in which one or two commandos battle an entire army single-handedly over a variety of different scenes.

The commandos are slanted at the bottom of the screen, and jump and roll left and right to avoid the myriad of oncoming missiles and bullets. They're armed to the teeth, of course, and have a veritable goodie bag of machine guns, grenades and rockets with which to wipe out the opposition.

The original arcade game is great fun, which hopefully will be



captured in the home versions — the ST conversion pictured here is certainly looking promising.

More news as and when...

RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 OCT
PRICES: SPECTRUM/AMSTRAD/C64 £9.99
ST £19.99 AMIGA £34.99



PAPERBOY

Elite

After many, many months of programming, Elite are at last ready to release the 16 bit conversions of this ageing Atari arcade, as well as other classic coin-op crumbles, such as Commands and Ghosts 'n' Goblins. Paperboy puts you in the saddle of a newspaper delivery bike, with a mission to put papers on your patrons' porches and break the windows of those who shop elsewhere. Dodge drunks, dogs, cars and road works, and you might reach the BMX stunt track at the end of each scrolling road. It's all a bit surreal, really, and if the finished game is



anything like the demo on display at last year's PC Show, the conversion should be pretty good.
RELEASED: ST, AMIGA
SEPTEMBER
PRICES: ST £19.99, AMIGA £34.99



CHASE HQ

Ocean

If you missed the Spectrum preview of this Taito coin-op conversion a couple of months back, you won't know that it's a different kind of racing

game in which you take the wheel of a Porsche police car with the objective of chasing after felons in such amazing sports cars as Lamborghinis and Lotus Expris and smashing them off the road.

The arcade machine is brilliant fun, and the Spectrum version we saw left us speechless 'cos it was so much like the coin-op original...

But how are the 16 bit versions coming along? Well, we've just got hold of these ST screen shots so you can see for yourself — and it's looking pretty good, eh?

Keep your eyes out for a full review in a forthcoming issue.

RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 NOV
PRICES: SPECTRUM/AMSTRAD/C64 £9.99
ST £19.99 AMIGA £34.99



PREVIEW

ATTACK OF THE MUTANT CAMELS

Developed by Llamasoft

Ruminant-loving coder, Jeff Blitter, has been chained to his Konix development system for about three months now, reworking one of his earliest Commodore hits, *Attack of the Mutant Camels*. Basically it's a two-way scrolling megablast, starring herds of laser-spitting cyborg camels which are slowly but surely making their way from their base on the left of the playfield to your base on the right. Blast them all, collect the bits and you get extra weapons, and eventually, a bomb to drop on the Bactrian base. Jeff has made heavy use of the Konix's powerful 32 bit graphics and sound processors to produce resoundingly fast 256 colour graphics and

stunningly realistic zapping and blowing noises in ten channel stereo[] with mathematically-generated music burbling away in the background.

As onlookers gasped at the speed and abundance of the sprites and the riot of sound that was issuing from Jeff's hi-fi speakers, he nonchalantly commented that the machine was capable of much better. "The Blitter's hardly revealing here. Also you have to realise that this development system doesn't have as fast a processor as the finished machine, so what you're seeing here is running at a third of the speed it would on the production console." Phew-wee!



PICTIONARY

The board game is selling like hot cakes over in the USA, so Domark are expecting to repeat their Trivial Pursuit success of a

couple of years back. In the game, each player gets one of a couple of thousand words which they have to describe to the other by drawing a pictorial representation of it. This means that the computer adaptation is

essentially a board game with a rudimentary art package and a computerised Rembrandt built in. It's quite an odd affair, actually, but it looks like the sort of game that would be lots of



fun if played in a party of very silly people. So it's success is assured when it arrives at the C+VG office. RELEASE: AMIGA, ST, C64, SPECTRUM, AMSTRAD END OF SEPTEMBER. PRICE: TBA



LAST NINJA II

System 3

The top-sellin', black-wearin', star-chuckin', road-crossin' man in black is back — this time in his first starring role on the Amiga and ST. Hasty Samurai warlord, Kanisaki, has magically warped himself from Japan in the Middle Ages to present day New York where he's busy setting up a narcotics empire. All our man has to do is put a stop to Kanisaki's



tricks and banish him to the 17th dimension, an adventure which leads him through the streets of New York, Kanisaki's drug plant and finally to his island chateau. System 3 aren't planning to change the gameplay from the 8 bit versions (only change a winning formula, after all), but there's guaranteed to be enhanced graphics and super-duper sounds to keep you exactly 16 bit owners happy.

RELEASED: ST, AMIGA END OF SEPTEMBER
PRICE: TBA



OPERATION THUNDERBOLT

Ocean

Ocean are hoping to repeat the success they had last year with Operation Wolf this Christmas with their conversion of the sequel to Op Wolf, Operation Thunderbolt.

The game is basically a two-player version of Op Wolf, and features 3D levels where you travel "into" the screen by boat and along a road, as well as the normal horizontally levels found in Op Wolf.

The Op Thunderbolt arcade machine has two Uzi machine guns mounted on the front with which you shoot into the screen. The computer versions make up for the lack of these with crosshairs — but otherwise the



gameplay is the same as the original machine: shoot everything in sight.

Judging by the screen shots shown here, Ocean have recreated the on-top graphics very much pixel-perfect, but how they move and how the game plays we will just have to see...



RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 DEC
PRICE: SPECTRUM/AMSTRAD/C64 £9.99
ST £19.99 AMIGA £24.99



SUPER WONDERBOY

Activision

Tom-Tom returns, and fully potty-trained too! Clad in armour not apples, the plucky chap is after the blood of the terrible Meko Dragon who is terrorising Wonderland with his ugly monster charms and perverse reptilian ways. It's a game of running about, jumping on platforms and stabbing people with swords, of which there are several types. Yes indeed, there are weapon upgrades



galore in this game — extra armour, shields, boots, bombs, whirlwinds, lightning bolts and fireballs — but you have to pay hard cash for such delights. In its previous incarnations (Sega, PC Engine, etc), Super Wonderboy was rather good fun, and

Activision's version certainly looks like it might be good, but we're not going to stick our necks out until we see the finished game. RELEASE: AMIGA, ST, C64, AMSTRAD, SPECTRUM SEPTEMBER
PRICE: AMIGA £24.99, ST £19.99, C64/AMSTRAD/ SPECTRUM £9.99



PREVIEW

HARD DRIVIN'

Demark

Jürgen Friedrich, vector programmer extraordinaire, is still at it, putting together Demark's conversion of the arcade car sim. He's recently started work on the Amiga version, which looks exactly the same as the ST version, except for the fact that it's slightly slower.

"Producing these sort of graphics is very processor-dependent and while the CPU in the ST runs at 8.0 MHz, the Amiga's only runs at 7.3 MHz. By the time the code is rightened up, though, the Amiga version should only run 5% slower," promises Jürgen. But shouldn't the Amiga's blitter make things easier? "Unfortunately, the blitter is no good at drawing vectors, and my own routines turned out to be much



faster. One thing the blitter has come in handy for, though, is moving the mountains around the back of the screen."

The next thing that's going into the program is the full track map. For this purpose, the Atari programmers have sent over their original course plan so that Jürgen can translate every curve and straight into X and Y co-ordinates and feed them into his own code. "It would have been easier for me to take the track statistics straight from the original programmer's C code, but I'm still waiting for them to send it," grumbles the overworked hacker.

And we'll tell you how Jürgen implements the road map in next month's Hard Drivin' bulletin...

GHOSTBUSTERS II

Activision

Activision are once more calling on that phantom-fighting foursome, the Ghostbusters to provide them with a chort-busting computer

game based on the new movie.

Fourfield (of Timecrancer and Incredible Shrinking Sphere fame) are the programmers who



have turned sequences from the film into a four-part arcade adventure. Will it be as popular as David Crane's original Ghostbusters game, released in 1984 and still topping the charts



last Christmas? Or perhaps even as celebrated as the new movie which broke all records by grossing ten million bucks on the day it opened in the States? Only time will tell, dear reader. Only time will tell.
RELEASE: AMIGA, ST, SPECTRUM, AMSTRAD, CH DEC
PRICE: TBA

BOMBER

Activision

Yektar Grafik have been labouring on this flight sim for some months now, but the extra work they've done on their 3D graphics system makes it, so they claim, the most realistic system of its type — no disappearing wings or tail-planes in this game, mister!

The game is played over an accurately mapped area of the USA, which is dotted with dinky little structures such as gas stations, farms and





GALAXY FORCE

Activision

Cynix laughed when Activision announced they had bought the license to Sega's almighty 3D coin-op, but as you can see from our ST screen shot, the conversion looks as if it should be quite respectable. The game has you flying your starfighter through loads of 3D space-type scenarios, all swarming with enemy ships, mega-cruisers, and giant warrior robots.

Then there's the trip across the surface of the sun, in which you have to dodge between flames of flame and leaping solar prominences. The graphics made the original arcade game



quite a stunning experience, but one wonders whether their speed and smoothness can be translated to the likes of a humble ST or even humbler Spectrum! Watch this space, for the review is up and coming.

RELEASE: ST, AMIGA, SPECTRUM, C64, AMSTRAD JANUARY 1990
PRICES: TBA



SPACE M*A*X

Hewson

Fancy a bit of Space Station Construction, to while away the hours? Well, this may be just the program for you, then. Space M*A*X is a strategy game in which you organise the launch, construction and running of an orbiting space platform. Of course, life ain't no bowl of cherries up there, not with fire, explosive decompressions, asteroid strikes and other real life crises popping up every now and again. Well, over in the US of A where Final Frontier programmed it, and where these sort of games are in-car-reddibly popular, the reviewers have been jumping up and down over Space M*A*X because they reckon it's so atmospheric and challenging and stuff.

RELEASE: PC
AUGUST, AMIGA
EARLY '90
PRICE: £34.95



quite large ones, like Devil's Tower (the large mountain setting of the climax of Spielberg's Close Encounters of the Third

Kind). The system can render solid objects at speed with an unheard of number of polygons, which means the aircraft graphics are all

surprisingly detailed. The game will feature all kinds of dogfight modes and bombing missions as well as the ability to define your own missions to test out your mates' flying abilities.

All rip-roaring stuff, but the 16 bit simulator market is a crowded one, and one wonders whether this one, in spite of its superior capabilities, won't just stall in the jet wash of its competitors. We'll just have to see...

RELEASE: ST, AMIGA, SPECTRUM, C64 SEPT
PRICES: TBA

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MEAN MACHINES MEGAMAG

EXCLUSIVE INFORMATION ABOUT HOT NEW 16 BIT SEGA AND PC ENGINE GAMES. YOU JUST WON'T BELIEVE SOME OF THE STUFF THAT'S COMING OUT ON THESE TOTALLY AMAZING MACHINES.

AND THERE'S EVEN MORE

THIS AWESOME FREE MAG FOLDS OUT INTO A GIANT — AND WE MEAN GIANT — MYSTERY MEGA-POSTER. IT'S GOING TO BE UTTERLY FAB — DON'T MISS IT.



MONTH

BUT BEST OF ALL

FREE!!! ON NEXT MONTH'S COVER:

IN ASTONISHING NEW CONCEPT THAT'S THE CUTTING EDGE OF HOLOGRAPHY

THE C+VG HOLOPREVIEW

THESE ABSOLUTELY ASTOUNDING HOLOGRAMS ARE VERY, VERY SPECIAL INDEED — THEY'VE NEVER BEEN DONE BEFORE.

THEY'RE NOT JUST STILL IMAGES.

THESE ACTUALLY MOVE

AND THEY'RE IN INCREDIBLE 3D!

SOUNDS UNBELIEVABLE — BUT IT'S TRUE!!

USING ADVANCED HOLOGRAM ENGINEERING, FRAMES FROM TWO BRAND NEW COMPUTER GAMES — INTERPHASE, THE HOTTEST NEW 3D GAME AROUND, AND THE SUPERS XENON II (READ THE REVIEW THIS ISSUE) — HAVE BEEN CAPTURED AND ETCHED BY LASER BEAM ONTO SPECIAL HOLOGRAPHIC FILM TO CREATE A REAL-LIFE MOVING IMAGE. SO BY MOVING THE HOLOGRAMS YOU CAN ACTUALLY SEE THE GAME IN ACTION JUST LIKE A MINI VIDEO!!!

ONE OF THESE HOLOGRAMS WILL BE STUCK TO THE COVER OF C+VG — WHICH ONE WILL YOU GET?

AND STILL THERE'S MORE!!!

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**IT'S OUT ON SEPTEMBER 16TH.
YOU CAN'T AFFORD TO MISS IT.**

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 ACT

TO SAVE THE WORLD AGAIN?



VISION

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