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IN...
**ROBOT
MONSTERS!**



EXCLUSIVE!
SKID MARKS!
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SEAT OF
THE PANTS
DRIVIN'!!



**SNK'S NEO GEO
THE NEW MEGA
CONSOLE?**



REVIEWED!!! • HAMMERFIST
KLAX • DYNASTY WARS • SKI OR DIE
CASTLE MASTER • PLAYER MANAGER

EXCLUSIVE!
**WORLD GAMES AND
BATTLE OUTFIT**
REVIEWED ON SEGA!



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33

The World Cup

A COMPREHENSIVE GUIDE AND GAME REPLICA OF THE

WIN TICKETS TO THE WORLD CUP



Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!

See competition card inside game pack for full details and competition rules.

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64 colour pages that tell you everything you need to know about the ...

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WORLD CUP FINALS!**

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A. ?



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THE CORPS!

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BIG THANKS

Thanks this month to Cecilia Grest of Bamburgh (MCH 1990) and PC Engine Supplies, who've sent 713700s for being very kind and supplying us with all our PC Engine and Megadrive software.

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EDITOR: JULIAN RIGNALL
Once an Imperial Navy commander, Julian Rignall is a soldier and has no problems with the Megadrive. After playing a part in the founding of the firm, he abandoned the Megadrive. He now is taking the field of C+VG.

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MEGA COMPS THE HOTLINES!

A complete collection of reviews are just a phone line away in this month's mighty-line call-in compo!

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THE DOMARK ROBO-COMP

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BACK TO THE FUTURE COMP

A shiny new video recorder plus copies of Back To The Future 1 and 2 could be yours if you win this Nintendo megacompo!

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gite
(M1)
and
final
PC

ART EDITOR: AN-
DREA 'LISA' WEL-
SH

The quality of some-
thing as simple as
a magazine cover
can make a big
difference to the
overall impression
of the publication.
Lisa, who is in
charge of the cover
design, has a lot
to say about the
cover design.



DEP. EDITOR: PAUL
'LARRY' LARSEN

Though a little short
for a magazine editor,
Paul has managed
to become a power
in the PC world, and
has been the magazine's
mainstay for a long
time.



STAFF WRITER:
PAUL 'LARRY' LARSEN

Paul, who is in
charge of the cover
design, has a lot
to say about the
cover design.

Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



More PC Screen Shots



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disk)	£14.99
Amstrad C128 (tape)	£9.99
Amstrad C128 (disk)	£14.99
Commander 64 (tape)	£9.99
Commander 64 (disk)	£14.99

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

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

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

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

THE RATINGS

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

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites lively? 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 of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

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

70-85

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

55-69

Average to fairly good. Could not appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

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

1-14

Ugh! Binary sewage that is guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-Zzap! 64 Editor who loves games of all sorts, but blasters are top in his house.

PAUL RAND

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



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Superbly cerebral arcade conversion from Demarc.

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Fight off the clans of Japan in VG's bold conversion of the Capcom coin-op.

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TURRICAN 70

Superb arcade adventure from the people who brought you Demarc.

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XENOMORPH 80

Go on a hunt for chips in space in Pandora's great 16-bit adventure.

CASTLE MASTER 86

Demarc and Incentive come together to produce a 16-bit Freemorph gem.

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BASKETBALL 103

This Megadrive release is the best Basketball game around.

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STORY

Cutey Kid conversions on Megadrive AND PC Engine!



NEWS



BRAVE NEW WORLD

The fastest, and possibly the most powerful console yet is just about to hit the streets! Coin-op giant SNK, the folks who brought you the gun-flicking hits *Real Warriors* and *Guerrilla War*, to name but two, are ready to launch the Neo Geo (New World) - and that's just what it is!

The console's slimline, black casing hides a collection of 16 and 8 bit processors, together with a stack of custom sound and graphic handling chips, which work together to produce some of the most awesome games to be



played at home. What's more, the Neo Geo games cartridges are capable of storing staggering amounts of data, up to - wait for it - FORTY megabytes!

INANE PROMOX No 1

Our first Inane Promox of the month is this portrait of the Impressions team who are about to launch a strategy game based on the Battle of Rorke's Drift during the Zulu wars of the last century.

The game is, dual-but 'soon', but if you want to know a bit more about the subject, either get yourself down to the video shop and pick up a copy of the film *Zulu* (starring Stanley Baker and Michael Caine in his first celluloid appearance) or be the first to send in the title of the second film in the *Zulu* series and you could win a copy of the '90s video to keep for always. Send your entry in the back of a postcard to: WAMP ONE MR ZULU COMBO, C/O: PITCHY COURT, 38-39 FARRINGTON ROAD, LONDON, EC1R 3AU.



INANE PROMOX

The second gameless promo shot of the month comes from that source of many an odd job, Domark. Here we have Dom in Mark with Incandive's *Big Cheese*, Ian Andrew, cavorting outside Fulham Palace Church (site of the great speaking scene in *The Cider House*) to



Just think of the games you'd be able to play with a cart that size!

But don't get too excited yet, because the cost of this equipment is a tad higher than your usual console gear. For the console itself, we're talking a burner off three hundred quid. And if you think that's expensive, what about the software, which comes in at a weighty £140 - not that much cheaper than a PC Original SNK are

optimistic, however, and predict first year sales

NO STRINGS ATTACHED

Infrared joysticks are nothing new (there was an absolute stack of them launched years ago - none of them worked particularly well though) but the latest attempt from Spectravideo could be a winner.

The Spectravideo IF Infrared Joystick comes in two parts - the pistol-shaped stick itself and the infra-red receiver, which you plug into the back of your computer. The box picks up the infra-red signals sent by the stick when you move it and transmits them into the signals the computer expects. It works up to a distance of 30 feet, which is handy if you have very good



eyesight and a very long living room.

The joystick is compatible with most computers equipped with an Atari style D-plug and it will be in the shops by the end of April, costing £39.95.



figures of 300,000 for the machines and 1.2 million for carts. The Neo Geo is being launched in Japan this month, and we doubt one or two mail order firms will have their hands on a couple of machines by mid-Spring, so start saving your pennies or get searching for a leprechaun.

PIX No. 2

publicise their collaboration on the production of Castle Master (reviewed on page 86 of this very issue). We're also noting making the future *Peanut* slot a regular feature, so, patently-seeking software, get snapping!



SEGA MASTERS

Why are these people smiling? Well, the four in the front are the finalists of Sega's nationwide search for the top Master System games players. On March 9th, the fortunate foursome were shipped down to Gatwick Airport for a final playoff aboard a Virgin Atlantic 747. After heated bouts of World Grand Prix, California Games and R-Type, Paul Fawson (on the left) emerged the victor. Still, no-one went

away empty handed, as all four were then flown over to New York for four days of sightseeing and stuff (there are a lot of four's in this news story aren't there?)

And the four folks in the back row? Well, they're all Sega employees who are obviously smiling because they got a four-day freebie in New York (jimmy freedom).

A-MIGA-DRIVE LATEST

We've had an unbelievable amount of letters and phone calls over the past month about the fantastic new A-Miga-drive converter, so we decided that it's time to come clean... it's it, FOOLED YOU! Didn't you check the date on the cover?

In case you're wondering, here's how you can build an A-Miganative of your own, so: remove and Sega executives, leave the room now. Take a Japanese to UK Nintendo cartridge converter, and place the two plastic bits on top of each other to make it look bulky and realistic. Then rip the label off a handy Miganative cartridge (you may need an adult to help) and balance it in the Nintendo converter. Run a Centronics printer cable be-

tween the converter and the underside of the Amiga, then photograph the whole thing with the Japanese instructions on the Miganative cartridge facing the camera (always assume that the majority of your audience can't read Japanese). Then, hey presto - a breakthrough in technology! Or not, as the case may be.

But what about that screenshot showing the converted *The Sports Illustrated*? First, we explained the screen using the little knob at the back of our 1084 monitor, then talked about with our editor SCARFF (and so that the colour changed. And there you have it: one enormous stitch-up on your part, and one gigantic giggle for us too - nice idea though, isn't it?

NEWS

MINDSCAPE CONSOLE THEM- SELVES

Those kids and teens at Mindscape have all got big, shrewd grins on their faces at the moment - they've just become the first third-party company to be allowed to peg Nintendo cartridges in Europe!

The deal is set to make the company an absolute stack of cash, and it kicks off with conversions of the Atari coin-ops Paperboy and T20. These two will be followed by a host of others in the coming months, one of which will be a game based on the finest frills of "Dirty" Harry Callaghan, the Magnum-packing copper made famous by Clint "Make My Day" Eastwood, and another a game based on the series of Mad Max films. We wait with baited breaths.

SEGA SLASHES

All you moaning minnies who whinge about the price of Master System software being too high, take heart! - In an unexpected move, European distributors Virgin Masterframe have announced a range of price cuts on their older and cruder carts.

For the measly sum of £6.99, you can pick up Enduro Racer, Ninja, Rescue Mission, Super Tennis, Teddy Boy and Transbot, while for three quid more you can get Action Fighter, Auto Adventure, Fantasy Zone, Global Defense, Secret Command or World Grand Prix. All these new prices will be in effect right now, so stick a knife into your piggy bank and take out those coppers doubleplusquick!



BUNDLES OF FUN

Now that the STE is on the shelves at £399.99, Atari have decided to top a hundred quid from the price of the computer-or-garble 500 STEFM. The Discovery Pack, contains an ST, a tutorial disk, a copy of ST BASIC, the powerful Neochrome art package, games designer STOPS, a book called Discover Your ST (that's in case you can't find it in the box - hur hur) and a load of top games.

Commodore, too, are currently into

bundles. From mid-April, you'll be able to pick up an Amiga 500 attractively packaged with a copy of Deluxe Paint II and three top-quality new games - Rainbow Islands and T-28 Radarator from Ocean, and Demark's Escape From The Planet Of The Robot Monsters. The "Flights of Fancy" package weighs in at £69.99, but those superb games certainly make it a tempting purchase.



TETRIS WHILE TIPSY

Good news for all fans of the classic puzzle game Tetris - it's been turned into a prize-giving pub machine!

There are two different modes - practice and 'real'. The practice mode costs 50p and lets you play an easier version of the main game. You can't actually win any cash in this mode, but stick 50p into the coin slot and it's time for some fast-moving, brick slotting fun and games - well, very fast-moving! But then, what do you expect? Money for nothing? (Ohkays for free?) - Ed) As Bruce would say, points make prizes, and the higher your score, the more cash you collect, up to a top payout of a tenner!



NEW! FROM ENCORE...



ESCAPE FROM SINGES CASTLE

Spectrum Cassette £2.99

CRM 66 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 16th May 1990

Escape from Singes Castle is a computer game for Spectrum, CRM 66 and Amstrad. It is a fantasy adventure game set in a medieval world. The game is designed for 1-4 players and is suitable for ages 10 and over. It is published by Elite Systems Ltd.

LIVE & LET DIE

Spectrum Cassette £2.99

CRM 66 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

Live & Let Die is a computer game for Spectrum, CRM 66 and Amstrad. It is a spy thriller game set in a world of intrigue and danger. The game is designed for 1-4 players and is suitable for ages 10 and over. It is published by Elite Systems Ltd.

QUESTION OF SPORT

Spectrum Cassette £2.99

CRM 66 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

Question of Sport is a computer game for Spectrum, CRM 66 and Amstrad. It is a quiz game based on the British Broadcasting Corporation's *Question of Sport* programme. The game is designed for 1-4 players and is suitable for ages 10 and over. It is published by Elite Systems Ltd.



ENCORE

Elite Systems Limited, Anchor House, Anchor Road, Abingdon, Oxford OX14 4UE
 0235 741408 (0235) 741408

NEWS

EVEN MORE DANGEROUS

If you were a fan of Microprose's teeth-grinding platform game, *Rick Dangerous*, you'll no doubt be pleased to hear that the original authors, *Cone Designs*, are currently working on the follow-up, *Set It Spidee*, which is due out during the summer.

In the meantime, if you were having difficulty with the first *Dangerous* installment, you may be pleased to hear that, for a nominal fee, you can now trade in your original copy for a repro-



grammed *Rick* which lets you select your starting level and also has the difficulty knob turned down a notch. Contact Microprose on (800) 56-0286 for full details.

COMPILATIONSVILLE

How often have you wished you could hit a home run on the local baseball diamond, then drive your Porsche down to Cape Kennedy, hop a flight to the moon, then get back (just in time for a round or two of *Crazy Golf*)? Loads of times, we bet. Well, this new compilation lets you start off so just that. *Accolade's All Time Favourites* includes *Test Drive* (reasonable race-around-a-mountain-is-the-fast-car-of-your-choice simulator), *Headout* (gilly baseball simulator), *Mini-Putt* (gilly seaside-pastime simulator) and *Apote 18* (excellent insouciant simulator). It's out now on PC and C&A disk for \$29.99 and \$14.99 respectively.

COMPILATIONSVILLE II

Also new on the compilation scene is *Electronic Zoo's Top 80 Gold Gold* pack, which comprises 93 old C&A games for \$14.99. The games are (deep breath): *Top Fuel Challenge* (gilly drag-race game), *Richard Petty's Talladega* (medicine-driving game), *Motor Mania* (another medicine-driving game), *Time Tunnel* (kago arcade adventure), *High Noon* (gilly cowboy shoot-out), *Koko Challenge* (very strange, but playable multi-level platform/puzzle game), *Forbidden Forest* (atmospheric 3D shoot 'em up), *Delta Man* (we've never heard of this one), *Sinky* (nicely enjoyable C&A game), *Governors of Khafka* (odd platform quest), *Mediator* (never heard of that one either), *Fearless Fred* (for this one), *Spike and Malice* (for even this one), *Legend of Klukskal* (male (unusual platform affair), *Phylaxia* (a very poor Urthum clone), *Beyond Forbidden Forest* (much enhanced sequel to *Forbidden Forest*), *Chernobyl* (frightening power station simulator), *Professor IG* (another one we've never heard of), *Grand Master Chess* (passable) and *Potty Pigeon* (wacky arcade adventure from Tony Greenwood). The game just about make up for the duds, which, for \$19 each, aren't such bad value for money at all.

COMPILATIONSVILLE III

Empire's contribution to the current epidemic of football fever is a compilation of three soccer games, imaginatively titled *The World Cup '90* Compilation. The ST and Amiga collection comprises Microsoft's *International Soccer* (not so hot), *Trackout Manager* (first rate management sim) and - get this -

Anco's blockbusting *Kick Off*. The 8 bit versions also include *Kick Off* and *Trackout Manager*, but *International Soccer* is replaced by the equally weak *Gary Lineker's Hot Shots*. The packs will be out at the end of April, priced at \$24.99 (16 bit) and \$14.99 (8 bit).



THE



THE

GREATEST
COMPUTER GAMES....THE
PUNISHER

.... IN THE KNOWN UNIVERSE!

"The graphics are nothing short of superb... a fully redesigned ship is quite a spectacular sight and it can torch every plane that I've had her down this week... it's pretty addictive stuff." — C + VG Jan 80

"The end-of-level guardians stand the show — they are brilliant!" — Amiga Action Feb 80
 "Punisher is a superb..." — Electronic Games Feb 80

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BACK TO THE FUTURE II

BY IMAGEWORKS

One of the biggest films of last year was *Back to the Future II*, the further exploits of Marty McFly (Michael J. Fox) and Doc Brown (Christopher Lloyd). Having travelled forward in time to 2015 to influence the lives of his children, Marty buys a sports almanac which contains all the sporting results of the 26th century, the idea being that when he returns to 1985 he can place bets and win loads of money, and thus become very rich. Doc takes him out of this, saying that messing with his destiny is very dangerous, and Marty throws it away.

However, evil Dr. Evil hears this conversation, and while Marty and Doc are busy, he picks up the almanac, breaks the DeLorean time machine, travels back in time and gives the almanac to his younger self before returning the car to its rightful place.

When Doc and Marty return to 1985, they discover that history has been completely altered and set about the nearly impossible task of making things right.

Sounds like ideal subject matter for a computer game? Imageworks certainly thinks so - they bought the rights and are currently programming the game of the film.

The action is split into five distinct missions. The first is the DeLorean showing parade (pictured below),

set in 2015 and sees Marty racing around Hill Valley on a hoverboard being pursued by Dr. Evil's son, Griff and his gang.

Defeat them and you're onto level two, a huge puzzle where Marty is trying to get Jennifer out of his future house before she meets her future self! Mission three is set in 1965 and is a scrolling arcade adventure where you have to find out why history has been changed.

The next mission is a sliding puzzle game where you have to assemble an animated picture of Marty playing at the first fairground.

Colourful hoverboarding on in 1955





▲ Moving along again in the first DeLorean mission.

Under the DeLorean in 1955. Finally, mission five, set in 1955, sees Marty again on his hoverboard (it's called after

Biff in an attempt to retrieve the almanac) while avoiding the minions of the mad scientist camp.

▼ Screenplay action as Marty confronts Doc.

Back to the Future II is out this summer - we'll get everything II as soon as it's available.

JULIAN RIGNALL



C+VG HOTLINES

WIN A MEGADRIVE!

0898 334 150

Question: What's sleek, black and desired by beautiful women the world over?
Answer: No, not Eddie Murphy - it's that hot little number, the Sega Megadrive. **Question:** Which is the best, most sexy and up-to-date games mag in the whole world, with one of these much-sought after consoles to give away to one of the lucky callers to our comps hotline? **Answer:** Well, it couldn't be anyone else but C+VG, could it? Yes, we've got another Megadrive to pass on to one of our readers - and it could be YOU! As usual, it's so darned simple to enter this compo that even as yet undiscovered ancestors of the lost Inca race will know the answers to the questions which can be heard by phoning the special hotline number. But they don't have telephones, so get dialling before God builds them a public phone box!

WIN A PC ENGINE!

0898 555 537

Crikey! Here's something which we haven't given away for a fair few months! It's a PC Engine, the titanic terror with enough power to get an Ariane rocket into space without it toppling over and blowing up. These things are becoming scarcer by the minute, yet we have got our hands on one of these elusive consoles, and guess what we're going to do with it? Yup, that's right, we're going to be ultra-generous and pass it on to one of you lot! Aren't we the nice ones. Yeah, we are. But you'll have to ring the special hotline number, or else you won't know what you have to do. So stick your finger in the hole and jiggle it about NOW.

WIN A GAME BOY!

0898 555 538

Did you know that if you placed 21,674 Nintendo Game Boys end-to-end, they'd stretch a very long way indeed? And did you know that, had the Game Boy been invented at the time of the American War of Independence, it wouldn't have been much use because batteries weren't around at the time? Ah, but did you know that if you ring the hotline number printed immediately above this complete load of old twaddle, you could be in with an absolutely cracking chance of receiving the on-the-move gamer's dream machine? Well, just pick up the receiver, dial the numbers and see for yourself!

WIN A LYNX!

0898 555 539

It's unbelievable! We have, especially for one lucky compo winner, a brand-spanking new Lynx helicopter (as used by the military across the globe) to give away! Complete with all you need to get you into the air, including rotors, cycloids as well as collective control sticks, and a natty black helmet like wot those blokes off the "Rescue" telly series wear... erm, wait a minute, it's not a Lynx helicopter at all. BUT - it's even BETTER than that! It's an Atari Lynx portable games machine, complete with a copy of California Games! So now you can get lost somewhere in the Peak District, and not be at all bothered about being found - at least, not until the batteries run out if you want to win, ring the number and pray!

IF YOU'RE UNDER 18, PLEASE NOTE: HAVE YOU GOT YOUR PARENTS' PERMISSION TO GET ONE? YOUR CALLS ARE CHARGED AT 20P PER MINUTE. STANDARD STANDARD RATE) AND 20P PER MINUTE. 20-24P RATE) ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.



DAN DARE III The Escape



IBM PC



ATARI ST



AMIGA



CERN 64



SPECTRUM



AMSTRAD

IBM PC	£24.99
ATARI ST	£19.99
AMIGA	£19.99
CERN 64	£9.99 (CASS)
	£14.99 (DISC)
SPECTRUM	£9.99 (CASS)
	£14.99 (DISC)
AMSTRAD	£9.99 (CASS)
	£14.99 (DISC)

Mail Bag



A big, fat, hairy welcome to the bestest letters page in the whole Universe! If you've got anything remotely interesting to say, write to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FAR-RINGTON LANE, LONDON, EC1R 3AU. There's a prize of £100.00 worth of software for the best letter of the month - so get writing!!!

KONSOLE KWESTIONS

Dear YOB,
As the moment I am the proud owner of a Lynx and an Atari ST, but I'm thinking of purchasing a console. I'm split between a Sega Megadrive and a PC Engine, so if you could answer these questions it will help me in my painful, agonising decision process:

1. What are the tech-specs of the two aforementioned machines?
2. Is the CD-ROM for the PC Engine compatible with the SG?
3. When will the Power Console be available here?
4. What peripherals are available for the Megadrive?
5. Which these two machines are officially released in the UK, will the best, like me,

clines be compatible with current "grey" versions available here?

S. I may not be eagle-eyed, but I have not seen many PC Engine CD-ROM games released in your pages lately. Is the CD-ROM a turkey?

Well now I've had my say, it's over to you.
G. Shewles, Stratford, London

YOB: 1. I haven't got enough room here to list everything, but basically the Megadrive has better technical specifications than a PC Engine. 2. Yes - but you have to buy a special interface. 3. Not for ages, and it'll cost over £200! 4. None as yet, but a keyboard, disk drive, modem games link, Master System adaptor and graphics tablet are all in the pipeline. 5. Megadrive - definitely not. PC Engine -

we're not sure, but I wouldn't bank on it. S. No, not at all. CD-ROM games are extremely difficult to get hold of, plus the user base is small - we'd prefer to devote the space to a cartridge game.

GRABBED BY THE GHOULIES

Dear YOB,
This is not a complaint letter, I just want to know if you have any news about Ghosts and Ghouls on the Sega 8 bit. If you do, please please please and please will you in turn tell Daniel Slater, Croydon, Surrey

YOB: Sorry to disappoint, old china - there are no plans for Ghouls 'n' Ghosts on the Sega master System. It's available on the Megadrive, if that helps...

CASSETTES ARE CRAP!

Dear YOB,
I'm writing to complain about a few niggling problems about computer games. Firstly, I'm fed up with faulty games - you spend more time trying to load them than play them! I own a C64 and am using a cassette recorder at the moment (but hoping to get a disk drive soon). Why don't Commodore start selling C64 packs with disk drives only, for around £345.00 or so, and ditch cassettes on the face of the Earth! This goes for all other computers which use cas-

sette recorders! (All games would load much quicker and loading problems would be forgotten.)

I suppose this is the good thing about console games, and because of this will help the sales of Megadrives and PC Engines etc. when they are officially released. But when are these marvellous machines going to arrive in this country? Another thing which is really annoying is the amount of new consoles and computers coming out - which are you supposed to get? I've just read about a



WHAT DOES YOB PLAY?

Dear YOB,
I'll keep it brief. I have two questions:
1. Why are you called 'YOB'?
Well, you're christened 'YOB' or is it a nickname, what is your real name?
2. What computer or console do you have? I have a crucial Sega.
At Fleet, Coventry, Nantawale
YOB: My full name is YOB (I was named after YOB the Doc Martens), the infamous Marston whose misreading led to the sword across 7th century Europe leaving a horrendous trail of broken windows and spray-painted bus shelters! Ask your history teachers about him. I don't actually own a computer or console - I just use all the ones in the O-VG offices, 'cos they've got EVERYTHING!

WHERE'S TROJAN

Dear YOB,
When on holiday in Cyprus, I played on an arcade game called Trojan. Could you please tell me whether it is available for the Atari 500 ST? If so, where do I get it from, and how much would it cost?
Jim Haywood, Cambridge
YOB: It's only available on the Nintendo, I'm afraid. So if you like it that much, ask your ST!

new CD Amiga coming out in September, and now I'll have to wait until then to see the new machine (and hopefully buy it, as it would be a waste of time buying the present Amiga). One last point: instructions for computer games. They might as well be in Japanese! On most games these days, you have to work out a large percentage of the game yourself because the instructions are really badly written! Please print this letter because I think these points are worthy of some recognition. Keep up the great work with the mag; the changes you

made in presentation a few months ago are brilliant, so I gotta give the thumbs up from me for one mag and off mag! All the best.
Andy, West Midlands
YOB: Cassettes are a right pain in the arse! - they're so slow and awkward. Give me disks and cartridges any day of the week! The Megadrive and PC Engine are both going to be officially available in September - MODERNITY! And if you're wondering which machine to buy, it's easy - you buy the one which has the software you most wish to play.

NO MORE COMPUTERS

Dear YOB,
I think that computers are finished and that consoles are taking over more and more. In the near future there will be no market for computers; software houses will make games only for consoles and ignore the Commodore and Atari computers.
Just look at the consoles that are coming from Japan - there's the PC Engine, Super 32-bit, Megadrive, Gameboy

and the Nintendo Super Famicom. From the US we got the Lynx and over here we have the Kanto. All the consoles have superb, almost car-top perfect games that the Amiga and ST won't even get close to.
The consoles are simple to use, just plug in your favourite cartridge and turn on the machine. You don't have to load games onto the console, and the best thing of

all, you can't copy the games. I've got a PC Engine and I think it's wonderful. The computer is dead - long live the console!
James Entwistle, Ayles, Swindon
YOB: Blimey Q! Swapping Riley, you're making the work of a million computer owners! Strong words indeed - does anyone else have anything to say for or against this subject? I'm staying on the fence...

TO GREY, OR NOT TO GREY

Dear YOB,
When I received the March issue I spotted the Virgin Mag Interim warning on page 98, strongly advising all potential customers against buying 'grey' imported 16-bit Megadrives. My mate and I have become very concerned. We are both puzzled over what 'grey' imported means, but have our ideas. I say that it means there are copies of Megadrives that are being illegally produced that are grey. But my friend seems to think that it's a way of importing and that all the mail order companies supply the 'grey' imported machines to their customers.
Could you please tell me what it means, and whether my machine is a grey imported Megadrive? If my theory is correct, when Sega

Megadrives are finally marketed in England will mine be compatible with the software? And if my Megadrive goes wrong will I be able to have it repaired?
Alastair Dallas, Syston, Leicestershire
YOB: You're wrong, old chaps. 'Grey' imports aren't actually grey in colour - they're official Japanese Megadrives modified so that they can be used on British TV sets. Every single Megadrive in Britain is 'grey', and they will not be compatible with British software. And if you're wrong you'll have to take them back to the people you bought it from - Sega won't touch them!

AN ACCIDENT

Dear YOB,
Not long ago I borrowed my friend's computer while he went on holiday, but unfortunately typed Cole all over it. Imagine my dismay when he smashed my face in! Yours Hospitalised,
I M A (Liar, Margate, Kiwi
YOB: What a twerp...

WHERE'S WORLD CUP 90

Dear YOB,
In January's Arcade Action you reviewed a game called World Cup '90. What I want to know is will it or is anybody making it for the Amiga 500 or any other computer?
Sam Horropt, Rotherham.

South Yorkshire
YOB: Humour has it that Elite bought the licence - but they won't confirm it. Anyway, there are about a billion football games coming out in the next few months, surely you'll find something that'll keep you happy?

NOT SO FOOLED

Dear YOB,
I read with great interest the article on the A-Megadrive and instantly realised what an essential purchase this device would be as I own a Megadrive and have a relation who owns an Amiga. I immediately contacted a leading supplier in Japan (I speak fluent Japanese you know) who had just the item I was searching for. With any luck, considering the lengthy delivery times between countries I should have it by April 1st!
John Carwin, Hoxton
YOB: Well spotted that mate! Awful yourself a hearty slap on the back. But watch you don't break your arm.

C64 CARTS

Dear YOB,
I read your mag every month and I have not seen one C64 games cartidge. Can you get them? I have asked in every software shop in Liverpool and no-one seems to know; do you?
Chris Sutton, Maghull, Liverpool
YOB: When the GH was launched about seven years ago, the first games

Mail Bag



to appear were on cartridge. However, independent software manufacturers opted for tapes and disks because they were cheaper and easier to mass produce, so cartridges disappeared. However, Nintendo has it that Commodore are currently signing up big software companies to start making cartridge games for the machine - keep watching the news section.

FOOLED YOU!

Dear YOB,
What hypocrisy! I am of course referring to your News Bash that DevTalk are bringing onto the market a machine that allows anyone with an Amiga or Megadrive to copy, thereby infringing copyrights on any Amiga game. After all you've said about piracy, surely this piece of hardware is against all you've

spreuded off about in the last two or three years!!
P Quincy
YOB: Hah, har, har! That was an April fool, and you tell me it like the stinky Y-fronts you and the likes suck to you!

A DELIFERATE MISTALE

Dear YOB,
I think your mag is fab, (well and mega-daw, apart from few) mistakes in your 100th issue. The first was you had one letter printed twice on your Mailbag pages. The other mistake was that you mixed up the graphics of Andy and Max in your Arcade Action section.
James Shuter, Birmingham
YOB: Mistakes happen - look at you, for example. Still, console yourself with the fact that you were

amongst only 88,000 people to spot those mistakes. You're part of an elite...

BIG BORE COMING UP

Dear YOB,
Right, I'll get straight to the point you girls nancy. I have just got an Amiga but I have not got any decent games, so you had better get me one or I'll personally come round to C+VQ and ended my foot six inches into your skull.
Jim The Mega Wolf And Punk, 21 Bedford, Mitch
YOB: Oh dear, I'm really scared. Gosh, I'm shaking in my pants. In fact I'm so frightened, I'm going to send you one game for every brain cell you have. So expect no games at all. Mega well 'ard punk indeed. I bet you pee your bed every night...



And now onto something a little different. A couple of months ago I asked you to send in designs for games you'd like to see - and your ideas literally flooded in. In fact, I've had so many responses I can't fit them all in this month - so if your letter hasn't been printed, take heart - it could be printed next month. Don't forget there are prizes of £200 worth of software for the best and worst ideas - so it's still not too late to enter!

MUTANT TEENAGE HERO FAN

Dear YOB,
I am a total and utter Teenage Mutant Ninja Turtles fan, and I have some questions for you.
1. Do you know if there are any plans for it to be converted to the Amiga?
2. If so, how much will it cost?
3. Do you know when the film is coming out in England?

4. Please will you tell me anything else at all to do with Teenage Mutant Hero Turtles. Thanks.
A Mut Turtle Fan, Bubbham, Somerset
YOB: You sound worse than Julian the Ed - he's gone completely Mutant Turtles bonkers too! I asked him your questions

and he says that there's only one Turtles game available - and that's on the Nintendo. Nobody has announced whether they've signed the brilliant Turtles coin-op, but surely someone will - we'll keep you posted. By the way, the film's out later on this year - watch for a special report!

MORE MAG MAYHEM

Dear YOB,
I think those dudes from Ocean should make a C+VQ game. On the first mission you are Paul Glancey and you have to get Jac Rignall off a coin-op within a certain

time limit. On the second mission you are a lorry driver working for C+VG and you have to get all the copies of C+VG in the newspapers in time for the hundreds of fans to buy. And on the third and final level you have to track down Paul Rand (who's had one beer too many at a party) and then blow him to bits before he breathes on everyone and knocks them out. What an ace game, eh?

Andrew Huxley, *Stockport, Cheshire*

YOB: Charlie, Charlie,

YOU RANG M'LORD

Dear YOB,
I have 100 I saw a letter from James McQuilly about a Neighbours game. Well please, please will you print my letter about a "You Rang M'Lord" game.

LEVEL ONE
Guide Mr Stokes around the house, spraying insects until he finds the 201 water shares.

LEVEL TWO
You are the parlour maid, run-

REVENGE OF COMPUTER MAGAZINES

Dear YOB,
In answer to last month's request for a new computer game, well, I have invented the definitive computer game, "Revenge Of The Computer Magazines". All you have to do is get an issue of Computer and Video Games out on time. Sounds easy? Read on...

LEVEL ONE
Overhead view of Paul Clancy riding a push-bike. Paul has to ride around the streets, looking for the C+VG offices as he can deliver the latest smash hit game for review. He has to avoid cars and pedestrians while throwing collectible bricks and

them at dogs and cats.

LEVEL TWO
You are Julian "Jax" Rignall, playing an incredibly hard vertically scrolling shoot and collect 'em up. The overall rating depends on how far you get with only one man and your back against the wall, facing invading alien hordes.

LEVEL THREE
Horizontally scrolling shoot and collect 'em up. As Paul "Trendy" Rand you have to walk about the offices, looking for Andrea. You have to shoot security guards, cleaners, cats and groups of fans as well as finding the ladies for cups of energy-sustaining tea.

Beat up your Lord. I think this game will be a success if you get the right programmers to write it.

Harvey Wedgbury, *Pedmore, Shropshire*

YOB: I'm sure it would go down a bomb with all three fans of programmes...

LEVEL FOUR
Overhead view of Andrea's desk and hands. You have to arrange the articles and pages to make the fastest magazine.

LEVEL FIVE
Overhead view of the C+VG delivery van. Drive the van around the city, delivering piles of magazines to newsagents before they open.

Avoid cars, pedestrians and other obstacles. Collect guns, rockets and flame throwers and destroy the vans of rival magazines.

S Howland, *Stainforth, Doncaster*

YOB: Nice idea - but you've "flipped" well forgotten about tea!

SUPER QUEEN SIMULATOR

Dear YOB,
Is your pulse getting quicker? Is your mouth starting to water? Don't worry, it's happen to everyone who reads about this great game that I have thought up.

You take the role of the Queen as you drive around in your chauffeur-driven Roller. All you have to do is wave at the huge crowds which line the streets. Different joystick moves create different waves, but if you do a half wave people get angry and toss rotten food at you. But worst of all, some people blow you to pieces with hand grenades. Sounds exciting, doesn't it?

Andrew Eley, *Chislehurst, Essex*

YOB: Sounds like a job for those chucklesome Code Masters kids to me.

KILROY

Dear YOB,
I have a great idea for a game based on that "out" early morning show, Kilroy.

LEVEL ONE
This level sees Robert at home, searching for his script. This will be played as an adventure with Robert wandering around his 250-room house, solving puzzles to get the key which opens the closet, inside which is his script.

LEVEL TWO
Having found the script he takes it to the road in his Mini. This is the second level where motorists who saw his programme on local drivers attempt to run him off the road. Robert presses a button on his dashboard and the headlights pop up to reveal two mildly-convicted motorists. Later on in the level he encounters grenade-wielding motorists. There is a strict time limit for him to get to the studio in one for his show.

LEVEL THREE
When he gets to BBC TV

Cenise he discovers that the studio is under siege by Terrorists who saw his programme on fanatics. He has to work his way to the centre to where his programme is broadcast, killing terrorists and freeing cameramen who have been taken hostage. He is armed only with his own grenade launcher and machine pistol.

LEVEL FOUR
The next level is a strategy affair, with the programme being broadcast and Robert having to ask certain questions to get the correct responses of all members of the audience. When Robert feels that the person has said enough to increase his ratings, he can cut them off in mid-sentence. The idea is to encourage heated arguments in local ratings.

LEVEL FIVE
This is a beat 'em up in which members of the audience who disagree with Robert's views decide to beat him up.

Armed only with his microphone he must first take on a vicious old lady and her handbag, all the way through to the last opponent, a terrorist armed with an amazingly large cup of studio coffee.

LEVEL SIX
If Robert manages to brave this it would mean he saw the programme about image and, in turn, saw Robert's exposure by saying it was a load of rubbish. Thanks to spite Robert is off to space. This follows a shoot 'em up in which Robert must overcome the wizard's powers. When this is done Robert is presented with an award for Best TV Personality and he lives happily ever after. What about that for a shoot-loving game?

Daniel Kane-Alex, *Stainburn, Lancs*

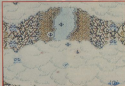
YOB: Sounds like a million better to me. Come on all you lovely software houses - how about making this top idea into a game?

PLAYMASTERS

Tips, tips, glorious tips! And now here we game this month - in fact, there are so many tips the pages are literally falling apart with the weight of them. Plus read Anyway, enough of my verbal diarrhea. If you've got anything in the way of cheats, PCs, mags - or anything that you think might help or amuse fellow games players, write to me at: **PLAYMASTERS**, C&VG, PHOENIX COURT, 30-32 FARRINGTON LANE,



LONDON, EC6A 3AG. There's a monthly prize of £100.00 worth of software for the best tips of the month - so get writing!



AMSTRAD

ARKANOID II

On the opening screen, hold down the G, W, D and P keys all at the same time, then start the game. Now, a press of the SRC key should warp your ass to the next level. Martin O'Connor of Manchester takes the credit for that tip.

THE UNTOUCHABLES

Martin O'Connor returns with a tip to get involved. Face through levels with ease. All it entails is typing the magic words, HUMPHREY BOGART, into the high score table. Then during play, press all the keys to move up a level.

GHOSTBUSTERS II

If the first level of this game is going you (go) George Gillies of Paisley returns you should pause the action, then type in ANYBODY.

When you restart, you will have infinite lives and a speed-boost rage.

FANTASY WORLD DIZZY

Another cheat from George Gillies of Paisley, who recommends you hold down the D, Y, L, A, R and space keys on the title screen. During the game, this lets you make Dizzy disappear just by pressing D, and reappear with a tap of the space bar. Not only that, you can also flip between screens using the Z, X, K and M keys.



GEMINI WING

Here are the passwords to levels two to eight, as provided by George Gillies of Paisley.

LEVEL 2 - THE START
LEVEL 3 - EYE PLANT
LEVEL 4 - WHATYALL
LEVEL 5 - GOODNITE
LEVEL 6 - BRULLDOG
LEVEL 7 - BROMOUTH
LEVEL 8 - CHEERISH



SPECTRUM

HUMAN KILLING MACHINE

Hold down the G and Q keys when you start the game and you should find that pressing X will send you forward one level. Gascia from Sunderland discovered that one.

GHOULS 'N' GHOSTS

If you're not making any headway with this game hit the ENTER key to turn the banner blue. Not only do you now have a greater border, you have also patched the collision detection off, making you completely invulnerable to those supernatural apbies. Another one from Sunderland's Gascia.

CABAL

Make things easy for yourself in this game by loading it up and hitting the button on your joystick. Go to the PCMC option and PCMC 0000, 01 (for immunity) or PCMC 0000, 02 (for smart bombs). Yet another Gascia of Sunderland tip, there.

ST

SUPER CARS

A tip from an A Nightmare of Sonomaresville, here, for this nifty race game. When it comes to entering your name, type in either NAME, ONE or BIG for lots of extra cash, etc.

HARD DRIVIN'

Select a manual gearbox, then start the game and accelerate to top speed. Once you're going flat out, put the gearbox in neutral and you should find it impossible to crash your car into another vehicle! Don't know who that rig's from, but he comes from Pange. Thanks, whoever you are!

C64

BATMAN - THE MOVIE

Like a lot of Ocean's C64 tape games, Batman has that handy loader which lets you brick the game into letting you play more advanced levels. If you've never heard of this before, Paul Gregory of Wapstern reveals all. Complete the first level of Batman and play the second stage until you've lost all your lives. Now instead of rewinding the tape as the computer says, reset the tape counter on your data-setter, then press space and fire. Now play the tape to load in the fifth level with infinite lives!

DOMINATOR

During level one, kill yourself then tap the space bar just as your ship is exploding. The screen should scroll to the end of the level, but you can re-enter the action at any point by pressing SHIFT, space, then SHIFT again. Holding down the space bar during levels two, three and four also makes your ship invulnerable. Thanks to Ben Bond of Brigham for those cheats.



TURBO OUT-RUN

If you think your Ferrari is too slow, you can transport yourself straight to the next leg of the race just by pausing the game and pressing the "1" (pause) key! Sundrop Ray of Blackburn, take a hint for that tip.

STRIDER

Steven Franklin of Sunny Southend has discovered the cheat mode buried in this neat arcade conversion. After starting the game, press RUN STOP, RETURN, RE-START and INS DEL together until the border goes grey. Press fire to restart the game then press F1 and wave the joystick up and right. You should then warp to the third level (the jungle) and once you've completed that you'll find yourself on the very last level!

MEGADRIIVE

SUPER HANG ON

Peter Maxfield of Clapton sent in this password which provides \$5,000,000,000 to spend on bits for your bike. Go to the password option then enter this code:

PT03PLMF0004
PT05LPMF000H

(note that that's a zero on the second line, not a letter O). Now go to the parts screen to build a mega-bike!

CURSE

Another tip from Peter Maxfield of Clapton. On the title screen, holding down the A, B and C buttons as well as START, lets you access Curson's configure mode.

PC ENGINE GUNHEAD

At the end of level one, don't attack the megarhino. Just dodge around it for about five minutes and it will self-destruct, leaving you with an

extra 10 lives and 32 smart bombs, plus a load of bonus points! Thanks to Glen Hughes and Peter Makinde for that tip.

PACLAND

Glen Hughes of Warwick reckons that, if you give the very first Hyndman a shove, Pacman gets a ghost-proof helmet to protect him from sky-diving specials!

DUNGEON EXPLORER

Peter Makinde of Clapton sent in this handy 'n' dandy piece of info. Enter this password:

DEGG
DEGGA

then press RUN and button 1 together. The screen will read **PASSWORD ERROR**, but take no notice of that. Press button 5 and choose your character.

SIDE ARMS

James Morris of Bath discovered how to play this game in slow motion. On the title screen, just press DOWN, 1, 1 and RUN.

CYBER-CROSS

James Morris again. To continue from the stage where you died, pause the game just as you die, then press 1, 1 and DOWN in that order. Then unpause the game, and when you're back on the life screen, press RUN to restart.

ORDYNE

James Morris yet again. On the title screen, hold down button 1 until you hear a sound and some Japanese words appear on the screen. Now press RUN to start the game and you will be playing as the girl you're meant to be rescuing. Your ship will have turned orange, and the aliens will now be a lot tougher. If you should finish the game in this mode, don't reset it when you get to the end - leave the



final screen up for about three minutes and you'll be treated to a display of pictures of the game's programmers!

NINTENDO

METROID

Peter Makinde of Clapton provided this rather strange password for Metroid. Enter **JURIN BAILEY** at the code entry screen for a surprise. Cope!

IKARI WARRIORS

Some handy hints here, from T Stevens of Gifffield. When you die, you can continue by quickly pressing the B button twice then the A button twice. Keep doing this until your warrior reappears. Also, if you're playing in two player mode but can find only one tank, both warriors can climb in and it will separate into two tanks. The same applies to the helicopters.

CONTRA

Haggo Mouradian sent in this cheat for the recently-released Nintendo version of Contra. On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT then START, all before the demo starts. This will give you 30 lives to play with!

LIFE FORCE

It's Haggo Mouradian to the rescue again, with this 30 extra-lives cheat code. Start the game then press START to pause it. Now press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT, then START. If you're playing in two player mode, do the same but at the end of the sequence, press START before SELECT.

SEGA

DEAD ANGLE

A superb tip for this gangster beat from Iain Lindsay and Brian Dempsey of Wishaw in Scotland. Plug both jaypads

into the console, then when the title screen appears push alternately left and right on both pads and you should hear a beeping sound. Keep doing it until the demo starts, then when you can stand it no more start the game and you will be armed with 999 bullets, have up to 24 lives and start on an advanced level (how many levels and which level depends on how long you wiggled the joystick). As well as this, if you push both buttons and one of the top diagonals on the joystick, you will see grenades coming out of the windows!

ALEX KIDD IN HIGH TECH WORLD

If you're having trouble beating the mads at their game, here is the solution, sent in by Peter Mainkide.

Linda is number one.
Betty is the thinnest.
Janet is the third from the left.
Cindy is the third from the right.
Kare is the tallest.
The remaining maid is Susan.

GOLDEN AXE

If one continues isn't enough for you, Peter Mainkide has discovered a second to let you play for longer. Hold the directional pad in the top left corner, then press and hold buttons one and two.



WONDER-BOY III

If you want to see the end of the game without even breaking into a sweat, type in this password:

WEST ONE

(that's a five, not an S). Then as soon as the game starts go to the room under the shop, and hit the block just above and to the left of the door you came through. Pick up the question mark and a door appears, leading to the changing room, where you can select your character by jumping on a block. Change into Lion Man then go to the top of the tower in the village and jump onto the bottom step. Press up on the joystick and you should appear outside the Vampire Dragon's chamber. Now all you have to do is defeat him, and you've finished the game. Thanks to Allen Swadlow of Stockton-on-Tees and Matthew Gough of Barnet for those tips.

AMIGA

BEVERLY HILLS COP

Christopher Marley of Hitchin reckons that if you click past the high score table and go on to the difficulty select screen, then type in **MELUE**, you should be able to access all the different subgames.



R-TYPE

Type in your name as **BUM-BUM**. (Don't forget the full stop and you should) now be able to play with infinite lives. So says Chris Marley of Hitchin.

GHOULS 'N' GHOSTS

When Jonathan Kirker of Chesham is having problems with this game, he types in **KAREN BROADBENT** to give himself infinite lives. Perhaps you'd like to do the same. I know I would.

FIGHTER BOMBER

Matthew Kemp of Gillingham discovered that if you enter your name as **BUCKAROO**, the words "Oh no! A Buckaroo" appear at the bottom of the screen. And just by coin evidence, this also gets the game into cheat mode, allowing you to start the game on any mission, and also transport your plane directly to the next waypoint just by pressing the D key.

ROCK 'N' ROLL

Another of Matthew Kemp's discoveries was the cheat mode in this equally underrated. When the game asks your name, type in **RAINBOW ARTS** and when the game starts you can collect different pickups just by pressing keys F1 to F8. Additionally, pressing F9 increases the depth of the map, F10 puts you on the next level and keys 1 to 4 provides keys of different colours. For something really special, enter your name as **COUNTRY** to activate the jukebox!

DENARIS

Giles Bradley of Swanswick has discovered how to activate the training mode in this ageing, yet rilly, blast. Just press **Z** after the game selection, then plug the mouse into the second joystick. Giles Bradley of Swanswick has discovered how to activate the training mode in this ageing, yet rilly, blast. Just press **Z** after the game selection, then plug the mouse into the second joystick and hold down the right mouse button while the rest of the game loads.

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Abstract

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HIGH SCORES

Welcome once again to the Official UK Highscore Table, where top players register the records the rest of the country have to beat. All scores are checked by a panel of experts before they're included - so if you're a record breaker make sure you note down your score correctly because any discrepancies will result in disqualification from the tables. Send your scores, on postcards or sealed-down envelopes only, to: **UK HIGHSCORE TABLE, C-VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

SEGA

ACTION FIGHTER
2,161,400 Jay Bryan, Banbury, Ox.

ADVENTURERS
11,400,120 Kenneth Park, Craig
vill, Livingston

ALEX KID: LOST SPARK
1,054,000 Graham Peck, Linton

ALTERED BEAST
170,000 Myral Davies, Maccles,
Chesh

AMERICAN PRO FOOTBALL
(11) 10 Alan McPherson, Giffnock,
Glasgow

ARCADE WARRIOR
1,370,000 Daniel Goodham, Tain,
Aberdeen

ATOMIC ADVENTURE
260,000 Peter Hamilton, Salford

BANK PANIC
200,000 Tony Jackson, Coventry

BLACK BELT
4,100,000 Henry Wood, Slough

BLACK SAMBA
10,000 Richard Bell, Redditch

BONNY ROAD
1,115,000 M G Baker, E Grimsby

CALAMITY CORN
5,475,000 Myral Davies, Maccles,
Chesh

CHAMPION
1,800,000 Stefan Bon-
son, Bognor Regis

CHAMPION
8,500 Alan Toak, Leeds

CHAMPION
4,800 Stefan Bonson,
Bognor Regis

CHAMPION
10,000 Daniel Curley, Wex-
ford, Wicklow

CHAMPION
1,100,000 Andrew Jackson, James,
Tynes & Peter

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1,000,264 Euan Matheson, Peter-
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NINTENDO

BALLS AND RINGS
1,100,000 Tom Wernberg, Halmstad,
Sweden

CARTYRANS
1,100,000 Tom Wernberg, Halmstad,
Sweden

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HIGH SCORES

3,415,888 Luke Hetherington, Vaux
OPERATION WOLF
 1,000,000 B. Harbottle, Cheshire,
 Surrey

RACMAN
 1,390,199 Mark Harris, Highgate,
 London

POWERWAGON
 Course 8: 360,000 Steven Ball,
 Richmond, Essex

RAMBO II
 950,000 William G. Nelson, Lancs
 RUGBY LEAGUE

91,000 John Pike, Poland
ROCKY

1,950,000 David Langford, Herts,
 Cleveland

R-TYPE
 616,000 Lisa Chiswell, Telf, Italy
S&S RANGERS

895,400 David Lister, Milton, Oxon
SEVEN

1,284,000 Christopher Spelman, Pim,
 London

TEST DRIVE II
 100,000 Paul Warwick, 5 Victoria,
 Australia

THUNDERBOLT
 2,100,100 Tim Daykin, Ryton,
 Tyne & Wear

ST

ATFISHERMAN
 52,170 Stephen Wilson,
 Cheshire, Essex

ALVIN & CHIPMUNKS
 585,800 Andrew Stamp, Pembrokeshire, Wales

ALVIN & CHIPMUNKS
 473,000 Gary Lane, London

ARMAGEDDON
 170,000 John Pappal, C. W. G.

ARMAGEDDON II
 531,500 Jaspal Janda, London

ARCADE
 367,300 Jan Czekolowski, Bristol,
 W. Wales

BACALAN
 1,400,000 James Boyd, London

BEYOND THE ICE PALACE
 109,400 Richard Jeffries, Huddersfield, Sussex

BLASTOFF
 2,415,000 Richard Hatten, Warwick,
 Sussex

BLOOM MONEY
 540,000 Chris Hall, Houghton Le Spring, York & Wether

BURGLAR SCOUT
 8,147,700 Colin Trukey, Colchester,
 Essex

BUZZY BOY
 187,500 Paul Trukey, Colchester,
 Essex

CONTINENTAL CRUISE
 3,000,100 Neil Wilson, Chesham,
 Buckinghamshire

CRASHIN' WHEELS
 115,100 Philip Hogg, Liverpool,
 Merseyside

CRASHIN' WHEELS II
 300,000 Alan Ware, Sheffield

CRUISE II
 4,000,100 Colin Trukey, Colchester,
 Essex

CRUISE SHOCKED BACK
 540,000 Ian Brown, Puckley

FLYING BLANK
 4,300,000 Neil Wilson, Chesham,
 Buckinghamshire

FRUITFUL WHEELS
 58,500 Timothy Hughes, Pembrokeshire,
 Wales

GORGIA AND GORGES
 6,000,000 Andrew Gearing, London

GRAND PRIX
 173,000 Andrew Pender, Vaux

GRAND PRIX II
 17,000 Craig Sutherland, Bucks,
 Bedfordshire

INMARCH JAMES ARCADE
 11,100 Tim Beer, Shepperton, London

LEO STONE
 900,000 Richard Davis, London

LORENZO TO KILL
 80,400 Timothy Hodges, Peterborough, Cambs

NEW ISLAND STORY
 1,000,000 Stephen Simpson, Olney,
 W. Yorks

OPERATION WOLF
 600,000 David Gung, Leeds, W. Yorks

POWERWAGON
 34,877,000 Gerald Evans, Walsley,
 W. Yorks

RACMAN
 27,000 A. Redfern, Huddersfield,
 West Yorkshire

RAMBO II
 26,000 Ian Lurgan, Birmingham

POWERWAGON
 1,000,000 Philip Hogg, Liverpool,
 Merseyside

ROCKY
 100,000 Philip Hogg, Sheffield, W. Yorks

RETURN OF THE JEDI
 59,011 Andrew Smart, Newcastle, Tyne & Wear

R-TYPE
 601,000 Stephen Simpson, Olney,
 W. Yorks

S&S RANGERS
 500,000 Thomas Spencer, Redditch,
 W. Midlands

SEVEN
 2,000,000 Stu, Melton Mowbray,
 Leics

SEVEN HUNTERS
 6,000,000 Ray, Sheffield

STARGLOSS II
 6,000,000 Stephen Simpson, Olney,
 W. Yorks

STARGLOSS II
 6,000,000 Stephen Simpson, Olney,
 W. Yorks

THUNDERBOLT
 515,000 Richard Davis, London

THUNDERBOLT II
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THUNDERBOLT III
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COMPETITION RESULTS

Here are the results to the comps held in the March issue of C+VG. The Mega comp claims are still coming in, and all are sent direct to US Gold. If you've made a claim, expect your prize to be delivered in the next six weeks.

MARCH HOTLINES

LINE ONE

We're gonna take you to the zoo tomorrow...
Roger Henderson, Huntingdon, Cambs

LINE TWO

A heap of software (£150.00 worth to be exact!) is currently being delivered to...
S James, London, SW11

LINE THREE

Who won the Sega Megadrive? Well, the lucky person is...
Graham Smith, Shrewsbury

LINE FOUR

Six Code Masters CD-ROM games were up for grabs on this line - and the winners are...
Kevin Brownlow, Stevenage, Herts
Mark Fredrickson, Chester
Gerald Powell, Swansea, Mid Glam
William Day, Braintree, Essex
P Clinton, Leeds
Steve Harris, Edinburgh

THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancy, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

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Age 12
Action
Adventure
Fantasy
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- **Explore twenty different levels and settings,** each offering passages riddled with enemies.
- **Race through the maze quickly** to accumulate points by each level in full.
- **Enjoy the colorful graphics and entertaining sound effects.**



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Age 12
Action
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Age 12
Action
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Skate Wars: the sport of the future, combines the skills of soccer with the thrills of Rollerball, played in a sleek, age too medium! Lead your team to victory through a series of deadly hazards: crevasses, ramps, jumps, all while competing against the ruthless tactics of your opponents. You'll have to play dirty to win. Maim, trip, push, and shove... show no mercy. Only the brave win, or even survive!



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HAMMERFIST

BY VIVID IMAGE

Tense? Nervous? Hysterical? If your poor old tool is getting you down, why not ditch it, stick your mind into electronic storage and let a holographic body keep up appearances?

I'll tell you why not. The electronic gadget is always breaking down and losing track of its occupants, and this is just what's happened to Hammerfist and Metalese. They're annoyed to find that they now have to share one hologram, so they decide to smash the powerful mind storage corporation and its omnipotent leader, The Master.

Luckily, having two people in one body is pretty handy in these situations. When a bit of running around or jumping is essential to the quest, you cut switch the hologram into the form of either Metalese (an agile woman with a mean kick), or Hammerfist (a mean biker with a laser-firing jackhammer hand).

The Master's complex is made up of 128 screens, all packed with his technicians and robots programmed for defence. These villains constantly attack our heroes, draining their energy while they dash up security corridors to open the way to the next room.

▼ Hammerfist



**C+VG
HIT!**

▼ Zap the nasty vegetable on the 64 version.



Shashed battles drop sparkling loot which recharge Hammerfist's piston paw and his supply of laser shots, as well as replacing both or either player's lost energy. If both Metalese and Hammerfist run out of energy, then they cease to exist in a rational sense and the game is over.

UPDATE

Versions are coming for ST (£34.99) as well as Amstrad and Spectrum (both £9.99). Fundamentally, they will be no different from the versions reviewed above.



**C64
£9.99**

The first thing that strikes you about Hammerfist is the very complex control system which requires a variety of joystick movements accompanied by double and even triple fire button presses(!). Initially, it all seems a bit too much, but persevere for a ten minutes or so and you soon get into the swing of things. Once you get stuck into the gameplay Hammerfist becomes very enjoyable. The combination of two different characters in one works very well, and the action is satisfyingly destructive, though, if I were in a queue, I would say the continuous need to opt out energy makes progress slow. Still, I suppose that makes the enjoyment last even longer. Marvellous graphics, marvellous sound, marvellous gameplay. In a word, marvellous.

PAUL GLANCEY

**AMIGA
£24.99**

Programmed by Andrew Bend, the Amiga version sports impressive graphics and sound (with four selectable in-game soundtracks to boot), but gameplay remains exactly the same, right down to the weird controls. Still, any arcade fans would do well to check this baby out.

OVERALL 88%

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

OVERALL 87%



YOU HAVE BEEN SELECTED AS A MEMBER OF AN INTERPLANETARY EXPLORATION TEAM



PLANET X, A SYNTHETIC INDUSTRIAL PLANETOID...



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YOU HAVE BEEN RESCUED BY HUMANS. YOU ARE NOW READY TO GO TO THE NEXT PLANET!



YOU HAVE BEEN RESCUED BY HUMANS. YOU ARE NOW READY TO GO TO THE NEXT PLANET!

ESCAPE FROM

BY DOMARK

The evil Rapitons, the all-mighty alien race in the entire universe, have invaded the colony on Planet X and have enslaved all the humans - including Earth's most brilliant (and most beautiful) scientists, Professor Sarah (Red) Hunt. All the captives are being forced to make a robot army which the Rapitons intend to use to invade Earth's Earth.

Jake and Duke, two well-trained interplanetary commandos and Rapiton disposal specialists, have been furnished with the job of kicking 9-ward butt and sending them back from whence they came. So, stepping duty to pick up a couple of upgradable laser guns and a cache of megabombs, off they fly to Planet X.

The Planet is split into 17 huge toroid perspective 3D areas. Each is packed with enslaved humans and teeming with Rapiton robots which attempt to bash and blast the heroes and wear down their energy bars - so destroy them before they get your Humans, are rescued where touched (they can also be shot, so be careful with those lasers), and when all in that level have been saved, you can head for the port-o-matic exit which leads to the next station.

At the end of every level



▲ The end of the level, and Duke gets picked up by the Port-o-matic. ▼ Duke provides covering fire while Jake rescues them.



OF THE ROBO

THE PLANET



▲ Pick Duke to be loaded on the receding spike-a-bon.
▼ Pick the Cyberblade to the next level.



OT MONSTERS

you either tackle a Repton alone, or a Canal Maze ride. The former is a battle between you and a giant Repton - simply destroy him before he stomps you. The Canal Maze ride is a speedy race through a maze; a robot sled where you have to find the exit before the timer expires to start bonus points.

If you manage to battle all the way through to the final level you confront the great Repton, and he is one big, ugly son-of-a-bitch! If you can blast this slimy sucker, Planet II is saved. Fast, and he'll use your thigh-bones as footpicks!

**C+VG
HIT!**

UPDATE
We've seen an early demo of the Spectrum version and it's looking very good indeed. Amstrad and C64 versions are coming soon - we'll keep you posted in the Updates section.

REVIEW

**AMIGA
£24.99**

The graphics are identical to the ST version, the tune is rather funkier and there's sampled speech too! A superb coin-up conversion which should be put at the top of your shopping list.

OVERALL 94%

**ST
£19.99**

With superb introductory screens which are just like a chunky old 80's B-movie, *Escape From the Planet of the Robots* starts in brilliant form from the start. The action is really hectic, with loads of frantic running, dodging and blasting required to stay alive. And of course, in all this maniacal mayhem you've got to be careful not to accidentally blow up the people you're supposed to be rescuing! The graphics are simply marvellous, with many brilliant little touches giving the game a really wacky feel - just watch what happens, for example, when you walk off the edge of a platform, or get caught on spikes! The demanded pounding soundtrack also deserves a special mention - it's great and fits the action perfectly! *Robot Monsters* is short, numerous, graphically brilliant and ultra-playable - miss it and you deserve to be fed to the Reptons!

JULIAN RIGNALL

**GRAPHICS 94%
SOUND 94%
VALUE 90%
PLAYABILITY 98%**

OVERALL 94%

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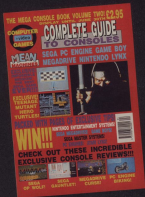
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DYNASTY

BY US GOLD



▲ Shang Fei gets down to some breath-taking with his Shao Mu sword

The scene is mid 18th cen-
tury Japan. Two powerful
dynasties, the evil Kiu clan
and the good Han family, are
locked in a tremendous
power struggle. War has
been raging for weeks and
things are looking grim for the
Han dynasty. Desperate
measures have to be taken...

Enter the player as one of
four key Han fighters - either
Lui Lin, Kuan Yu, Shang Fei
or Shao Yu. What you've
got to do is get on your horse
and ride a suicide mission
straight at the Kiu army,
break through their ranks
then kill all their generals.
This involves hacking and
slashing your way through
horizontally scrolling land-
scapes packed with foot sol-
diers, avoiding their spears
and arrows to keep your
energy bar healthy, confronting
the general at the end of
each level and wearing down
his energy bar with repeated
sword or lance strikes before
he does the same to you.

As you travel further into
the game the generals
become tougher and tougher,
and there are also war ma-
chines to destroy, rock falls to
dodge, and energy-sapping
fireballs to ride around. This
mission is a tough one - but if
you succeed and kill all the
generals, the Kiu army will be
in complete confusion, allow-
ing the Han forces to easily
sweep to victory. Failure,
though, means an end to
your dynasty.

WARS



▲ Sheng-Fei shows no mercy with his pointy stick.



ST
£19.99

I liked this game a lot in the arcade, and I'm pleased to see that this conversion retains the coin-op's great playability and presentation. At the start of the game, where you join the member of the Han family you want to play, there are some beautifully drawn static screens. In the game itself the tiny soldier sprites are really nicely drawn and animated, and the main hero sprite is excellent. The action is pretty tough, and at first it seems like there are just too many foot soldiers and archers to cope with - and the generals certainly take a lot of beating! However, practice makes perfect, and after a while you're soon sweeping through the ranks scattering skeletons like chumpies - which is great fun! Dynasty Wars is a slick, graphically brilliant and very playable game which offers an unusual twist on the beat 'em up theme. It won't be everyone's cup of tea, but it's well worth checking out.

JULIAN RIGNALL

UPDATE

We've seen early demos of the Spectrum and C64 versions, and both are looking good, particularly the Spectrum, which has some marvellous monochrome graphics. An Amstrad version is on the way, but nothing has been seen of that yet. Amiga Dynasty Wars is coming along nicely, and will feature improved graphics and a great soundtrack.

GRAPHICS	91%
SOUND	83%
VALUE	80%
PLAYABILITY	87%
OVERALL	85%





▲ Wake the sleeping troll and you'll be sorry!

There's no fan of rolling in stone.

BY FIREBIRD

FIRE & BRIMSTONE

Being a Norse god was never easy for Thor, what with all those drachings in rain clouds and only a hammer for a tool mate. Things have taken a downward turn now, though, as his fellow deities have volunteered him to take on the massed forces of the fiendish goddess, Hel, which are rising up through Midgard to the very walls of Asgard itself.

At the start of the game, Thor takes his country cottage and sets off across two big-screen, platform worlds. To finish each level he has to collect four sections of a key,

which are scattered hither and thither amongst the screens. Out to stop him, of course, are all of Hell's demons, dragons, ghosts, skeletons, witches, ogres and even mutant gravestones and supernatural water droplets.

Unfortunately, the silly god has lost his favourite weapon,

Mjolner the hammer, at home, but he can still off attacking nasties with his lucky mace and magic firebreathing capabilities. Other weapons are available en route, so are magic potions providing bridges over obstacles, extra jumping ability, lightning snout bombs and illumination in dark rooms.



UPDATE

An Amiga version is in the pipeline, and as usual it should feature better graphics and sound. No other versions are planned.

ST

£24.99

At first glance the platform shoot 'em up action and terrific graphics make this look like a terrific *Sinclair 3*! Ghosts aside, thirty programmer Steve Bak has left it at that, but instead he's added puzzle elements which make the gameplay very frustrating. There are hidden deathtraps everywhere and they act so quickly that you get no time to escape disaster. That would be frustrating enough, but the randomness of the potions can also work against you. For instance, by the 8th screen on level one you should have picked up three potions, but if the game hasn't made one of them a bridge potion, you might as well reel and start again because there's no way to continue beyond that screen! If you create a bridge you can continue to screen six, but if you die there, the game sends you back to screen five which is now impossible again because the bridge has disappeared! There's an awful lot to Fire and Brimstone and the game looks superb, but you'd have to be endowed with super-human gameplaying powers and a lot of luck to fully appreciate its merits.

PAUL GLANCEY

GRAPHICS	88%
SOUND	89%
VALUE	72%
PLAYABILITY	70%
OVERALL	70%

WELCOME TO THE FIRST NEW AGE COMPUTER GAME...

E-motion



The amazing game that would
amaze even Albert Einstein!



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not to explode it.
E-MOTION (it is the
Einstein) takes you to a
world outside the stars
and limits of the 1980's.
A New Age Here you can play
to win or simply to enjoy
the ever-changing landscape
of multi-colored
particles and infinite
patterns. E-MOTION
is for everyone who
likes to win, but
also wants to
see the 21st
Century!

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including 8
types of
bonus level.
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solved graphics
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- 4 channel sampled
sound (in its only 16 bit
card compatible)
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2 player option.
- Realistic elastic
modelling of motion.
- 12 colours
(16 bit)
- Hidden
secret bonus

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AMIGA
AND PC
+ more to come!

THE GAME THAT DOES FOR COMPUTERS
WHAT EINSTEIN DID FOR PARTICLE PHYSICS!

U.S. GOLD



RODNEY'S WINTER WONDERLAND

Mission control, so to speak. Here, up to four players can sign in, and you can choose whether to practice, or compete in some or all of the events.



DOWNHILL BLITZ

Walk down the vertically scrolling screen, trying to stay in the narrow, twisting track and leaping over hazards for extra points - all against the clock. (One false move and... [gameover4life!](#))



SNOWBALL BLAST

You're holed up in a snow-cunker in the park armed only with a snowball slingshot-gun - and all the local kids are out to get you. Aim with your sights and snowball as many as possible before the time expires!



■ **Chlorine** is used to disinfect drinking water and swimming pools.

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, 2680, 26



OR DIE



**C+VG
HIT!**

UPDATE

Electronic Arts were a bit long and feeble when we asked them about other versions, and they said that there's a slim possibility of C64 and Amiga versions later this year. Are they mad? Die or Die is brilliant and should be out on all machines! So get a really move on with it!

PC
£24.99

Some multiplatform sports simulations are just a collection of superficial games with the emphasis on quantity, not quality. *Die or Die* is as well as being fun to play, all five events have plenty of depth and are all challenging and enjoyable games in their own right. My particular favourites are the brilliant football-inspired innertube thrash (which is great fun in two-player mode - it's impossible not to scream and shout at your opponent, especially if he or she punishes your body) and the marvelous Operation: Snow-Style Snowball Blast. None of the events are easy to master, and there's loads of scope to constantly improve your scores (and put them on the auto-save record book). The graphics are brilliant, with superb attention to detail - just watch what happens when you blast a snowball in the face at close range, for example. *Die or Die* is by far the best sports game available on the PC, and the best thing of all is that you don't need a top-of-the-range PC to appreciate it.

JULIAN RIGNALL

GRAPHICS 81%
SOUND 81%
VALUE 87%
PLAYABILITY 93%
OVERALL 90%



ACRO AERIALS

Slide down the short slope, launch yourself into the air and perform as many aerial stunts as possible. The more complicated and spectacular they are, the more points the judges will award you.



INNERTUBE THRASH

It's you versus footsore Lester in this one or two-player dual! Slide down a huge slippery slope in an inflated innertube and pick up darts and stammy knives so you can slice your opponent's tube! Better still, bump him off the course! Just make sure you're first across the finish line!



SNOWBOARD HALFPIPE

Grab your snowboard and surf down a long 3D snow half-pipe doing as many tricks as possible within the time limit. But watch out for chaisaw-wielding burrows, who'll stick you down if you go anywhere near them.

STARFLIGHT



Assign your crew, then boldly go.

BY ELECTRONIC ARTS

As a starship commander controlled by Intertel, your aim is to make money out of it. The place to do it is right above your head, up there in the vast unfathomed depths of space.

After gathering a crew and fitting out your craft with range-pods, it's time to set off for the real, an extraterrestrial hunting ground fraught with as much risk as reward.

Your two primary goals are inexorably linked: to gather information and generate revenue. Cash is initially gained from the sale of minerals, artifacts, Melons and their data, and from reclaiming viable colony worlds - but you can also decide in a

little piece if your skills are up to it.

Starflight comes with a map of the system - but a map only shows you where to go, not what you'll find there. The downside of prosperity is the danger of getting killed, and there are always safe opportunities for doing just that.

C64 DISK £14.99

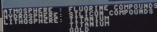
Starflight plays like a cross between Elite and Pao-Pao Trading Company, combining a vast, minimalist ship command structure and concise visual display. Its strategic elements are superb: you soon learn to explore the brown and blue class planets for life forms, and adopt varied tactics in combat against alien races. The Melns, for example, can be treated with decency because they surrender fairly easily, but the Thryns should be avoided at all costs, since without major defense customizations they'll soon convert your ship into their ranging alone. This beginning can be repetitive (you have to do a lot of mining if you want to get tough quickly) but you only need to do it once. The only major faults are the sluggish ship access and the fact that the action doesn't look or sound too impressive. For this reason Starflight will probably appeal more to those who like to concentrate on strategy rather than arcade gameplay.

GORDON HOUGHTON

UPDATE

1.0-0.0 versions should be available as you read this: £24.95 on the PC and £24.95 on ST and Amiga. Expect improvements in graphical display and disk access time.

***** denotes indicate noticeable substances.



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"What more could anyone ask for in a shoot-'em-up. Operation Wolf, simply is The Business." CRASH SMASH.

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DOUBLE DRAGON

"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

B-TYPE

"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab." SINCLAIR USER.

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THE TIC-TAC TILE GAME

It's simple in concept and easy to play. Catch the coloured tiles with the paddles and flip them into the lines to make same coloured stacks, diagonals and rows of three. Sounds easy? It is! The hard part is pulling your self away from the game.

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Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Programmed by: Tengen Software Development Ltd. Atari ST Conversion

Published by: Tengen Ltd, Farnborough, Hants, GU14 7NF, UK. Tel: 01488 555555

DOMARK



▲ Here! A shoot!



▲ Kid's only got enough cash for a bag of magic.

KID GLOVES

BY MILLENNIUM

Little Kid is in a heap of trouble, but how was he supposed to know his grandfather's boxing gloves were magic? As soon as he put them on he found himself in the middle of the rain forest surrounded by giants! Will he ever see his family again?

Well, maybe so, if he survives the journey back through a 3D-screen platform game. His path is barred by the usual selection of monsters and perhaps (including keys, extra lives and that) in a block-screen environment. The only bit of the ordinary features are the nifty spells - although you don't know what effect

▶ A few death coins will see off this giant.



▲ Mom's Kid's going to reach all that cash!

One has until you've tried a full - and the option to transport yourself back three screens if you get stuck.

UPDATE

At the moment there are no plans for a 3D or PC version.

AMIGA
£24.99

Virtually the same game as the ST down to the last sound effect. It's nothing special, but it should please people who want a platform product.

OVERALL 73%

ST
£24.99

Kid Glove has no more to offer than any other platform game, but it's still good fun. The presentation, apart from an unconvincing stage shadow effect, is pretty minimal, and the collision detection is highly dodgy making gameplay frustrating at times - but it doesn't stop you wanting to have one more go. This is partly because the backgrounds are so varied after every ten levels the theme completely changes, the soundtrack and beat being the psychedelic section with its mass of abstract colour. It's also compelling because of its sense of humour and range of impressive scenery. *World* and *Risk* Dangerous are better examples of this type of game, but if you're tired of those two, this is a challenging alternative.

GORDON
HOUGHTON

GRAPHICS 79%
SOUND 84%
VALUE 51%
PLAYABILITY 72%

OVERALL 73%



Grand National The Results Are

1st Pirata Son	66-1
2nd West Tie	9-4
3rd Broomie Bank	23-1
4th Good Crack	66-1

Number Of Non Runners: 15
Number Of Falters: 1

▲ del-1) if only you'd put your money on Pirata Son!

GRAND NATIONAL

BY ELITE

▼ Whopper! Billy Carson takes a tumble at the final fence.



If mounting rage and having a flutter on the fillys is your bet, Grand National makes good horse sense. Career around Aintree in the quest for success over one, five or ten seasons, place bets on the favourites and buy new stable stock with your winnings.

The race presentation features a combination of overhead and side-on views. Overhead is more detailed, showing all the other horses in the race, but side-on allows you to time the jumps perfectly.

Riding a horse and whipping it around a race course is no task for the faint-hearted. Jump too soon or too late and your season ends in failure. Trough the board too hard and its legs give way, but let it off lightly and you won't see the leaders for dust.

UPDATE

The Spectrum version has been around for about four years (3, but no other versions are planned).

AMIGA
£19.99

Creating a game based on horse racing is an ambitious idea, and Elite have carried it off very well. Every aspect from betting through buying horses to winning a race has been brilliantly executed, including a neat control and display system, and some of the best scripted speech I've ever heard on the Amiga. The betting sequences are a good idea, too - the News Book doesn't guarantee the winner, so placing half your initial capital on the race favourite could leave you with a £5,000-shaped hole in your pocket. There are only a couple of drawbacks: the long-term monotony of racing and the cumbersome post-race results sequence - each element of speech is loaded in separately, and it takes too long before you're racing again. A practice-ride option would have helped to get you into the swing of competition, and would have provided an initial way round the program's occasional anomalies. Apart from that, the animation of the horses is realistic and the sound effects appropriately sparse. It's really a question of horses for courses: if you like a bet on the nags, take a look.

GORDON
HOUGHTON

GRAPHICS	79%
SOUND	86%
VALUE	86%
PLAYABILITY	75%
OVERALL	79%



INTRODUCE



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COMMODORE 64 AND IBM PC COMPATIBLES.

INTERNATIONAL
SOCCER
CHALLENGE

THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

	THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	1		PAPERBOY	ENCORE	●	●	●	●	●
2	3		FANTASY DIZZY	CODE MSTRS	●	●	●	●	●
3	-		IKARI WARRIORS	ENCORE	●	●	●	●	●
4	5		BUGGY BOY	ENCORE	●	●	●	●	●
5	-		RAINBOW ISLANDS	OCEAN	●	●	●	●	●
6	2		CHASE HQ	OCEAN	●	●	●	●	●
7	14		COMBAT SCHOOL	HIT SQUAD	●	●	●	-	-
8	-		CAPTAIN BLOOD	PLAYERS	●	●	●	●	●
9	7		BATMAN	OCEAN	●	●	●	●	●
10	12		T I DIZZY	CODE MSTRS	●	●	●	●	●
11	13		GHOSTS/GOBLINS	ENCORE	●	●	●	●	●
12	10		GHOULS/GHOSTS	US GOLD	●	●	●	●	●
13	-		1943	KIXX	●	●	●	●	●
14	9		ROBOCOP	OCEAN	●	●	●	●	●
15	-		SUPER HANG ON	HIT SQUAD	●	●	●	-	-
16	-		SPY VS SPY II	HI-TEC	●	●	●	-	-
17	4		TURBO OUTRUN	US GOLD	●	●	●	●	●
18	-		FOUR SOCCER SIMS	CODE MSTRS	●	●	●	-	-
19	19		SPACE HARRIER	ENCORE	●	●	●	●	●
20	-		MIG 29	CODE MSTRS	●	●	●	-	-



▲ Rainbow Islands - Amstrad



▲ Chase HQ - Spectrum



▲ Ghosts 'n' Goblins - ST

These are obviously lean times for full price software companies - only Ocean and US Gold seem to have the business cracked, so the budget houses are cleaning up. Still, most of this

month's charting cheapsos are pretty decent games, though it's surprising to see Paperboy at the top two months running. It's a good game - but not that good, surely?

AMIGA TOP 20

1	-	TV Basketball	Microsoft	93%
2	-	Halls 1990	Code Matri	18%
3	-	Supercars	Gremlin	80%
4	-	Manchester Utd	Krisalis	93%
5	-	X-Out	Rainbow &	93%
6	4	Advanced Ski Sim	Code Matri	66%
7	-	Captain Blood	Smash 16	75%
8	-	Rainbow Islands	Ocean	93%
9	2	Op Thunderbolt	Ocean	89%
10	1	Bomber	Activision	88%
11	5	Shadow of 1' Beast	Pygnosis	78%
12	8	Kick Off	Anco	84%
13	-	Infestation	Pygnosis	80%
14	-	Double Dragon 2	Virgin	79%
15	12	Space Ace	EL	29%
16	15	T1 Dizzy	Code Matri	77%
17	9	Hard Drivin'	Domark	91%
18	3	Chess HQ	Ocean	93%
19	-	Ninja Warriors	Virgin	85%
20	-	Brakken	Infogrames	90%



▲ **TV Sports Basketball** - top of the chart. A crop of five games in the Amiga Top Twenty this month and it's left to Code Matri to throw a fit in the placement, with their abysmal Halls 1990 game. There are much better World Cup games on the way, so just hold onto your money for a while. **EHY**

PG'S TIP FOR THE TOP

MIDWINTER: it's finally been released and will no doubt be at the top of the heap by next month.

Halls 1990 - loved by ST and Amiga users.

Manchester Utd - spiffy Amiga footy.



▲ **Spy vs Spy II** - a budget corker.

Paperboy still at the top! Yeeeeh! Encore seems to have a firm hold on the top of the chart, and while Paperboy isn't the best of games, Buggy Boy and Earl Warriors are deserving chart toppers. Why is Spy vs Spy II in the chart but not Spy vs Spy (which is better)?

PG'S TIP FOR THE TOP

FINISH FREDDIE'S BIG TOP O' FUN: The C64 version of the super 16 bit circus caper is out very soon!

C64 TOP 20

1	1	Paperboy	Encore	69%
2	3	Buggy Boy	Encore	93%
3	-	Earl Warriors	Encore	85%
4	-	Rainbow Islands	Ocean	87%
5	4	Combat School	Hit Squad	56%
6	5	IK+	HR Squad	91%
7	9	Mig 29	Code Matri	47%
8	-	Super Hang On	HR Squad	20%
9	12	Robocop	Ocean	90%
10	-	1943	Klax	49%
11	-	Spy Vs Spy II	Hi Tec	88%
12	-	Platoon	HR Squad	79%
13	-	Captain Blood	Players	70%
14	-	Four Soccer Sims	Code Matri	83%
15	2	Turbo Outrun	US Gold	46%
16	17	Space Harrier	Encore	20%
17	6	Chess HQ	Ocean	70%
18	-	World Soccer	Zappelin	80%
19	-	Winter Games	Klax	87%
20	8	Ghouls & Ghosts	US Gold	67%



▲ *Misadventurer* - it's gonna be big!

Last month's number one, *Bomber* goes into a tailspin and dives to number 14, leaving the top spot free for the fabulous *Rainbow Islands*. The adorable little Italia 1990 makes a rather soggy impact at number two.

PG'S TIP FOR THE TOP

MIDWINTER: Astounding adventure in the snow. On the shelves now, and at number one next month, I'll be bound.

patches



ATARI ST TOP 20

1	-	Rainbow Islands	Ocean	88%
2	-	Italia 1990	Code Mestra	86%
3	-	Supercars	Gremlin	82%
4	6	Advanced Ski Sim	Code Mestra	87%
5	-	Op Thunderbolt	Ocean	89%
6	-	Captain Blood	Smash 16	78%
7	7	Ghosts & Goblins	US Gold	85%
8	-	Player Manager	Anco	85%
9	16	Hard Drivin'	Demarc	82%
10	5	Chase HQ	Ocean	98%
11	9	Extra Time	Anco	85%
12	11	Batman	Ocean	85%
13	13	Ninja Warriors	Virgin	87%
14	1	Bomber	Activision	89%
15	2	Chase Strikes Back	Microsoft	96%
16	-	Adv Rugby Sim	Code Mestra	89%
17	18	T & Dizzy	Code Mestra	75%
18	16	Turbo Outrun	US Gold	80%
19	-	Drakhen	Infogrames	90%
20	20	Future Wars	Delphine	79%



▲ *Supercars* - brilliant (and cheap)

SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Mestra	81%
2	2	Paperboy	Encore	80%
3	5	Ghosts & Goblins	Encore	89%
4	-	Ninja Warriors	Encore	80%
5	4	T & Dizzy	Code Mestra	80%
6	-	Short Circuit	Hit Squad	70%
7	7	Buggy Boy	Encore	72%
8	-	2 Plyr Superleague	Cult	80%
9	3	Chase HQ	Ocean	80%
10	-	World Soccer	Zappellin	79%
11	-	Platoon	Encore	80%
12	17	Space Harrier	Encore	80%
13	-	Rampage	Hit Squad	74%
14	10	Batman	Ocean	93%
15	13	Combat School	Hit Squad	80%
16	-	1943	Kixx	80%
17	15	Renegade	Hit Squad	84%
18	-	Super Hang On	Hit Squad	87%
19	-	Beardsley's Footy	BugByte	58%
20	-	Striker	Cult	79%



▲ *Chase HQ* - drops a gear.

Only two full price games in the entire top twenty! Will no-one pay for original full-price Spectrum product these days? Seems you Spectrum owners only want to play football or games starring intrepid eggs.

PG'S TIP FOR THE TOP

RAINBOW ISLANDS: A great conversion which deserves to do well, but will you cheapskate Spectrum owners shell out the necessary cash? Heave...

AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Matri	85%
2	2	Paperboy	Encore	85%
3	-	Ikari Warriors	Encore	83%
4	5	Pub Trivia	Code Matri	75%
5	10	Buggy Boy	Encore	70%
6	3	Chase HQ	Ocean	67%
7	7	Combat School	Hit Squad	60%
8	-	1943	Klok	60%
9	-	Ghouls & Ghosts	US Gold	58%
10	5	Batman	Ocean	57%
11	13	Robocop	Ocean	59%
12	-	Super Hang On	Hit Squad	61%
13	-	Spy vs Spy 2	Hi Tec	63%
14	-	Captain Blood	Players	78%
15	-	Four Soccer Sims	Code Matri	70%
16	12	Turbo Outrun	US Gold	65%
17	8	Ghostbusters II	Activision	60%
18	11	Op Thunderbolt	Ocean	60%
19	17	Miami Vice	Hit Squad	77%
20	14	Gazza's Soccer	E I	64%



▲ Roll up, roll up - Flendish Freddy.

A fair sprinkling of decent budget and full-price titles with the top two games unchanged from last month. Ikari Warriors makes a good number three, and it's good to see Spy vs Spy 2 in the chart, but what about Guardian II?

PG'S TIP FOR THE TOP

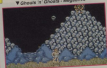
FLENDISH FREDDY'S BIG TOP O' FUN
A superb conversion of Mindscape's 16 bit circus pages.

▼ Ghouls in 'Ghosts - Megadrive

▼ Chase HQ - PC Engine



▲ PC Kid - PC Engine



▲ Tatsunoko - Megadrive

PC ENGINE TOP 5

1	-	Chase HQ	88%
2	2	PC Kid	93%
3	-	Heavy Unit	57%
4	-	Super Volleyball	60%
5	-	Wonderboy III (CD)	63%

PC ENGINE CHART

Chase HQ deservedly takes top spot. Heavy Unit is a disappointing number three and Wonderboy's presence suggests there are a surprisingly large number of CD ROMs about. This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.

MEGADRIVE CHART

The two reviews nudge their way into the bottom of the chart, but they may well be nudged out again next month by Zealand Story and the excellent Super Real Basketball. This chart was compiled exclusively for C+VG by Spectresoft, Covent Garden.

MEGADRIVE TOP 5

1	4	Ghouls 'n' Ghosts	94%
2	1	Golden Axe	96%
3	5	Tatsunoko	93%
4	-	Curse	93%
5	-	Herzog Zwei	93%

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PLATOON HIT SQUAD

The blockbuster film seen all 1987 played a host of blood, sweat and violence onto the budget background, with the player taking the role of a new recruit in Vietnam, desperately trying to escape both the onscreen Viet Cong and a barrage of Napalm from his own side.

The game is split into six levels, ranging from a romp through a maze of Vietnam jungle to a shoot-out with the enemy and a final blast through mine-infested wasteland. The player must use a number of gaming skills if he is to survive and escape.

Platoon is as good a risk as it was then, and with its cheaper price it cannot fail to shoot to the charts. Its positive side has fantastically atmospheric graphics and sound throughout, and most of the reviews could easily make it as stand-alone games themselves. In short, a title which you'd be absolutely keen to make a bet on.

AMSTRAD £2.99

A brilliant game which perfectly re-creates all the action and excitement of the film. Don't miss it!

OVERALL 94%

SPECTRUM £2.99

Colour is used to good effect, and the gameplay is as engrossing as the 88 version.

OVERALL 94%

C64 £2.99

A highly addictive game with loads of 'creaming' into it. Platoon is a winner!

OVERALL 94%

ARCADE FRUIT MACHINE ZEPPELIN

SPECTRUM £2.99

A fairly average fruit machine simulator which should keep a fanboy addicted happy for a couple of hours - but nothing more.

OVERALL 39%

Here's one for the bandit addicts out there - it's a whole fruit machine inside your computer! It's got three reels, skill chances, gambles, repeat, and a load of money jackpot.

However, even though it's got all the features you'd find on an average fruit machine, I honestly cannot see any point whatsoever in playing it. The attraction of a bandit is to

win money, not points. And saying that, this isn't a particularly good machine either - it's frustratingly tight with the feature holds, and the repeat function is completely obscure.

A complete and utter fruit machine nutter might glean a few hours entertainment from this, but after that it becomes incredibly tedious to play.



PSYCHO HOPPER MASTERTRONIC

Remember those big orange bouncy footballs? Of course you do, zooming and bouncing around the streets, trying to squash the cat - they were great. Now here's a game about a man who spends his life stuck on top of his Bounce Bubble tyre, collecting treasure and duffing up the bad guys as he travels through a series of levels. It's all on the bouncy side with you, they damage your Hopper, and too many hits spells doom - or at least a hole in your Hopper.

Psycho Hopper makes a perfect change after trying so much re-released software at this price. There's nothing of any great note in here, except the urge to play on after



C64

£2.99

There's nothing like good, old fashioned enjoyment, and Psycho Hopper delivers it in abundance.

OVERALL 74%

SPECTRUM

£2.99

Nothing outstanding, but a jolly 'n' bouncy collect 'em up nonetheless.

OVERALL 74%

you've coded it, and in my eyes that's really the most important factor of any game, cheap or otherwise.

ITALIA '90 CODE MASTERS

As content with trying new software with a totally sensational title, Code Masters have gone one better - they've introduced the Codemasters Best of Quality to the mass of Italia '90, one of the hottest football titles of the year.

And they've absolutely slaughtered it. There are two modes, a full footy match and a soccer skills section. The first has the player guiding his fairly hapless players (are these guys dummies or what?) around the pitch, kicking a ball which defies the laws of gravity, while the skills game involves juggling the joyzies at varying speeds in order to make your player

(whose sampled breathing sounds like he's a beer-swilling 40-a-day man) do banal things like press-ups and sit-ups.

This is an appalling piece of software, even for £4.99. It might look nice, but it's about as much fun as kicking around a deflated football.

AMIGA

£4.99

Competent graphics, sound and presentation are ruined by appalling gameplay, making Italia '90 one of the worst football games around.

OVERALL 20%



test. Points are scored for each brick hit, and when the wall is completely destroyed you move to the next, more difficult stage.

Arkanoid is a great Breakout game, and a smashing arcade conversion. The graphics aren't spectacular, but neither were those of the original, it's the gameplay that counts, and this game scores highly in that department. A must for everyone who enjoys ball 'n' brick games.

SPECTRUM

£2.99

The graphics are minimalist, but otherwise it's just as much fun as the C64 version.

OVERALL 84%

ARKANOID HIT SQUAD

A rather re-release, this game the conversion of the classic Breakout derivative coin-op. Thirty-two levels are simply aching to be beaten before you can get to the big badde at the very end. Sitting snugly inside your Arkanoid fighter craft (which bears a startling resemblance to a Breakout cat), blast the enemy missile against the defence wall, picking up the power-ups as they

C64

£2.99

A brilliant Breakout game with lots of advanced features. Dig out three power coins and speed them on Arkanoid.

OVERALL 87%



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MANCHESTER UNITED

KRISALIS

Manchester Utd on the ST follows the same lines as the Amiga version which we saved about last month. It's a cross between an arcade footy game and a management simulation, with you taking on the onerous role of Alex 'Old Dean' Ferguson and his team. This version sports the same sensitive use of icons, the same

stack of beautiful graphics, both digitised and otherwise (although there are one or two minor omissions), and the same delightfully challenging gameplay as the Amiga version.

In fact, apart from a drop in sound quality and a slower disk access time which can get annoying at times, there's nothing to distinguish the two versions!

ST
£24.95
A brilliant football management-sim-player aim which offers, forthcoming soccer games will be hard pressed to beat.
OVERALL 92%

FERRARI FORMULA ONE

ELECTRONIC ARTS

When we reviewed this on the Amiga way, way back, we absolutely raved about it. Now it's been released on the 64 and, well...

The object of Ferrari Formula One is simply to get yourself, your car and your team through a tough motor racing season, visiting all the classic circuits such as Monaco, Hockenheim and our own Brands Hatch. This being a simulation rather than just a burn around the circuit, you get the opportunity to tinkle about with the insides of your motor before the race, tuning it to maximum efficiency and then sticking it in

the wind tunnel to test those aerodynamics.

Other things have been going on over 64 FF1, but they obviously have a different version to the one we reviewed - it's absolutely abysmal. The game seems rather neat until you get to the actual race, and this is where the whole thing collapses. Slow isn't the word for FF1; I'm not joking when I say that the game runs at a rate of less than three frames per second. Graphically it's fine, but who wants to play a game which looks lovely but plays like a dead fish in a vat of blue Circle cement? Not I.

X-OUT

RAINBOW ARTS

Jump into one of three amphibious fighter craft and blow up the alien hordes in the 64 conversion of the 16 bit Hit which we reviewed in the February issue. A horizontally scrolling air-craft massacre set both in the air and underwater, X-Out features eight levels of hard and fast blasting action, a selection of ships and weaponry and an end of level shop in which to buy the various bits and

C64
£14.99
What could have been a pretty decent C64 conversion of a classic racing game turns out to be a pitifully slow waste of time. Avoid at all costs.
OVERALL 36%



FIENDISH FREDDY'S BIG TOP O' FUN

MINDSCAPE

Running a circus isn't the easiest job in the world, especially if you have to put up with a rival the likes of which appears in this Amiga-based incarnation of the classic 1981 hit multi-player which we awarded a Hit a while back.

The dolls range from high diving, which starts with you jumping into a barrel of water and finishing with a leap into a tea cup, to dangerous high wire-walking. All the way through, you must beware the deadly clown Fiendish Freddy, who will stop at nothing to put you out of business and into plaster!

Aimed Fiendish Freddy is a surprisingly accurate conversion, with lots of colourful, humorous graphics, some of which (like the diving act) are enormous. Unfortunately, there wasn't room for any sound which may put people off buying the game, but if I



were you I'd at least have a good, long think about adding this neat little circus sim to your collection.

AMSTRAD £9.99

Funny as well as challenging. When a parent's playing Fiendish Freddy, rest your sides a bit!

OVERALL 83%

pieces. Your score is transferred into cash which you use to purchase the extra items - and you'll need loads of gear if you want to survive to the end!

C64 X-Out is a startling conversion, with first rate sprites and backgrounds, accurate music and effects and some well-meaning badies who make the VERTX difficult for you. The only gripe I have with the game is that the cassette loader is a little tortuous, but if you can put up with that (or have a disk

C64 £9.99

Apart from a pretty fast loader, X-Out is a fantastic PC game which does lots with almost none.

OVERALL 88%

drive) then you'll have no regrets buying this superb little shoot 'em up.

SPACE ROGUE ORIGIN

A neither title which was reviewed last month on a different format (we looked at the PC version). Space Rogue is a game which smacks of Elite, with a blend of 3D graphics, in-space dog-fighting and a generous trading system. The big difference between the two though is that, unlike Elite, there's an overall goal to Space Rogue - that of finding the murderers who blew your father to smithereens.

There isn't a lot else to say about this version that hasn't already been written in

last month's review. Amiga Space Rogue is challenging, full of action and, although a little slower than the PC game, it's still fast enough to retain all the addictive qualities which its PC cousin holds. A superb game.

AMIGA £29.99

of this computer for Elite's owner, Space Rogue is a tough, demanding 3D space-opera which will keep fans engrossed for months.

OVERALL 94%



WIN A MONSTER ROBOT

Domark's brilliant *Escape From the planet of the Robot Monsters* is currently one of the C+VG team's fave games. In fact, the team has gone so completely Robot Banners, that they've decided to get together with Domark and organise this robo-comp!

Our offer comp is a stunning replica of the most famous of all robots - Robbie the Robot from the film *Forbidden Planet*. It's a collectors item and would normally cost over £1000! But here it is, up for grabs! There are also six runners-up prizes of Tommy clock-bots - is there any end to Domark's generosity?

So how do you go about winning one of these fab prizes? Well, what we want you to do is draw us a robot. Any old robot will do - a mega robo-war-bot armed with 100 mega-ton nuclear warheads, a robo-reviewer-bot (we could do with some of those in the office!), a robo-footballer-bot... Anything really - your imagination is the limit. Don't worry if you're crap with crayons, 'cos we're not looking for artistic excellence. What we want is a good, original idea!

Send your drawing or painting to: WEALLY WEALLY WAUCOUS WOBBLY ROBBIE THE WOBOT COMP, C+VG, PRIDRY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. The closing date is May 31st.





Castle Master



An exceptional new 3D Action Adventure from Incentive, in partnership with Super Formage.

Incentive, the award-winning team behind the massive hits DRILLER, DARK SIDE and TOTAL ECLIPSE, have done it again! CASTLE MASTER is the result of years of work on their highly advanced Animated Studio 3D development system. It will transport you into a world of fantasy.

Use your eyes and ears to discover solutions to the brain-twisting puzzles. Secret rooms, twisting corridors and hidden traps, all in superb 3D. Only Castle Master the most atmospheric Action Adventure you'll ever play.

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Available on: Atari ST, Amiga, IBM PC 3.5 & 5.25, Commodore 64 (separate disk), Amstrad (separate disk), Spectrum +1, Spectrum +2/3

Atari ST, C64, Spectrum & Amiga Screenshots

Programmed by: Incentive Software © 1990 New Dimension International Ltd
Published by: Domark Ltd, 2000 Avenue Road, London, SW 14 1PL
Tel: 01-789 2229


INCENTIVE
The Award Winners

ROLL OF HONOUR *Incentive's past awards include:*

Cash Prizes' Awards

- Best Graphics
- Most Impressive Game
- Best Overall Game

• C & VG Golden Joystick Award

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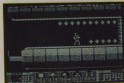
• Amstrad 100% Plus De L'Innovation

• Computer Industry Award - 8 Bit Programmers of the Year

DOMARK



▲ Five green aliens, hanging in mid-air...



BY RAINBOW ARTS



▲ The alien level. Watch out for the dripping slime.

And here's us thinking that nightmares are caused by eating cheese after April! The real blame lies in the three heads of the Morgul, who dwells far away in his dark kingdom, and grows stronger all the time by feeding on the fear which his presence instils in people.

Naturally, those folks are more than a little wary of going off to do battle with Morgul, so they build a robot, devoid of any notion of fear, to do the job for them - that robot is called Turrican, and it's you who controls him throughout the game.

Turrican carries his spirit through five, eight-way shoot-

ing levels, each one consisting of a number of different stages. (Being a robot, he isn't limited to leg-work only - if the need arises, he can transform into an indestructible gyroscope for a limited period of time, so he can squeeze through normally impassable barriers.)

Each stage is played over a strict time limit, and if the seconds run out, one of your lives is lost. If you can get to the end of level five, Morgul is yours for the taking - defeat him and no longer shall the inhabitants of the world wake up in the middle of the night in a cold sweat!

TURRICAN



▲ Dodge the lightning - you don't want to end up in an ash-tray!

C+VG HIT!

UPDATE

Turrican will be out during the next couple of months on Amiga, ST, Spectrum and Amstrad. The MS dose will cost you the princely sum of £19.99, while Amstrad will net you back \$14.99 and Spectrum \$9.99. Update reviews when we get the games, folks!

● Be careful not to land on those spikes!



C64

£9.99

It's rare these days to see an original C64 game, let alone a good one, and Turrican is most definitely both of these. It's an enormous game, with a simply vast map, and contains all the ingredients of a hit - a large playing area, original atmosphere of creatures, items to collect, the fun is almost limitless. Graphically it's superb, from the chunky, robotic Turrican sprits to the pixelated perfection of the enemies and some of the most imaginative backgrounds you'll ever see on a C64 (just check out the massive Atlantis-inspired level later on in the game). Not only that, but there are a couple of lovely effects, the best one is my mind-boggling the way Turrican is reformatted, shot by shot, after losing a life - brilliant. Best of all though, Turrican is extremely playable and mind-bogglingly addictive - with twenty lives and some well-powered weapons going to work with at the beginning you might get the impression that the game is going to be a doddle. Think again! This is a very difficult arcade adventure, and you need every life you can get your mitts on. There are some games that sneak up on you, make you go weak at the knees and won't let up until you've completed it. Turrican is one of them. Remarkable!

PAUL RAND

GRAPHICS	93%
SOUND	90%
VALUE	93%
PLAYABILITY	96%
OVERALL	93%

THEY ARE THE DEMONS & DRAGONS
OF HELL - YOU ARE THE....

BLACK TIGER



Available on: CDM C4/120 cassette & disk, Amstrad cassette & disk,
Spectrum 48/120K cassette Atari ST, CDM Amiga.

U.S. GOLD

CAPCOM

ST

REVIEW

UPDATE

An Amiga version of *Jumping Jackman* is scheduled for release at the same time as the ST version, at about the end of April. It's reputed to have even more sampled music, and the same enjoyable gameplay as the version reviewed here.

ST

£24.99

Jumping Jack Son is a great game, with very jolly graphics (especially the fat, bouncy hero), great sampled tunes and sound effects, and a very addictive game underneath. It starts off very easy, with just a couple of turntables to fill and no enemies to avoid, but after just a couple of levels things really start to move. The enemies are a bit thick, hanging around almost eternally, totally unmerciful with where you may be. But there's no room for carelessness when there are more than one of them on the screen, or if you're down a life-wide path, you've run out of cassettes and there's a deadly trumpet bouncing your way. As well as the 16 normal levels there are a couple of bonus stages in there too, which are frustrating to begin with, but after a while they serve as a worthwhile break from the main game. All in all, what we have here is a jolly arcade puzzle game which should go down well with anybody.

PAUL RAND

GRAPHICS	79%
SOUND	82%
VALUE	80%
PLAYABILITY	83%

OVERALL 81%



Both records on the turntables - time for escape!

JUMPING JACK SON

BY INFOGRADES

Another level complete, but beware the trumpet!



The first Challenge level - tricky!



has turned a group of four tiles the same colour, then when it's placed on the turntable of the corresponding colour, another part of the tune plays.

It would be simple if that was all there was to it, but while Jack's doing this, he's being chased by a gang of musical enemies in the shape of trumpets, drums and other classical instruments which can be dodged or blocked by dropping one of your three cassettes. You can also pick up bonus items like hamburgers, bottles of Coke, musical notes and jack-o'-lanterns which allow Jackson to carry more than one record at a time.



COLORADO

BY SILMARILS
PALACE

One day, as Davy Critcham was on his way to the local trading post for a few bits of beads and a bag of beef jerky, he came across a dying Red Indian. There was no saving the brave, and he begged Davy to wait for him to die then bury his body so that his soul could enter the Happy Hunting Ground. Davy's reward was a map, showing the way to the Indian's home territory of Colorado, wherein lay the Lost

Gold Mine of Pookahonka. Forgetting his shopping list for the time being, Davy jumped into his canoe and paddled to Colorado to start his search for riches.

To find the mine, Davy now has to tramp around sets of locations, heading or tailgating information from the local Indian population, and that means finding waypoints and useful items to trade with his MacGiggle whose mobile trading post happens to be passing through the neighbourhood.

To travel between the dis-

tant areas, Davy has to jump in his canoe and paddle through a 3D river subgame, landing off Indian war canoes with his paddle and dodging falling boulders.

UPDATE

Placing my ear to the ground, I hear the approach of distant ST and PC versions which, apart from the usual colour and sound differences, should be similar to the Amiga version in every way. Watch out for them in May.

▼ What's special? These Mojitos sure are an ornery bunch.



▼ On the river, your paddle is your only weapon.



▼ MacGiggle: "You want it, we don't got it, it don't exist."



AMIGA
£24.99

Games set in the Wild Mid-West are a rarity these days, but, as far as gameplay goes, Colorado is pretty familiar stuff. This well-chop-and-collect may have had been entertaining 100 years since 1880, when Puggles brought out Barbican, and it doesn't seem to have progressed a whole lot since. Wander around dozens of screens, beat up some understandably hostile Indians and think up ingenious links between objects and adverse circumstances. Colorado is rather slow-paced, so if you aren't heavily into this type of game, all the mulling between screens will become tiresome after a while. Luckily, the paddling-down-the-river subgame is rather more action-packed and I'm ashamed to admit that my happiest moments with this game were spent splashing people in the mud with my paddle. The graphics are pretty but tame, and the characters are stiffly animated, making them occasionally look robotic. Sound doesn't play a major part in the gameplay, and the Amiga's sound chip only bustles itself with rendering an insipid tune, and muted speech samples. If games like this really are your bag, Colorado could be worth looking down, but more lively players should look elsewhere for their fun.

PAUL BLANCEY

GRAPHICS	79%
SOUND	45%
VALUE	72%
PLAYABILITY	75%
OVERALL	73%



ESCAPE - FROM THE WORLD OF BORING VIDEO GAMES!

Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.

"Lots of beautiful girls have been abducted to Planet X by the evil reptilians. And when I say abducted, I mean... well, yes - exactly it's a disgrace! And those evil reptilians are downright... evil! And that's not all - there's more. Where? Inside of course! Good luck men!"

Bzzz. 'crackle'. hizz. pop! This is Radio S.M.O.G. bringing you the latest update.

"We've just located the entrance to Planet X, where a reaction machine is in progress. The REPTILIANS have captured the last humans abandoned there. They are being forced to create an armed Robot Army designed to DESTROY THE CRYSTAL LUNAR and for ever lock Armageddon!"

THE FATE OF THE WORLD IS IN YOUR HANDS!

JACK

DESTROY THE EVIL REPTILIANS!

BOB

Tengen

The Home In Coin-Op Conversions

DOMARK

Available on: Atari ST, Amiga, IBM PC & S. PC, Commodore 64, console, disk, Amstrad, Spectrum, etc.
 Copyright 1991, Tengen
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 Published by: Domark Ltd, 100-102 City Road, London EC1Y 1AP, UK Tel: 0703 222211

REVIEW

► ST



▲ Your first four tiles - (the three-up, worth 50 points.



▲ ... The row of three, worth 1,000 points...



▲ ... The diagonal (quite tricky), worth 5,000 points.



▲ ... And the row of four, worth 10,000 points!



One of the very few coin-op conversions to be developed side-by-side with the arcade original, *Klax* is a game of the flipping sort: it's that flipping stuff. That sounds a bit weird, doesn't it. Well, it's actually very straightforward - theoretically. The playing area consists of a five-lane-wide conveyor belt, down which travel tiles of various colour. The basic idea is to pick up the tiles with your paddle when they reach the end of the table and flip them into the container at the foot of the screen.

When three or more tiles of the same colour are placed in a line - horizontally, verti-

cally or diagonally - they disappear. And this is how you survive, because if the container becomes completely full of tiles, the game ends. Also, you can only let up to three tiles drop off the conveyor belt without picking them up - a fourth results in that depressing "Game over" message.

Later levels get tougher and tougher, with more and more tiles and the computer asking you to create diagonal lines, or a series of four and five coloured tiles in order to escape that particular level, or even a big cross to access a secret warp!

► Double the fun in two-player mode!



▲ Choose your ball type.



VG
7!

EN

WAVE

16

40000

4

POINTS

per

GAME

10

40000

4

POINTS

per

GAME

10

40000

4

POINTS

per

GAME



UPDATE

This superb game is to be released on all popular formats at roughly the same time as the ST. We'll give you an update on the other versions the very moment we receive them. And that's a promise!

ST

£19.99

It's happened! At last, there's a game which matches *Think* for simplicity, playability and addictiveness. I and everyone else in the office who has pined their wife and reference against this superlative creation unanimously place it high up in the *Think* chart of all-time greats. Like *Tetris*, what at first looks quite unimaginative and, dare I say it, dull, soon becomes so playable your electricity bill will take up three pages if someone doesn't drag you, kicking and screaming, from the computer. And the most amazing thing is that it's a coin-up conversion! I can picture arcade owners up and down the country with enormous grins on their faces a few weeks after installing a couple of *Think* machines! There's very little here to say really, and certainly nothing to convince about *Think*. No killing, no end of level monsters, no power-ups, and no demands to rescue. Just good, solid, fast-moving mega-addictive gameplay which the whole family will love, from Grandma to the grandest!

PAUL RAND

GRAPHICS	84%
SOUND	82%
VALUE	97%
PLAYABILITY	97%
OVERALL	97%

DIAGONAL WAVE

03

YOU MUST GET
3 DIAGONALS

A 4 in a row *BLANK*
counts as 2 BLANKS.

▲ Three diagonals complete the third level.



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► AMIGA ST



▲ Details: Typical play there by Smith.

PLAYER MANAGER

BY ANCO

Kick Off is the best straight soccer game ever - few will doubt that. It's fast footy action made it an immediate hit with all who played it, but Anco decided it wasn't quite the complete soccer experience so they've decided to release an updated version, and Player Manager is it.

Player Manager is a one-player management/simulation in which you are, unsurprisingly, the player-manager of your Third Division Team. Naturally, the Board aren't overwhelmed with the prospect of playing in Division one further, so it's your unenviable task to move up the table and into divisions. There are three menu options on startup, ranging from Club information to your current player list, each option opening up further selections when clicked. As well as the normal league matches there is also a cup competition to take part in, pulling in a extra cash and glory the further you progress.

Matches look and play exactly like Kick Off, albeit with a few refinements such as increased player control and differing pitch conditions, and there's also an option which allows you to control all of your team it is Kick Off, or just one player in his position.

▼ Every player has his skills listed here.

Player Skills of [Player Name]									
Basic Skills					Advanced Skills				
Player Name					Position				
Age	25	Height	175 cm	Weight	70 kg	Passing	85	Shooting	90
Goalkeeping	85	Defence	80	Attacking	85	Teamwork	80	Leadership	85
Speed	80	Stamina	85	Agility	80	Goalkeeping	85	Defence	80
Goalkeeping	85	Defence	80	Attacking	85	Teamwork	80	Leadership	85
Speed	80	Stamina	85	Agility	80	Goalkeeping	85	Defence	80
Goalkeeping	85	Defence	80	Attacking	85	Teamwork	80	Leadership	85
Speed	80	Stamina	85	Agility	80	Goalkeeping	85	Defence	80

UPDATE

No one plays for 18 bit versions I'm afraid, but I wouldn't be surprised if something crops up later on, probably in the summer.

REVIEW

ST

£19.99

Apart from the odd minor graphical alteration, ST Player Manager is exactly the same as the Amiga version. Only buy it if you're a Kick Off fan.

OVERALL 70%

AMIGA

£19.99

Sequels are seldom as good as the originals, and this adage has never been truer than in the case of Player Manager which, although possessing a huge range of extras the original didn't have, fails to have the same kind of immediate impact. For one thing, Kick Off was at its most enjoyable with two players, an option which doesn't exist in Player Manager. There are also a couple of bugs in the match section. For instance, I was fouled in the opposition's penalty area, but was I awarded the penalty? Was I foul. Don't get me wrong, I'm not about to slag Player Manager into the ground, but after many months of playing Kick Off and enjoying it immensely, I expected much better things from the follow-up. The managerial additions are a neat idea, but when all's said and done Player Manager is only a worthwhile buy over Kick Off if you have no friends you want to play against in the original's two-player mode.

PAUL RAND

GRAPHICS 81%
SOUND 78%
VALUE 77%
PLAYABILITY 71%
OVERALL 72%



▲ There's no time for taking in the scenery!



▲ One of The Wombouse Dale's cryogenic freeze chambers.

BY PANDORA

XENOMORPH

▼ Space Janitor drifts in, armed to the teeth.

▼ Looks like this computer console's had its chips.





C+VG HIT!



▲ The inato-pizza machine, alien, anchovy and coconut.

JCriff's been through a rough lot of the best of times, but his problems are nothing compared to this particular computer's. He's just discovered that, during a two-year research mission, the rest of the crew on his ship, The Montezuma Oak, have been killed by a computer malfunction leaving him the sole survivor. What's more, the whole computer navigation system has packed in, leaving the Oak drifting in space. Switching over to manual control, the junior makes the jump to the nearest hospitable mining platform and after docking, scans the area. To his surprise, no traces of human life are found - what has happened on Platform Margate?

Xenomorph is a graphic adventure designed in the icon-driven, 3D style of Dungeon Master. You play the lonely junior, whose mission it is to repair the Montezuma Oak by entering the Margate's mining platform and finding the microchips required to replace those burnt out by the computer malfunction. Not

only that, but there are also fuel rods to find and a variety of aliens, which have wiped out the miners on Margate, to seek out and destroy.

You begin with nothing but a food dispenser credit card, but there are loads of other useful bits to find, including a wide variety of weapons and grenades, medical supplies and the key cards needed to open the doors in the Astergate platform. Survival is quite a problem and so well as seeing off alien attacks, you have to continually bolster flagging energy levels with food, and keep an eye on radiation absorption readings.

UPDATE

Break into that player bank and grab your funky stuff down to the software shop when the PC and C64 versions of Xenomorph appear in a couple of weeks, costing £24.99 (PC) and £14.99 (C64 disk only). And coming soon to an Archimedes version too!

▼ The Montezuma Oak comes in to land.



REVIEW

ST
£24.99

Apart from the addition of an extra disk, this version contains absolutely no differences to the Amiga version - it's still a game worthy of anyone's time and money.

OVERALL 90%

AMIGA
£24.99

Xenomorph is an almost instantly appealing game, due partly to its Dungeon Master look. The feeling of solitude is total (not even your usually friendly computer will speak to you) until your first contact with the alien aftermath and that turns out to be something of a shock! The aliens and the scenery are nicely drawn and, while the atmosphere is jerky, it isn't a hindrance to the overall atmosphere. There is a lot to do in Xenomorph, and it's impressive that you plan ahead to stay alive, and it's probably wise to make a map. I'm writing this review after a four hour session of blundering around during which I collected most of the chips, though now I haven't got enough strength to last longer than another half-hour.

The game's addictive qualities ensure that I'll return time and time again until that lovely little junk for escape floors is more hospitable parts of the cosmos!

PAUL RAND

GRAPHICS 86%
SOUND 84%
VALUE 89%
PLAYABILITY 91%

OVERALL 90%

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CLOUD KINGDOMS

BY MILLENIUM

Poor Terry, he's had an unfortunate life. But then again, there's not much call for small, green, rubber-bottomed balls in the community. Shunned by the locals and despised by other, less socially aware balls, he accidentally is the Cloud Kingdoms, where he at last finds a use for himself. Baron von Bunsel has enslaved the Cloud Fairies and stolen all of their power crystals so they cannot use magic. And as the only way of rescuing a fairy is to send a green ball to their aid, Terry's given the job.

And what a job it is! Terry must collect all the crystals from 32 different multidimensionally scrolling kingdoms. The Baron isn't nearly so stupid as to let her roll through unchallenged though, so he's positioned a number of guards in each of the kingdoms, whose task it is to stop Terry's quest by holding him up long enough for each level's time limit to run out, thus ending the game and any chance of the fairies' rescue.

But fate does smile on our young sphere in some small way, by offering a selection of helpful items to make life a little simpler. Items such as energy-giving bottles, or pop paint pots which let Terry paint in pathways and wings that allow a few moments of



▲ Jumping around these pink platforms is no job for amateurs

flight. Terry must beware the bad items which include bee bottles, making the round roller super-fiddy, and of course the hazards which are built into each kingdom such as icy floors, holes in the ground and pitfall bumpers.

ST

£24.99

What little differences there are between this and the Amiga version are purely cosmetic - the game itself remains an enjoyable arcade puzzle romp.

OVERALL 80%

C64

£9.99

Due to memory restrictions, the number of levels on the 64 version has been cut from 32 to 15, and some of the bottle's earlier have been omitted. That said, the gameplay has been tweaked to make it generally more difficult than the 16-bit version, whilst retaining the addictive qualities of the other formats. So despite the drop in quantity, Cloud Kingdoms ranges as an to its quality - and playability.

OVERALL 80%

AMIGA

£24.99

Cloud Kingdoms is a game not unlike Qix in both looks and, to a small extent, gameplay. But instead of a lifeless ball you have a sad-looking, green sphere which you can't help but feel sorry for, especially after considering the enormity of his task. Cloud Kingdoms is difficult from the word go, but the challenge is a stimulating and addictive one. You aren't limited by lives, but each time death rears its ugly head the time limit shoots down, making for a frustrating first few attempts. Once you get into the swing of things however, it doesn't take too long to suss out the best way to tackle each stage (although actually putting the theory into practice is far trickier), time to look at, as well as jolly good fun to play. Cloud Kingdoms makes a pleasant change from all the licensed stuff kicking around of late.

PAUL RAINO

GRAPHICS 84%

SOUND 77%

VALUE 80%

PLAYABILITY 81%

OVERALL 80%

UPDATE

It looks as though the only other version to feature the ones reviewed here is for the PC, which will cost £24.99 and will be released a week or so after the others.

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▲ Jilene! The nasty pink spirit got you!



▲ Feeble, eh? You need some scurishing strength.

CASTLE

▼ Yaaa! The base's full of evil spirits!



MA

Magister the mage is completely mad. He's been ruler of the hill for 13,000 years, casting pretty nasty spells on any human who attempted to establish a settlement there. One day, having reached the ripe old age of 13,000 he decided not for 500 years.

Along came the Normans and built a castle: a magic castle, which sapped his strength. When he woke up and found a fort full of people above him, he flew into a rage. Unfortunately, his wand had gone limp, his powers were spent and people only laughed. In anger he returned



▲ Aha, the wizard's got some cheese, but has he got a key?

CASTLE MASTER

BY INCENTIVE/DOMARK

he sucked off to a hut outside the walls, seeking vengeance.

Always one to spoil a party, Magister turned up on a frosty night and transformed everyone in the castle into grumpy ghosts. (Unable to control his laughter (the sign of all good villains), he then went and kidnapped your teen sister. What a disaster! That was a year ago - now, standing outside the fortress in some really knightly gear, you're rushing to her rescue. Ever heard that one.

Castle Master has over 100 rooms, endless corridors, a full set of confusing cata-

combs, puzzles, one-way routes - ah, and ghosts. Ghosts drain your energy, so if you don't send them to Spook City pretty pronto, they'll shrive the life out of you.

Your task is made easier because control is divided between two hands. The weapon hand helps you dispatch those rotten entities with a sponky slingshot; the action hand allows you to perform such risky tricks as open doors, examine objects, eat food and pick items up.

As well as hunting and killing ghosts, there are plenty of

other discoveries to be made: secret rooms, some very exotic clues, hidden food, mysterious potions and bottles of beer.

To rescue the princess you need to find ten pink particles (scattered dandy in the oddest places), which allow access to the perilside vault - this contains more gold than Fort Knox and (more importantly) the final key to your twin's prison. To get anywhere near these magical items you also need keys: seven will do, but if you want nice points, ten should be your target.

UPDATE

Castle Master is strutting its slightly stuffy rear on all major formats. MS-DOS will eat your disk 24.00 (PC) and 19.99 (Amiga), the latter also including a brilliant soundtrack. On the big Macintosh machine will cost 24.99 and 14.99; there'll be less graphical detail, but all the basic gameplay will be retained.

ST

£19.99

The best part about Castle Master is the total freedom of movement within the game environment - more so than in any previous Freeescape product. Progression isn't linear: there's usually more than one way to solve a puzzle, and if you just want to wander around the castle admiring the scenery, you can. It's also the first Freeescape game to be developed primarily for 16-bit, so there's an animated intro sequence, a 20% larger screen, much more object detail (rather than simple polygons) and the addition of an action hand. There's so much to do it will take ages to finish even with minimum points. And if your bent is for playing princesses rather than knights, Incentive have included an option for that, too - playing a woman is a different proposition. Take a look at Castle Master - it's the best Freeescape game yet.

GORDON HIGHTON

GRAPHICS	87%
SOUND	79%
VALUE	87%
PLAYABILITY	92%

OVERALL 90%



▲ Here, Lillian is asking rather ambiguously...

COLONEL'S BEQUEST

BY SIERRA

Colonel Henri Dijon is at death's door, which is why he's invited his entire family to his home on Misty Acres Plantation. Making out his last will and testament in front of them all, he announced that upon his death, each of them are to receive an equal share of his fortune and, in addition, should any of those mentioned in the will die before the Colonel, that share will be split between the rest.

Which would be okay, were it not for the fact that Dijon's family is made up of some rather unsuspicious types, such as the alcoholic sister and the untrustworthy lawyer sons. And then there's you, Laura Bow, a lovely college student who has been invited along in Misty Acres by the Colonel's niece, Lillian Plume. All seemed fairly straightforward until a chilling message arrived, stating that



▲ Where there's a will, there's a wedge of moneys.

everyone in the house would be dead by the end of the weekend. Could it be a hoax, a prank or one of the family, who will stop at nothing to get their greedy hands on the Colonel's entire fortune? As the only real outsider in the house, it's up to you to don the mantle of super sleuth and unmask the culprit before it's too late!

UPDATE

Expect Amiga and AT versions of Colonel's Bequest in the next month or so. The game will be the same as the PC version, but will run like clockwork and should run considerably faster than on a common-or-garden PC.

PC
£34.99

The latest from the Sierra stable, while sticking to the same basic style, turns out to be very different from the King's Quest series, and is a much more challenging and enjoyable game. The programmers have opted for a Miss Marple-esque 'who's-gonna-do-it' murder enquiry, and it works exceedingly well. The graphic style, which many a reviewer has moaned about over the years, is, I think, extremely impressive, with animated rooms as well as characters and the display adapts itself to a colour or monochrome screen to make the on-screen action easier to follow. Jam-packed into four 3.5" disks, Colonel's Bequest is an immense game, but if you're playing on a sub-Millic machine it can be irritatingly sluggish. But the game is loaded with as many features and surprises that a slow update is something which you'll be prepared to put up with. Black humour plays a considerable part in Colonel's Bequest, and you'll find yourself laughing heartily when the lesser character tells on top of you, or if you're caught in the shower by the Norman Bates-type wife maniac. All in all, if you aren't put off by the slow pace of the game then this superb murder mystery is a must.

PAUL RAND

GRAPHICS	81%
SOUND	59%
VALUE	86%
PLAYABILITY	78%
OVERALL	83%



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GET ▶ BACK TO THE FUTURE!



GET BACK TO THE FUTURE

As you've read at the front of this magazine (unless you started reading this backwards, in which case you're completely bonkers and ought to be locked up), Imageworks are currently programming *Back to the Future II: The Computer Game*, based on the smash hit film starring Michael J. Fox!

So what's all this drivel leading up to, eh? Well, Imageworks are so pleased with the progress made so far on the game that they've decided to get together with us at C+VG and give away a copy of *Back to the Future AND Back to the Future II* on video. And a video cassette player to watch them with! Generosity personified!

To win this wonder-bag of goodies, all you have to do is answer the following *Back to the Future* questions...

1. What car was made into the Time Machine?
2. What is the name of Marty McFly's father?
3. What year does Marty travel back to in *Back to the Future*?
4. What is Doc Brown's dog called?
5. Who sings the theme song to *Back to the Future*?

Okay! When you've got all the answers, pop them on the back of a postcard or sealed-down envelope and send it off to: **SLACKERS!!! YOU'RE ALL SLACKERS!!! C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

The closing date is May 31st - after that we'll stick all the entries into a time machine, and the first correct one pulled out will win its sender the video cassette player and copies of *Back to the Future I* and *II*.

F-15 STRIKE

C&VG
ARCADE
ACTION



Here's something that you don't get often - an early look at a coin-op! The people behind it are Microgrove, normally associated with home computer simulations and games, and the machine, F-15 Strike Eagle, is a screamer! It's a third-2D combat simulation which puts you in the seat of the eponymous F-15 multi-role fighter and lets you fly a wide variety of missions over six different combat zones.

The machine has been developed in the USA, and the end result is one of the most spectacular-looking coin-ops yet seen! It can cope with over 2,000 polygons per frame at an ultra-fast screen update of 50 frames per second, in other



LIKE EAGLE



words, what we have is the smoothest, fastest most detailed 3D vectors ever seen in the arcade - miles better than the ones used in *Hard Drive* and *Winning Run*!

The game is controlled by a joystick (complete with two fire buttons) and a sliding speed throttle (with afterburner buttons), and the pilot can fly anywhere within his chosen scenario (although you won't score any points for doing so).

Enemy planes and ground installations are all intelligent - basically you're flying in the most realistic combat environment yet created outside of a real full-blown CTS million pound pro simulator!

F-15 Strike Eagle will be appearing in British arcades later on this year - we'll bring you a full review of the machine as soon as we can stuff some money into it!!



► ARCADE HIGHSCORES

It's decade high score table time again, the place to be if you're the tops at your favourite coin-op. If YOU want to see your name up there with the best of 'em, send your scores (on a postcard or the back of a sealed-down envelope only, please) to: **ARC: CAGE HIGH-SCORES, C-V-G, PRIORITY, COTD, 39-32 FARRINGTON LANE, LONDON EC1 3AU.** We'll check 'em over and, if deemed genuine by the arcade, name and address also will be yours!

[illegible]

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READY - BUT
NOT FIGHTING!



THAT'S AN OVERSTATED
REMARK!?!? AND LET'S NOT
FORGET SCORING!!!

THE KIDS YOU
USED GETTING THAT
WOLF...

UNDERSTAND GET
IT CHANGES EVERY
SECOND...

HOW LATELY UP
YOU BUTT-HEADS!
WHEN WAS THE LAST
BUT YOUR LAST
PERFORMANCE TO
DATE IN WORSE THAN
RETRACTING!



IF YOU WOULD GET OFF
THAT PLAT-IRON AND BALL BLIVE,
GET YOUR ASSSES IN GEAR!

FROM MEN ON
THE GROUND, STRICTLY
BY THE NUMBERS -
YOU GOT THAT?



ALERTING -
STATUS
REPORT!

HEY!
WENT IN WITH STILL
DOWN, DID - TWO
COMM-LINK WITH THE
DEPT? HELL, YES?



ALL RIGHT,
WE ---
FIGHTING
UNITS...?

KRRACK!
KRRACK!
KRRACK!



MEAN MACHINES

[illegible]

SEGA
F34 95

WILSON BUSHALL

GRAPHICS	84%
SOUND	73%
VALUE	73%
PLAYABILITY	81%
OVERALL	80%

T Drove over the camp the next morning.

[illegible]

Results in the end of the game: Arrest the criminal and you (float into the next more difficult level where you have to capture an even faster felon!

more difficult level where you have to capture an even faster ball!

T Drove over the camp the next morning.





▲ Phew! That shore was sure helluva tough wheel!



▲ Hootie doot!

WORLD GAMES

BY SEGA

This sequel to the smash-hit number one, *California Games*, has four new events for up to four international players to tackle.

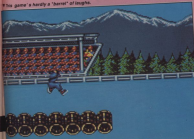
First of all the players choose which country to represent, and then they elect to

either compete or practice in all or some of the events.

The events are: barrel jump (leaps along then jump over a selected number of barrels without falling over), log roll (try to stay upright on your knee-floating log and topple the opponent), bull rol-

ling (ride a bonkers bull for as long as possible) and caber toss (throw a telegraph pole as far as possible). At the end of the competition, points for each event are totalled and an overall placings table is displayed.

This game's hardly a 'barrel' of laughs.



SEGA
£24.95

California Games is one of my favourite games, so when this sequel came into the office I rushed over to the Sega, slipped it in the cartridge... and was very disappointed indeed! The graphics and sound are great, with plenty of colourful backgrounds and excellent sprites, but when it actually comes down to playing the events themselves, there's really not much to them. Caber toss, log rolling and barrel jumping are all very simple indeed, and require hardly any skill to master. The only event that comes anywhere near the quality of the ones in *California Games* is bull riding, which is great fun - and tough too! But that doesn't save this package from being one of the biggest Sega disappointments ever. There is simply not enough entertainment to justify the price tag.

JULIAN RIGNALL

GRAPHICS	83%
SOUND	79%
VALUE	44%
PLAYABILITY	57%
OVERALL	51%

►PC ENGINE

MEAN MACHINES

SPACE INVADERS PLUS

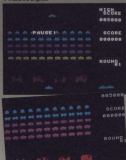
BY TAITO

If you were one of the brave few who got their video gaming teeth on the very first shoot 'em up video game back in '79, you should find Taito's conversion of their own Original Brings back a few wildcat memories.

In this day and age, though, it would be presumptuous of Taito to expect a game of Space Invaders (even this absolutely spot-on conversion) to sell in a market full of shoot 'em ups like *Contra*. So, the cartridge also carries a highly souped-up version of the game with prettier graphics, extra weapons, but fundamentally the same gameplay (which I hope I can assume you'll be familiar with).

In the new version ("Space Invaders Plus") the laser base has been replaced with a tank or a spacecraft, and shooting the mother ship which occasionally ascends across the top of the screen releases one of a dozen

...and the original.



► The last alien, still causing trouble.



► The revamped version...

PC ENGINE
£34.95

If there were a prize for "Most Astonishingly Accurate PC Engine Coin-Op Conversion", this would undoubtedly win, though with an arcade original as unimpeachable as *Space Invaders*, perhaps that's not surprising. Mind you this really is a perfect conversion, right from the sound effects down to the invaders dodging with the lettering on the attract screen and the colours on the game screen simulating the coloured strips of translucent plastic. Although a value added, the straight conversion isn't worth much as a game, but the updated version is, surprisingly, quite addictive. This fact is probably down to the pretty graphics (the space-age backdrops are superb) and the gameplay which is tweaked up a bit by those weird weapons. Even if you weren't there in '79, *Space Invaders* is a bit more than a trip down Memory Lane.

PAUL GLANCEY

GRAPHICS 85%
SOUND 75%
VALUE 70%
PLAYABILITY 75%
OVERALL 75%

► Accurate even down to the screen colours! Range of extra weapons, from homing beams to a sort of windows-wiper laser. The invaders remain much the same as ever, marching back and forth across the screen in strict formation, though some of the more advanced ones have learned to shoot diagonally, demanding some ship dodging on your part.



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MEAN MACHINES CURSE

BY MICRONET

Sitting in the park can be so horrendous these days. Trees could blow over onto you, dogs could wee up your leg, or strange alien beings could appear from outer space and whisk you off into the middle of a heated battle in which you are the only opposition. Curse this just isn't your lucky day, because instead of having leaves in your hair or limbs on trousers, you have just been transported from the park bench to the cockpit of a single seater attack ship,

screaming towards the oncoming alien forces. Curse.

Level upon level of testosterone blasting awaits the lucky Curse player. Enemy ships appear in swarms, just waiting to be disposed of, and if you don't feel too confident of winning with just a single-shot plasma cannon then you can pick up and utilise the various other weapons systems which appear when certain battles are killed. You begin in a heavily wooded forest, and continue through the twilight sky, then onto deep space and beyond - and there's a lovely big star



▲ (Power) Lead/supplied

**C+VG
HIT!**

shot at the end of each level, weapons primed and ready to send you on a lifeless float through the cosmos.

▼ Get blessing! Those aren't bluebirds of happiness y'know!



**MEGADRIVE
£31.90**

Tough, no-nonsense, heart-puncturing shooting death and destruction is the name of this particular game. At first, it seems as though you're out for a nice, relaxing stroll through the woods, but then the scene switches to an ultra-fast action game which is so speedy that you can almost feel the G-Force! It's a really tough battle, and there are so many enemy sprites on screen at one time that you'll think you're in a gamer's heaven. Even though the idea is so overused that it's in desperate need of lubrication, everyone likes a good, old fashioned and, above all, enjoyable shoot 'em up, and Curse is exactly that. A must for Megadrive blaster-maniacs who like a shoot 'em up with a bit of meat on its bones.

PAUL RAND

GRAPHICS	88%
SOUND	82%
VALUE	87%
PLAYABILITY	84%
OVERALL	85%



It's not a basketball field goal for Houston!

SUPER REAL BASKETBALL

BY SEGA

Just when you thought it was safe to forget all about slam dunking, another basketball game shows us how.

After the statutory options screen, the player is treated to a 3D horizontally scrolling view of the basketball court. The object of the game is to

score as many baskets as possible against the opposition before the end of the fourth quarter. Each quarter lasts around five minutes, and at half time you're treated to a spot of dancing by the local cheerleaders. On going for a basket, the view switches to a full-screen close up of the action, where you must judge when to stop

the movement of your player in order to stall the ball through the hoop.

Sometimes the opposition guard the basket, which obviously makes things more difficult, but if you find yourself on the losing side half-way through, you can always call a time-out and alter your tactics!

The cheerleaders provide the entertainment at half-time.



MEGADRIVE £33.90

There are unpleas basketball games doing the rounds on most consoles, but I believe that what we have in Super Real Basketball is the best of its kind, both aesthetically and in game-play. The player sprites, really are something else, perfectly formed and superbly animated, and they rush around that court as if there were no tomorrow! And then there's the full-screen animation views, which are unbelievable. There's almost half a dozen of them, and as well as adding even more to the look of the game, having to actually interact on these screens gives them a real purpose. A wealth of options on the front-end lets the player fine tune the game to meet his particular skills, and there's a host of charming little touches throughout, such as the stalling game at half-time and the cheerleaders who dance onto the scene when someone scores. Super Real Basketball is just that - a realistic simulation of a fast moving basketball, and one which I can heartily recommend to all arcade sports fans.

PAUL RAND

GRAPHICS	93%
SOUND	87%
VALUE	89%
PLAYABILITY	90%

OVERALL 89%

C+VG
HIT!

MEAN MACHINES

NEW ZEALAND

BY TAITO

Tito is a little yellow bird, who lives with his lion chums in a New Zealand zoo. At least, he did until big, bad Blury the walrus broke out of his enclosure, showed the lions into a big sack and made off into the hills with them, intent on fogging them off to unsavory pet shop owners. Tito escaped by a whisker, and made it his business to go off in search of his imprisoned pals before they end up in horrible, cramped cages.

But the task isn't as easy as he first imagined. There are twenty stages to negotiate before young Tito reaches his friends, and each level is jam-packed with Blury's cronies. What's



▼ A rubber-clad Tito goes these turtles out of the way.

PC ENGINE
£32.90

This is a cracking conversion which will mean that please fans of the coin-up and cable platform games in general, the graphics are top-class, even though they tend to slow down when there's a lot on-screen, and colour is used liberally throughout. Sound is above average, but the tunes become irritating after a while because they're very high-pitched and squeaky. Playability-wise, it's difficult to find fault. All the levels and features of the original have been squeezed into the cart, making for fun, addictive gaming which will suit a lot of other Engine fans, even after you've completed it.

OVERALL 90%



LAND STORY

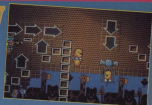


world is that, at the end of every fourth stage is a large guardian who will try everything to stop our feathered friend from reaching his goal. At the end of the game, and there's a lot more than a match for the mischievous chaps who haven't been hatched for much more than a minute!

Help along the way comes in the form of bombs, laser guns, hover pads, hot air balloons and rubber geese (to get the lightness but airborne).

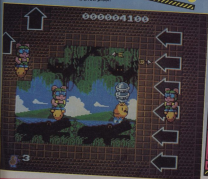
▲ Tiki rides a goose into a secret ramp.

▼ Lucky that last balloon is arrow-shaped!



▲ Hurrah! Tiki finds his path on level two.

**C+VG
HIT!**



**MEGADRIVE
£33.90**

The birds in the Megadrive conversion are different from, and slightly more difficult than the arcade game's, but it still offers excellent, fast-moving, cute and exciting games, marvellous tunes and sound effects, and gameplay which you'll find hard to beat outside of an amusement arcade! The challenge to get through each level is immense, but you're aided along the way by a host of weird and wonderful items. Even so you'll find the going tough and demanding and it's a good job that there's a continue option built in. Everything has been included in this conversion - it even has level warp! It might not be to everyone's taste, but if you're the sort of person who craved difficult arcade conversions, then do not ponder your next purchase a moment longer; get hold of a copy of New Zealand Story today!

PAUL RAND

GRAPHICS 93%
SOUND 94%
VALUE 92%
PLAYABILITY 95%
OVERALL 94%

► PC ENGINE

MEAN MACHINES

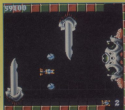
PARANOIA

BY MAXAT

It's all very well setting out in your fighter craft to blast away at all and sundry, but you're not going to get very far if your spaceship's a bit posh. Such is the state of your vessel in this game, but at the moment you're rich enough not to care about tri-killers like certain fiery death. You've heard that the boss of this planet has been spreading nasty rumors about your parentage and, paranoid fool that you are, you've decided to get your own back. This does have drawbacks, but you miss a tricky situation, because he happens to be the ruler of fourteen galax-



▲ The Evil Eye at the end of stage one.



▼ Shoot the middle of the snake!



▲ Kaiser! Dodge those blades.

ty systems and commander of several squadrons of deadly space battleships, all of whom are now on course to intercept and destroy you!

Your ship has three wings units, and if any of the boss-man's handmen shoot or collide with your ship a unit is lost. Luckily there are a variety of power-ups to bolt onto your fighter, and these range from a pretty simple shield to massive death-beams and rotating stone craft. One at that you can because at the end of each level there's a superman guardian, which speeds out more bullets than you've had hot dinners.

PC ENGINE
£32.90

Producing a shoot 'em up which is tough enough to suit hardened blasters and yet still playable is always difficult, but Maxat have come very close to achieving this with Paranoia. Right from the beginning the bullets fly around the screen, keeping you right on your toes. But instead of the game becoming an unplayable drag, it's addictive enough to keep you coming back for more. It's not a fantastic leader, although the sprites and backgrounds are more than adequately drawn and coloured, and there's some good, steady tunes to keep you snapping through the levels. There are usually more exciting Engine shoot 'em ups available, but I would imagine that, because of its mix of difficulty and addictiveness, Paranoia could still be an off-played game long after others have been completed and stored in a cupboard.

PAUL RAND

GRAPHICS	78%
SOUND	88%
VALUE	84%
PLAYABILITY	83%
OVERALL	83%

ATOMIC ROBO KID



▲ Kid's no "fan" of this boss.

▲ *Steel Roak. He's not very nice.*

Atomic Robo Kid has just graduated from the Universal University of Space Combat and is on his first mission - to travel deep into enemy territory and destroy everything that gets in his way.

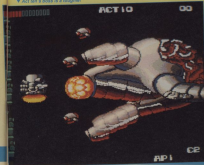
That metal really starts

with a fairly standard blaster, but if he shoots the right object it turns into one of four extra weapon icons - called *it* and you either get atomic blasters, three-way atomic fire, atomic missiles or atomic lasers!

And these are all very helpful, because there's a

load of badies to blast - lots of little ones and a mini-guardian on each level, and a huge bigger-than-a-screen mega-guardian every fourth level that requires a load of hits before it explodes. And then, who says space combat is easy?

▼ *Act ten's boss is a laugh!*



PC ENGINE £35.00

Atomic Robo Kid is one of the best-looking shoot 'em ups yet seen on the PC Engine. The landscapes are colourful and beautifully designed, many of the enemies are superb, and the big (and I mean BIG) mega-guardians are superb - I up soon nothing like them since R-Type! The action is fast and furious - maybe a bit too easy on the lower levels - but later on (around level 14) things really start getting tough, with some tricky situations to guide Robo Kid through. The only annoying thing is that when you lose certain weapons on higher levels, it's incredibly difficult to carry on, but if you ignore that, *Atomic Robo Kid* is an extremely nice and polished blaster that should go down a bomb with any PC Engine shoot 'em up fan.

JULIAN RIGNALL

GRAPHICS	90%
SOUND	81%
VALUE	82%
PLAYABILITY	88%
OVERALL	83%

ITALY 1990

US GOLD

With the World Cup just around the corner, US Gold are soon releasing Italy '90, a complete simulation of this summer's forthcoming football festivities. The game is packed with ultra-accurate facts 'n' figures, has more menus than a big French restaurant and lets you choose any team that

has qualified for the competition, be it crummy Cameroon or belting Brazil. But all these options will be useless without decent gameplay - and that's what programmers Tetrax are implementing at the moment. We'll bring you a full review of the game when it finally arrives.

RELEASE: SPEC-TRUM AMSTRAD C64
ST AMIGA
PRICE: TBA



TIME SOLDIERS ELECTROCOIN

Electrocoin are more at home in the cut-and-thrust world of coin-ops than in the computer games marketplace, but now they're launching a software label, the first product being this arcade license. Time Soldiers is a conversion of SNK's Ikuu Warriors-a-like, set across six time zones. One or two players step into the armor of Earth Commandos Yohan and Bex, who must rescue their

five fellow soldiers and defeat the megalomaniac Gylind before he decides he's sick of playing and blows up the galaxy. What ensues is a vertically scrolling jaunt through time, from Prehistoric to the Future, with a range of extra ornaments to pick up and use against Gylind's demons. Sounds fun, doesn't it? It looks quite nice, too so keep those peepers peeled for a review sometime in the near future.

RELEASE: ST AMIGA
C64, APRIL
PRICE: ST £14.99,
AMIGA £34.99, C64
£9.99



SILKWORM IV

SALES CURVE

What has happened to Silkworms II and III, that's what we want to know! But then again, after looking at the screenshots of the follow-up to one of the hottest horizontal scrollers of last year, we couldn't care less! As with the first one, Silkworm IV is a shoot 'em up in which one or two players control either a helicopter or jeep, as they storm





SPEEDBALL II

IMAGEWORKS
Sequels are the flavour of the month, and what better one to have than the follow-up to one of the most highly-acclaimed games of 1988? The Bunko Brothers have stuffed a playing area more than twice the size of that found in Speedball into the sequel and the graphics have been totally revamped and re-animated so that the new characters look much harder

than before. Add a large helping of management-style character interaction, a whacking great deluge of extra weaponry and other useful items and more than a tad of increasingly more difficult levels, and you're left with a game which has the potential to blast its classic prequel into oblivion. We'll tell you what the finished article turns out like when we review Speedball II in the next couple of months.

RELEASE: ST AMIGA, PC, MAY
PRICE: ST AMIGA £19.99, PC £24.99



across the many levels of enemy-infested territory. Unlike the original Silkworm though, the sequel is a vertically scrolling game, and there's a lot more variety in the various stages. Not only that, but graphically the game is streets ahead of its forefather, with highly realistic sprites and atmospheric backdrops all round. We'll be reviewing the completed version next month, so there's something to look forward to!
RELEASE: AMIGA ST SPECTRUM C64 AMSTRAD, JULY
PRICE: TBA

OPERATION STEALTH PALACE

One simply can't trust a world leader these days. General Mangus of Pangus has gone from being a mild-mannered, placid sort of chap to a drug-crazed dictator. His followers have ripped over to the US and hatched one of the new Stealth bombers, and the Soviets have got wind of the whole shenanigans and are hot-footing it over to Pangus to claim the B2 for themselves. Which puts you, as CIA agent John Glames, in a somewhat sticky situation in the sequel to the respectable Future Wars. As you can see, the graphics have been popped up a bit, and it's said that the operating system, which came in for a bit of criticism when we reviewed the first game, has also



been tinkered with. Look out for the review after we've been over to Pangus, dodged and battled with a couple of Mangus's henchmen and liberated a copy of the game!

RELEASE: ST AMIGA, MID MAY
PRICE: £24.99

RAILROAD TYCOON MICROPROSE

Toot! Toot! What young 'un hasn't wanted to be a train driver at some time? You won't actually get to ride on the footplate, shoveling coal into the burner, but you will be able to build rail systems across the world in this new adventure. From P-19 and Pinball creator, Sid Meyer. As with everything in life, you have to take the rough with the smooth, so as well as taking in all the dash from your fantastic new invention, you'll also have to make



some tough decisions along the way like how best to spend your resources and whether or not to take your rail route through an area of natural beauty, and you'll need the bottle to deal with such hazards as mining disasters.
RELEASE: PC, APRIL
PRICE: TBA

PROJECT X MINDSCAPE

To be honest this game isn't really called Project X, but our preview is so ahead of time, even Mindscape haven't decided on a title yet! Six-CD classicist, Tony Crowther is the main baddie in Project X, which takes the form of a Dungeon Master-esque adventure through a labyrinth of puzzles and traps. Using a portable computer and a remote link, you have to get four robots through the maze to an objective, which varies from mission to

mission. The robots have detachable body parts, so if one of your droids is a bit slow, drop into the hardware store and buy him a new pair of turbo-legs. Not surprisingly, the maze is teeming with all sorts of nasty monsters and patrolling robots, so it's wise to bolt in some laser-limits too. Tony's got a long way to go before the game is finished, but already it looks like this will be his greatest work yet.

**RELEASE: ST AMIGA
PC, SEPTEMBER
PRICE: TBA (EITHER
£24.99 OR £29.99)**

TREASURE TRAP

ELECTRONIC ZOO

This underwater exploration business isn't as easy as Jacques Cousteau used to make out, and nobody knows that better than the be-suited hero of this game. He has to hunt around the wreck of The Emerald for bars of gold to top up his ailing bank balance, but he's found The Emerald's riches are guarded by various species of nasty fish and crustacean, which will nibble away at his air hoses as soon as look at him. The trick is



to stay out of their way by jumping around the platforms and conveyor belts, or alternatively, release your pet piranha and let him eat you out of trouble. Emerald Shift were programming the game, which will no doubt bring a few happy memories to lovers of Ultimate's Spectrum classics, Knight Lore and Alien II.

**RELEASE: ST AMIGA
PC, OUT NOW
PRICE: £24.99**

RESOLUTION 101

MILLENNIUM

From the programmers of Archipelagos comes this 3D wonderment, which casts you as a futuristic bounty hunter, out to rid your city of villains. Staff the streets in your vehicle until you come across a hostile craft then SLAM! Zap it into a trillion smoking



SKID MARKS MINDSCAPE

Another of Mindscape's up-and-coming gems is this superb stunt driving game, programmed by Detective Software (who produces, amongst other things, the Test Drive and Hardball series for Accolade). You can drive a choice of fast cars around a choice of tracks, make



up of (amongst many other things) daredevil jumps, loop-the-loops, banked turns, skid pans and tunnels. And if you get bored with the default tracks, you can build your own with the track editor! You can also watch the action from a variety of camera viewpoints, and even use VCR-style controls to stop the action, rewind it, fast-forward and pan around or zoom in on key. The Ferrari Testarossa going ballistic as

PARADROID '90

NEWSON

Crink! After what seems like donkey's years of waiting, at last we've got a screenshot of Andrew Braybrook's 16-bit conversion of arguably one of the most addictive C64 games ever. Paradroid '90 puts you into the spherical frame of an infamously droid on a mission to close down all the rogue robots on five malfunctioning space stations. Anyone who has played the 64 version of Paradroid will know that, despite its simplicity, the

game is so maddeningly addictive that you'll feel as though someone has squirted Superglue all over your seat - and the 16-bit game promises to be even better! Just one look at the screenshot shows how much work has gone into Paradroid '90 and, if Andrew's past successes are anything to go by (just think about C64 Unicorn and 16-bit Rainbow Islands), this latest one should be as hot as an oven on gas mark 24! Look out for the review just as soon as we get our hands on the finished item.



RELEASE: ST AMIGA, SUMMER PRICE: TBA

THE TOYOTTES INFOGRAMES

That's those garages from across the Channel to come up with a game design which can only be described as... unusual. The Toyottes are a race of small purple rats, one of the few surviving strains of life left after the Holocaust. Their King, Claudius Repetidedididipouive IV, apart from having an unbelievably silly name,

has lost his biffy son, Barnaby, and has appointed you, brave soldier Cyprian, to enter the underground labyrinth and track down young Barny. This insane storyline paves the way for a 3D romp through a world which, looking at the screenshot, attacks of a 3D version of Snake and Ladders, but with no dice to roll and loads of ladders to kill! Look out for the forthcoming review, folks. RELEASE: ST AMIGA PC, MAY PRICE: TBA



16bit As you earn more cash, drop into your friendly neighbourhood amusement shop and pick up some mighty weapons, or extra sensory equipment, or even buy a whole new vehicle. We've seen a demo of Resolution 128, and it looks plenty good. The review in the very next C+G will reveal all. RELEASE: ST AMIGA PC, SPRING PRICE: ST AMIGA £34.99, PC £29.99

Flashes the loop-the-loop at an unusual angle. The blood-thirsty, imbalance-chasing, mash-up fans in the C+G office just can't wait to play the finished game, because it really looks like it'll make even Hard Drivin' look comparatively soft and fuzzy! RELEASE: ST AMIGA SEPTEMBER 30TH, PC JUNE PRICE: ST AMIGA £34.99, PC £29.99



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