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III
BEST
SHOOT
'EM UP
EVER?**



**TWO NEW SEGA
SENSATIONS!!
ULTIMA IV
AERIAL ASSAULT**

REVIEWED!!!
MIDNIGHT RESISTANCE
KICK OFF !!OVENUS!!
ADIDAS FOOTBALL



SIGNS



SHADOW WARRIORS, the latest, graced and most ambitious martial arts coin-op game now roges onto your computer. **FEATURING** interactive scenic backdrops, The secrets of the Ninjitsu assassination techniques have been handed down since the Medieval wars, now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets. **SHADOW WARRIOR...the hero of the nineties.**



MIC



Natural and responsive player movement and with the most simple of one-touch point control ensures exciting and authentic soccer action. Features: ultra fast control, computer aided team control and the most convenient "flow" player monitoring all add up to make this the easiest and the most exciting soccer game ever devised for the home computer. **CALL FOR THE HONOR!**



THE TIMES



The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerrilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

**ESPIONAGE EXTRAVAGANZA
FEATURING 9 LEVELS OF HIGH ACTION!**

X-C

The "Powerful" coin-op hit from Data East brings super action to your micro screen. Join the resistance fighters in their struggle against the despotic powers of King Carnon - the most powerful, and his Carnon Corps - elite warriors. Battle with vicious fighting machines, giant armored tanks, killer robots, laser cannons, lighters, mechanical snakes and many more.



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**ALL AVAILABLE
FOR
SPECTRUM
AMSTRAD
COMMODORE
ATARI ST - AMIGA**

[illegible]

REVIEWS INDEX

THE RATINGS

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

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 package. 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 game ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG with an outstanding game that shouldn't be missed.

70-85

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

55-69

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

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14

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



REVIEWS

SPECTRUM

SUPERTRAP
RAMP RACER
CICCO'S COLLECTION

AMSTRAD

SUPERTRAP
QUICKON OF SPORT
KICK
CICCO'S COLLECTION

AMIGA

PARADROID '90
FLOOD
SMITH HUGHES INTERNAL
TORNAL SOCCER
KICK OFF 2
BOMB JACK
THUNDERCATS
TUNZMAN
VENUS - THE FLY TRAP
MIDNIGHT RESISTANCE

SEGA

AERIAL ATTACK
ULTIMA IV

MEGADRIE

THUNDERFORCE II

C64

SUPERTRAP
RAMP RACER
CICCO'S COLLECTION
BLOOD MONEY
AMIGA CHAMPIONSHIP
FOOTBALL

ST

SMITH HUGHES INTERNAL
TORNAL SOCCER
BOMB JACK
THUNDERCATS
FOX RETALIATOR
VENUS - THE FLY TRAP
TOLANOM

THE REVIEWERS

JULIAN RIGNALL

C64'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 brawler.

ROBERT SWAN

A brand new, out of the box reviewer who'll try anything, but likes nothing better than a good flight sim.

C+VG HIT! REVIEWS

PARADROID '90 14
Mechanical mayhem abound in Graftgold's brilliant Amiga rate-blast

FLOOD 38
Psychobabble in this isle: Amiga's latest new Amiga game

KICK OFF 2 48
Good that ball in Amiga's first Amiga sequel for the best footy game ever

VENUS - THE FLY TRAP 62
Superb 16-bit bug-eating fun with Graftgold

THUNDERFORCE II 64
The ultimate in wind-blowing Megadrive shoot-'em-up action from Sega

ULTIMA IV 88
Part four of the Lord British saga gets a HIT on the Sega Master System



COMING SOON...

BACK TO THE FUTURE II

/// PART II



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Back II

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NEWS

PICTURES FROM



Ever wanted to hog 32 billion dollars' worth of kilt off the back of a lorry? Forget it... What you need is an interesting location, five or six exhibition halls the size of Olympia, a sales force of

piranhas, a vast video wall plus a lot of bee booze. John Cook returned from the recent Chicago CES with a pictorial record (plus a stitch in his left knee)...



Howdunnit, Chicago CES - as far as computer entertainment goes - means consoles. Compared to the space taken up by Nintendo, NEC and Sega, the floppy disk merchants took very small potatoes indeed. As usual, Nintendo had the biggest stand, mainly because they expect to be selling around 4 million consoles' worth of goodies at retail this year. The good news? They expected a drop in hardware sales in 1989 for the first time - down to only seven million Nintendo-Consoloids. The good news was that very soon after the show, Rumours-oid was revised upwards to nine million again - same as in 1988. That's a lot of consoles!



Sega were being a little better - launching the Master System II is a new box (not a box too). Don't expect it to make it in Europe in a hurry, though. The big push was on the Genesis, of which it is 50-50. There will be about around one million in the hands of the US public by the end of this year. Nice video wall too.



NEC is the first to have a CD-ROM on board its console however - and doesn't it come from the Desert look interesting? Expect other news on the console CD-ROM front later in the year.



FROM AN EXHIBITION



One of the many new Nintendo games exhibited was Dr. Mario, another Tetris-style puzzle game which also has a subtle addictiveness. At the Super Mario Brothers 1, guess how many of those babies they're expecting to shift. Around seven million, yet a Spectrum game is doing well to shift \$5,000. Compare and contrast, do they say.



There were a couple of hi-fi products that attracted few gazes and wows. Sennheiser's 284 cabinet, super FGA PC 32 poly-



large software was looking good, with real 3-D running on a console for the first time in public. At the way home Beatrice Games in Milton, there were also rumours of 3-D on Nintendo and Spectrum, courtesy of Argonaut, although this wasn't on public show. Just shows we Brits can still handle the word a thing or two, eh? Award for 'daddy that looks just like the Knight version' goes to Bullfrog for Populous on Genesis.



CD-i, launch date, doesn't it, that's the name of the Amiga with a CD-Rom drive, which now looks like a video recorder. Believe me, this is the start of something big.

Would you pay four times the price of your original piece of hardware for an add-on to your computer? Well, software fans won't certainly have you with the Miracle keyboard, weighing in at 1080. It's a piano keyboard that plugs into the keyboard, complete with teaching software. The sounds are fab, the concept is interesting. And with Quilley Moore promoting it, how can the Miracle fail? I can see the ad campaign now... 'It's not like you sound like Mozart, it's a Miracle.'



game game being one. Then Origin came up with a space game with on-the-way space exploration and compression.



Before that there was released onto a supporting world of the CES, Colored Faces, it's another decade puzzle from the woodshed mind of Russian art Painter, looks interesting.

NEC's video wall - won't half as good as Sega's, still was not bad. Though, as they had some good stuff running on the stand, the hand-held was an obvious display - but it's expensive... expect it to be at least 200 when it makes it over to these shores, which won't be this year in any case.



Atari didn't have a video wall - what the hell do these guys know about marketing anyway? There was a real range of stuff on display - PCs, tiny PCs, 386's, consoles and the Lynx. The Lynx is still acknowledged to be a fine machine - but intuition says it's playing against an atmosphere of 'if anything can mess it up, Atari can.' Please us wrong, Mr. transient.

NEWS

GOOD IMPRESSIONS

Impressions have been on the compilation bandwagon with the release of *Power Up*, containing the rather nice *Charlotte of Wham*, Palace's *Doamin Palace*, and Kenny Dalglish Soccer Manager, all for £24.99 for the ST and Amiga.

MISTAK

Exc! In last month's Neo Geo feature, we forgot to mention that the machines and the games were very kindly loaned to us by those lovely console people at Spectrosoft. Coward Gauden told them on 071 240 1700. Thank you Spectrosoft. Sorry, Spectrosoft.

SONY CD GIVES YOU THE EBJEEBIES

Forget Nintendo and Pac-Man Organizers - this is what the fuddle of tomorrow will keep in his hand: a sleek Motorola leather briefcase. The new Sony CD has a flip-up high resolution dot matrix screen and a flip-up alphanumeric key-



pad, with five assignable function keys. But what makes it such an innovative and exciting gadget is the fact that it is the world's first pocket computer with a built-in CD-ROM drive! The disks which are inserted in a plastic sleeve are about the size of CD singles, but can store a stack of information. Sony are releasing the machine in Japan with 18 disks which range from the standard address book-type software to film review compendiums. Not only that, the machine also has the facility to double as an audio CD player so the fuddle of tomorrow will also be able to listen to his favourite Frank Zappa singles whenever he goes. UK prices are uncertain, and a UK release date is even more uncertain, but don't be surprised if you see it in the front of *Crash*'s window by this time next year.

THE OBITUARY COLUMN

This month we mourn the sad loss of two software manufacturers and one hardware manufacturer.

George Saffron, Tyndisoft, departed this life in mid-June, after years of happy programming. Amongst their titles were the Winter and Summer Olympics, Superman, Circus Games, Redex Games and Beverly Hills Cop. Their next release was to be the much publicised Homerosoft title, *Chira* - televisions of the Dark, a game which promised to set the adventure world alight, but it's future is now uncertain.

Grandstream shuffled off this mortal coil at about the same time as Tyndisoft, after a long and, on the whole, worthwhile innings. They were the people behind such classics as the PacLand and PacMania conversions, Thunderbirds, the original Hunt For Red October as well as the home micro versions of the title-known comic-op *Sensible Sports* and the negative game *Space Harrier II*.

Finally, we have (or had) Miles Gordon Technology, they who would have liked to have brought you the SAM Coupe. Unfortunately the idea of a scaled-up Spectrum never really caught the imagination of a public lusty after Amigas, STs and consoles, and the machine was plagued with delays and problems with the ROM (which recently had to be reworked). What is particularly tragic about the SAM's demise is that software houses went just about as far as producing games exclusively for it. *Enigma Variations*: Defenders of the Earth being the first.

EEEEEEEEK!

The Aliens, those acid-blooded, bio-mechanical monsters and the Predator, the alien hunter who kills American GIs for sport, are about to collide on a computer screen near you. Activision, having previously released separate games about both movies, have agreed with Twentieth Century Fox to combine the two to produce 'Aliens vs. Predator' (should be one absolute rum-dinger of a battle when these creepy creatures start knocking heads).

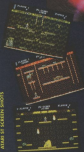
Also, coming soon to a cinema near you are *Alien III* - *Alien World* and *Predator II* (we'll see, however, not featuring Sigourney Weaver, but Danny Glover of *Lethal Weapon* fame). 'Will *Alien III* be grabbing both licenses straight off?' is the question we're asking ourselves. Watch this space and be the first to know.



YOLANDA

by Steve Bak

THE ULTIMATE CHALLENGE



SCREEN SHOTS

Attention game lovers! So you think you rate as a good games player? Well think again! You're nowhere until you try *Yolanda*. The fastest and most difficult platform game ever.

You take the part of *Yolanda*, offspring of the mighty Hercules himself, cursed by the death goddess. Here to let yourself be off marked! Your only hope of lifting the curse is to re-enact the twelve tasks of Hercules - and that's going to take all the speed, strength and reflexes it's possible for a mortal to summon.

You'll get the chance to get up to speed in the specially designed 'trainer' level, then it's straight down to some of the fastest platform action you can ever likely experience.

- Over fifty levels of unrelenting fast action.
- Unique trainer level for beginners.
- Random level selection - you'll have to stay on your toes.
- Joy stick. Anything gaming that'll keep you coming back for more.
- Game design by the legendary Steve Bak.
- Available from the end of July 1990 for the Atari ST and the Commodore Amiga. Price £19.99

Light years ahead



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"Best arcade game on Amiga" GEN 4

ENTER THE MAGICAL WORLD OF UNREAL
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FIVE different types of INTERACTIVE MUSIC, along with incredible sound effects, such as the rushing waters of a river, the crackling of fire...



A completely INTERACTIVE environment: feel free to run and jump up and down hills, but be careful not to slip on the snow and ice or be blown off a cliff by the wind!



Steering TWO and THREE DIFFERENTIAL graphics. A VARIETY of monsters, dragons and bizarre creatures with their own strategies and different weapons.



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NEWS

CHUCK UP AGAIN

Those magnificent men (and women) at Electronic Arts have announced the arrival of Chuck Yeager's *Advised Flight Trainer* for the ST and Amiga. Chuck's been around quite a while on the PC and 8-bit machines, but the new 16-bit versions feature more realism, more aces all (including the Space Shuttle and the F-117A Stealth Fighter - ooh!), and even give you the option of formation flying with the Blue Angels or Thunderbolt stunt team! *Power!* All of this should be winging (given) its way onto a machine near you some time very soon for just £24.99, and even comes with a training audio tape of the man himself. What more could you want?



SOMEWHERE OVER THE RAINBOW

Rainbow Arts have been keeping busy over the last few months, and have now come out with two releases for the Amiga. *Khalistan* features four power-hungry caliphs in old Baghdad, and their quest to become Grand Caliph and rule over all, and *Legend of Fae'ghal*, set in an ancient land, where the elves have sold their souls to the devil, and are rampaging through the land of Fa'enghal, killing and maiming. Your task is to free the land from the grip of



evil, and free the elves' souls from eternal damnation. They're both out and about at this very moment priced at £24.99.

DRIFTING ALONG



All you PC owners who want to go driving behind the wheel of a buggy with a souped-up steamroller engine (am I lost do so, because *Power Drift* has finally arrived, courtesy of Activision. Sounding around at hair-raising speeds, your aim is to finish the opposition around 25 roller-coaster courses, including jumps, rounds and blind turns? You think you're good enough? You got £25.99? Then get round to your local software emporium, and splash that cash.

GUESS THE FREEBIE

Here we have a picture of some promotional freebies sent to us by the very lovely marketing boss at Microprose to promote their top train game, *Railroad Tycoon*. The question is, what are they? Well of course we know, because we've been playing with them all month, and jolly good fun they are too, but we thought it might be an idea if we got you to guess. The first 30 people to correctly guess what the "freebies" are will get one. Put your guess on a postcard along with your name and address and send it to: I KNOW WHAT THOSE LONG WOODEN THINGS ARE GIMP, GAVO, PROPRY COURT, 30-32 FARMINGTON LAKE, LONDON, EC1P 3AU.



MICROPROSE PLANE PLANS

While we wait with bated breath for Microprose's next flight sim, *Knights of the Sky* (ly WW1 bi-planes over the Somme) and Andy Hall's new space blast, *Lightspeed*, both of which are soon to be winging their way over from the States, here's a heads up of Microprose's console plans.

The US megacorp is signing deals

with Konami for *Kindred* and Sega translations of *Planes* (succumbing thrills and excitement on the high seas) and *Silent Service* (WW2 submarine battle-sim). Also, Microprose's US programmers are currently porting together Sega Genesis/MegaDrive versions of some of their recent flight-sim hits, namely F-15 Strike Eagle II and, possibly, F-16. Hopefully all titles should be out, and about on this side of The Pond by this time next year. We'll keep you posted.

BY HEWSON



1. Select the droid library and you can access information on any inferior droid to the one currently in your possession, displaying their purpose, armaments, sensors, ship type and any other information. This one is you, the Influence Service...



2. ...And this one is a T42 digital battle robot. His triple laser packs quite a punch. And, if you could get control of one...

Deck: Disembarking zone

Robots on deck: 4

Raiders on deck: 0

Robots on ship: 69

Alert status: Green

3. The computer console also provides deck plans, showing life, power points and computers. There are four robots to go before this deck is shut down.



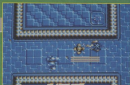
4. As well as deck plans, a schematic of the whole ship is available. The docks are coloured according to whether or not droids are still active on them.

► AMIGA

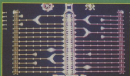
A fleet of five freighters carrying battle robots to the beleaguered planet of Raptyn has run into an asteroid field. The asteroids themselves posed no threat, but from the far side of the field, alien ships were bombarding the freighters with disorienting beams which drove the crew's android servants haywire, and also animated the battle robots in the hold, sending them on a destructive rampage. The human officers were eliminated almost immediately, leaving the ship open for occupation by alien forces.



To prevent this, all the robots on each ship must be destroyed before any raiders can come aboard. A cybernetic influence device (ID) under your control has been teleported aboard the first freighter. The ID has the ability to connect itself into a robot's brain unit and take control of it. The plan is to use the weapons and mobile capabilities of each robot to eliminate as many other robots as possible, moving up the ranks from slow and unarmed servant robots to heavily armoured sentinels.



- ▲ Activate your transfer spark and run into the nearest robot to start the transfer process. There's an option to switch the transfer game off if you want a faster, but lower-scoring, game.



- ▲ The transfer game. Fire your allocated charges down the wires to light more cells in the central column with your colour than your opponent, before time runs out. Rules put down: soldiers, jokers, terminators and colour switches complete the operation.



- ▲ The ID has taken the controls of a shuttle in the shuttle bay. Now he can try passing robots by activating the ship's thrusters!

**C+VG
HIT!**

UPDATE

An ST version (compatible with STE) is to be released at the same time as the Amiga version at the start of September. The only really noticeable differences will be the lack of a title tune and colour fades which will be a little less smooth. Gameplay is exactly the same, as is the price.

AMIGA £24.99

Andrew Braybrook never quite matched the ingenuity or playability of his original *C&A Parashole*, released in 1985, so it was with great excitement that I looked up this revamped Amiga version. Is there any way he could have used 16-bit power to improve the gameplay? Well, of course the graphics are vastly superior to the original thanks to artist Michael Field. Each robot sprite is intricately detailed and instantly recognisable, and the way their various arms, legs, heads and gun turrets move is superb. Sound has been similarly beefed up, and as well as the above robot-bunking and mind-bark-ground effects, there's a great metallic pulser track on the life screen. Apart from one or two upgrading tweaks and apparently more intelligent enemy robots the action is pretty much the same as the C&A version, and that is by no means bad. Amiga owners have been coping their concern over the loss of much directional movement, but the game certainly doesn't miss that at all, and the vertical dither scrolling is fine. Overall, then, a brilliant translation, destined to be just as much a classic as the C&A version was.

PAUL GLANCEY

GRAPHICS 94%
SOUND 89%
VALUE 90%
PLAYABILITY 93%

OVERALL 93%



HOTLINES

WIN A MEGADRIVE!

0898 334 150

Yes we're giving away another one of these beasts and just by making a simple phone call, you could be its proud owner. Make everyone else in your street green with envy - even the old lady at number 26! What should you do? Pick that receiver up and start dialing NOW!

WIN A LYNX!

0898 555 537

What's long, hard and fits in your hand? No, not that! The Atari Lynx, that's what. Great graphics, great sound, and more fun than Jeremy Beadle. You wanna win one? Well, it just grab that there phone and get ringing, plenty quick!

WIN A GAME BOY!

0898 555 539

How can we be so generous? Giving away a Game Boy, already! Totally envi-

ronmentally friendly, and doesn't burn holes in the ozone layer, one of these could be yours if you get listening to this here line faster than blinkin' quak, matey!

WIN A PC ENGINE!

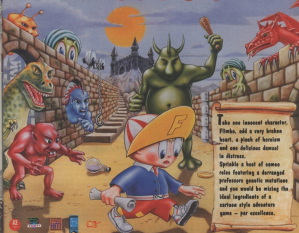
0898 555 538

This stunning little box of tricks is what you need if you want to get stuck into some serious arcade action, so what do you do to gain ultra street-cred? Fork out two hundred sovs? Nah, you get on the blower, pronto, and you could be the next person to get in on the action!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU HAVE YOUR PARENT'S PERMISSION BEFORE YOU START DIALING. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST LESS THAN THREE MINUTES



FLIMBO'S *Quest*



Take our innocent characters, Flimbo, add a very broken heart, a pinch of heroism and one delicious demon in distress.

Sprinkle a host of cameo roles featuring a damaged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game — par excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT
ON SO SERIOUSLY CUTE...**

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Mail Bag



Hiya, fellow YOBs! They've let me out again, just so's I can bring you another stack of letters pulled out of my mailbag this month. If you want to tell the world about your budgie's games-playing prowess, why they don't make joystick-like they used to, or who the hell Robert Swan is, drop us a line at YOB'S MAILBAG, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MR RUDE

To, YOB!

How about sending some of those goodies that you're always going on about in that fab magazine of yours down here, before I get really violent, fly up there, and kick your flaming head off? Cheers, Michael Lattarulo, Chiswick, South Africa
YOB: Oh yeah? Look at me - I'm shaking.

MIXED PIX FIX

Dear YOB,

As a Commodore 64 owner, I'm used to looking at game packaging and seeing Amiga screenshots. I expect software houses to show the best screens of their games, but feel that they should specify the format, or show screenshots from each version (which is what Ryzalis did

with Manchester Uni). I was very angry with US Gold though they are certainly not the only guilty party! After recently buying a copy of 'Italy 9000'. On the packaging, some outstanding screenshots were shown, so I took them to be Amiga specimens, but still expected to see a 3D soccer game on the C64, even if it wasn't as good. When I loaded the game, I was astonished to see an overhead view of the pitch, and no sign of a referee or crowd. It looked like a completely different game! C.J. Wilmer, Thundersley, Essex

YOB: Good point. As you say, companies are bound to put flattering pictures of their games on the packaging to try to entice you to buy them, but putting Amiga screenshots on C64 packaging is especially smelly. Come on, software

houses, let's have some kosher pics, or at least something to say which version of the game they're taken from!

By the way, I spoke to US Gold about your problem and they say that, seeing as it's you, they'll sort something out if you drop them a line. Best software people aren't all bad.

CURIOUSER...

Dear YOB,

I've got loose questions for you to answer, so I'd better get on with it.

- 1) I am considering buying Rhinoc and Shadow Warriors for the C64. Are they worth getting?
 - 2) Are there any American Wrestling games for the C64?
 - 3) What are the best budget and soccer games for the Commodore?
 - 4) I enjoy reading those fab fighting fantasy books written by Steve Jackson and Ian Livingstone. I know that there were a few released on computer, but have any been released on the C64 lately?
 - 5) Are there any plans to convert any horror movies (such as Nightmare on Elm Street or Return of the Living Dead), or any disgustingly gruesome and gory games to the C64? And finally, why have you got such a stupid name?
- Now send me a C+VG T-shirt, or I'll send my big brother round to break in on

you Chris Griffin, Southall, Middx YOB: In answer to your questions:

1. Possibly.
2. Yes. Not many good ones though, US Gold may still have some stocks of Rye's Championship Wrestling, which was the best of the few.
3. Evelyn Hughes or Micro-posee Soccer are the top 64 feisty games. There are too many good budget games to list.
4. No.
5. No. And finally! Because my parents didn't want to hand-drop me with a name like Chris Griffin.

... AND CURIOUSER

Dear YOB,

Here are some questions, and if you don't answer them,



I'll risk one of your cool T-shirts anyway!
1) Have you got any cheats for Operation Thunderbolt, King Warriors, Shadow of the Beast or Blood Money for the Amiga?
2) Why didn't you print my letter (last letter)?
3) What would you rate Midwinter for the Amiga?
4) Will you have any free gifts in future issues?

Scott Watkins, Napton, Nr. Rugby
YOB: More questions! Okay, I'll be changing a consultancy fee. Hokay, here we go:
1) Why ask me? Jazza is the tipster. Oh, he says you're a dopy bum-bag because cheats for all these Amiga games have been printed over the last few months.
2) Because it was crap.
3) Pippin? marvellous!
4) Ha, yes me old beauty. The lads have promised something completely splendid for you: pants around Christmas time.

FESTERIN' QUESTION

Dear YOB,
There has been a question festerin' at the back of my mind for some time. I am considering buying either a Neo Geo or a Megadrive, but am wondering what will happen when the time comes when the machines are officially released. What I mean is, you can't review any of the Megadrive games, but can official Megadrive owners still want games like "Alien Beat" and "Super Thunderblade" reviewed, those being new to them, but more than a year old to us.
Finally, you say that UK Megadrive games will not work with Japanese ones, but tell me this: why do UK bits of games work perfectly on the Japanese Megadrive via the bit bit converter?

Hugh Bourcier, London SW3
YOB: Because, Hugo, me old mate, the source of the incompatibility lies in the shape of the Megadrive's cartridge locking gate which, surprisingly enough, doesn't affect Master System cartridges.

plugged into a completely different slot. We need 1 for re-reviewing games, but maybe we'll do some kind of round-up for new owners when the official software finally fits the shelves.

PSYCHO FOXED

Dear YOB!
I am the proud owner of a Sega Master System, and have recently bought Psycho Fox. Within only five days of purchase, I have completed the game. On the ending screen it shows Psycho Fox slapping his hands and stomping his feet on the ground. Then the word "DUSOOL" comes from the top of the screen. What does it mean?

Adrian Feneick, Marham, Nr. Abington, Oxon
YOB: It is actually the Japanese for "blimey, you're a smartass aren't you?" Remember gang, if you've got any interesting queries which are batherin' the hell out of you, just ask your old mate the YOB.

DESPERATE FEMALE

Desperate YOB,
I have been a fan of yours for as long as I care to remember, and have to say that I think you are the most wonderful, intelligent, good looking dude I've ever seen. Please, make my wildest dreams come true and reply to me on your lovely letters page. Thanks for taking the time to read my humble little letter, my love.
Andrea Walton, Romford, Essex.

YOB: Dear Dear! Now here's a woman with taste! And my tongue can't wait to find out what that taste is (four whir), (generally a fantastic job) as YOB is part, off course! - EG

THE LOST NINJA

Dear YOB,
You are the coolest dude ever to hit the face of the

BOGGED DOWN

Dear YOB,
What's all this about Killy and Dallas simulation? If you want a real game, read on. If not, get lost! It's called "Super Advanced Bionic Nylon Sticky N-Fronts Simulator", and here's the design:
Level 1 - You play Larry N-Fronts, and have to get to the toilet before it happens. Enemies on this level include the Great White Man-Caring Toilet Roll, Killer Windmills and flying toilet seats.
Level 2 - In this level, you are sat on the toilet and must fend off the Mad Air Pressure until you are finished.
Level 3 - Here you are sucked down the lav, and must struggle through the remains of peoples' doings, killing guard

rats as you go along.
Bonus Level: Here you must shoot as many killer toilets as possible in a set time limit.
Level 5: This is the final level, where you must confront the evil Baddyloo. If you don't kill him, he blows up your toilet and you will never be able to go again.
Wait, eh? What do you mean, eh? Oh, go away then.
Simon "Y-Nylon" Barker, Worthing, Chichester
YOB: Oh Dear! Please! No more toilet games! Unless one of you can think of some new angle on this game design business I'm going to close this line of correspondence and get you to start writing in about the amount of breath air you get in crisp bags, or why bar code readers never work, or the state of British Rail. Or software piracy. Hal! That's got you worried.

earth, and the only person who can help me. I started buying D+D nearly two years ago, and the last issue I bought only had part two of the Last Ninja II map. This meant that I had missed part one, and am stuck on level 3 so please print it.
Leslie Stevens, Worthington of the almighty YOBs, Upton
YOB: Well, of course you're right about the coolest dude bit, but as nice person and marvellous editor, (night YOB, put your tongue away - EG) Julian Rignall says he has far too much new stuff in his files to be able to reprint old maps. Why don't you try to order a copy of the relevant map from the back issues ad?

POWER STRUGGLE

Dear YOB,
I wanna know if the Atari Lynx can run on a slightly smaller voltage. Because of its very short battery life I thought, why not use rechargeable batteries instead, but rechargeables only have 1.2 volts instead of 1.5, so would the Lynx be able to run on 2.4V instead of 3V? If so, would it affect the game in any way (such as the screen not being so bright)?

Klaaton "More for the O&A" Sumner, Matham Abbey, Essex

YOB: Keeping the pixels on the screen slight is what uses up all the power, so I would say that the Lynx, the camera flash guns, etc, wouldn't go too well on 1.2V rechargables. You do get a mains adaptor in the package, though, so don't be too put off.

ST OR NOT ST

Dear YOB,
I'm considering purchasing an Atari ST. Before I do, could you tell me which is better, the STFM or the STE? This would be greatly appreciated.
Damon Groul, Malby, S. Yorks.

YOB: Blimey, what an appropriate name you've got, Damon. Yeah, anyway, here's the spiel. The STE is the newest version of the ST which has a few minor hardware modifications, namely stereo PCM sound, a 4096 colour palette, a BUTTER chip like the Amiga's and complete incompatibility with the vast majority of games released pre-1990. Obviously most software houses are now programming with STE compatibility in mind and reprogramming their older games, but unless you re-



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Mail Bag



Why want those extra fan-clippers, you'd be best off getting an STFM. And can you believe they don't make the joystick ports any more accessible?

AND EVEN CURIOSER!

Dear YOB,
I just want you to answer 3 questions:

- 1) Do Game Boy games work on the Nintendo?
- 2) Is the Nintendo 64 bit, 16 bit or neither of these?
- 3) What are the five best games for the Nintendo? Matthew Hastings, Sandbach, Cheshire

YOB: Here goes.
1) Of course not! Have you even seen the size of a Game Boy cartridge? How would you slot that into a Nintendo?

- 2) It's 64-bit.
- 3) My top five are Super Mario Brothers, Super Mario Brothers 2, Life Force, 1943 and Golems Triangle.

CARTRIDGE CONFUSION

Dear YOB,
I'm getting the official Sega Magazine when it comes to Britain, but am a bit worried that most of the 'grey in-

THERE'S NO-ONE MEANER THAN NINA

Dear YOB,
Anyway, here's my game design, called 'Nina's Insult Simulator':

- Level 1: On a talent show you see a brilliant young aspiring superstar, and, as Nina, you must feed and make up as many faults with insults in four minutes.
- Level 2: Nina must make it to her car, but is harassed by all the cars from the show throwing tomatoes at her. However, she is armed to the teeth with loads of insults.

Level 3: Now in her car, Nina must get to her hide-out, but is being chased by the police, who throw banana skins under her wheels to make her stall off the road.

Level 4: In the hide-out, Nina must get to her study where she writes for her newspaper column. While 12 toasters all attempt to hinder her she must search for the study, armed only with insults. When she reaches the study, the comes face-to-face with Russ Abbot. You can pick up more insults and a handkerchief to drive weapons.
Mark Laffy, Dorcombe Road, Bournemouth

YOB: Well, sounds like a terrific game to me. Nina's Insultor - a title born for the '90s and no misdeeds.

THE ROBERT SWAN QUESTION

Dear YOB,
Oh then, who the hell is Robert Swan?
Tim Curious, Hemel Hempstead.
YOB: I put your question to Robert for 'Roe' as we like to call him and he says that he is in fact C-ANG's new staff writer who comes from us. He likes listening to Iron Maiden and enjoys eating Chinese spare ribs



with barbecue sauce (number 43). His ambitions are to work around the world and to sail around the world in a boat he's building entirely from used matchsticks. His lucky number is 0,294,294,006 and his lucky colour is vermilion. If anyone wants to know anything else about Rob, he says he's more than happy to answer any questions as long as they're not about the four hundred gold in gate stuffed under his bed.

THE YOB



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

[illegible]

Year	1990	1991	1992	1993	1994
1990	100	100	100	100	100
1991	100	100	100	100	100
1992	100	100	100	100	100
1993	100	100	100	100	100
1994	100	100	100	100	100

[illegible][illegible]

	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100
1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	

[illegible]

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1. The first step is to identify the problem or question that needs to be addressed. This involves understanding the context and the specific requirements of the task.

2. Next, it is important to gather relevant information and data. This can be done through research, consultation with experts, or by analyzing existing data sets.

3. Once the information is gathered, the next step is to analyze it. This involves identifying patterns, trends, and potential solutions. It is important to consider all possible options and weigh their pros and cons.

4. After analysis, a decision must be made. This is often the most challenging part of the process, as it requires weighing the available information and choosing the best course of action.

5. Finally, the chosen solution must be implemented. This involves putting the plan into action and monitoring the results. It is important to be flexible and willing to make adjustments if necessary.

6. The last step is to evaluate the outcome. This involves assessing the effectiveness of the solution and determining if it has met the original goals. If not, the process may need to be repeated.

[illegible][illegible][illegible]

	2002	2003	2004	2005	2006
1. <i>Chrysomelidae</i>	10	10	10	10	10
2. <i>Curculionidae</i>	10	10	10	10	10
3. <i>Chrysomelidae</i>	10	10	10	10	10
4. <i>Chrysomelidae</i>	10	10	10	10	10
5. <i>Chrysomelidae</i>	10	10	10	10	10
6. <i>Chrysomelidae</i>	10	10	10	10	10
7. <i>Chrysomelidae</i>	10	10	10	10	10
8. <i>Chrysomelidae</i>	10	10	10	10	10
9. <i>Chrysomelidae</i>	10	10	10	10	10
10. <i>Chrysomelidae</i>	10	10	10	10	10
11. <i>Chrysomelidae</i>	10	10	10	10	10
12. <i>Chrysomelidae</i>	10	10	10	10	10
13. <i>Chrysomelidae</i>	10	10	10	10	10
14. <i>Chrysomelidae</i>	10	10	10	10	10
15. <i>Chrysomelidae</i>	10	10	10	10	10
16. <i>Chrysomelidae</i>	10	10	10	10	10
17. <i>Chrysomelidae</i>	10	10	10	10	10
18. <i>Chrysomelidae</i>	10	10	10	10	10
19. <i>Chrysomelidae</i>	10	10	10	10	10
20. <i>Chrysomelidae</i>	10	10	10	10	10
21. <i>Chrysomelidae</i>	10	10	10	10	10
22. <i>Chrysomelidae</i>	10	10	10	10	10
23. <i>Chrysomelidae</i>	10	10	10	10	10
24. <i>Chrysomelidae</i>	10	10	10	10	10
25. <i>Chrysomelidae</i>	10	10	10	10	10
26. <i>Chrysomelidae</i>	10	10	10	10	10
27. <i>Chrysomelidae</i>	10	10	10	10	10
28. <i>Chrysomelidae</i>	10	10	10	10	10
29. <i>Chrysomelidae</i>	10	10	10	10	10
30. <i>Chrysomelidae</i>	10	10	10	10	10
31. <i>Chrysomelidae</i>	10	10	10	10	10
32. <i>Chrysomelidae</i>	10	10	10	10	10
33. <i>Chrysomelidae</i>	10	10	10	10	10
34. <i>Chrysomelidae</i>	10	10	10	10	10
35. <i>Chrysomelidae</i>	10	10	10	10	10
36. <i>Chrysomelidae</i>	10	10	10	10	10
37. <i>Chrysomelidae</i>	10	10	10	10	10
38. <i>Chrysomelidae</i>	10	10	10	10	10
39. <i>Chrysomelidae</i>	10	10	10	10	10
40. <i>Chrysomelidae</i>	10	10	10	10	10
41. <i>Chrysomelidae</i>	10	10	10	10	10
42. <i>Chrysomelidae</i>	10	10	10	10	10
43. <i>Chrysomelidae</i>	10	10	10	10	10
44. <i>Chrysomelidae</i>	10	10	10	10	10
45. <i>Chrysomelidae</i>	10	10	10	10	10
46. <i>Chrysomelidae</i>	10	10	10	10	10
47. <i>Chrysomelidae</i>	10	10	10	10	10
48. <i>Chrysomelidae</i>	10	10	10	10	10
49. <i>Chrysomelidae</i>	10	10	10	10	10
50. <i>Chrysomelidae</i>	10	10	10	10	10
51. <i>Chrysomelidae</i>	10	10	10	10	10
52. <i>Chrysomelidae</i>	10	10	10	10	10
53. <i>Chrysomelidae</i>	10	10	10	10	10
54. <i>Chrysomelidae</i>	10	10	10	10	10
55. <i>Chrysomelidae</i>	10	10	10	10	10
56. <i>Chrysomelidae</i>	10	10	10	10	10
57. <i>Chrysomelidae</i>	10	10	10	10	10
58. <i>Chrysomelidae</i>	10	10	10	10	10
59. <i>Chrysomelidae</i>	10	10	10	10	10
60. <i>Chrysomelidae</i>	10	10	10	10	10
61. <i>Chrysomelidae</i>	10	10	10	10	10

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

[illegible]

Item	Unit	Price	Quantity	Total
1.0000	kg	1.00	1.00	1.00
2.0000	kg	2.00	2.00	2.00
3.0000	kg	3.00	3.00	3.00
4.0000	kg	4.00	4.00	4.00
5.0000	kg	5.00	5.00	5.00
6.0000	kg	6.00	6.00	6.00
7.0000	kg	7.00	7.00	7.00
8.0000	kg	8.00	8.00	8.00
9.0000	kg	9.00	9.00	9.00
10.0000	kg	10.00	10.00	10.00
11.0000	kg	11.00	11.00	11.00
12.0000	kg	12.00	12.00	12.00
13.0000	kg	13.00	13.00	13.00
14.0000	kg	14.00	14.00	14.00
15.0000	kg	15.00	15.00	15.00
16.0000	kg	16.00	16.00	16.00
17.0000	kg	17.00	17.00	17.00
18.0000	kg	18.00	18.00	18.00
19.0000	kg	19.00	19.00	19.00
20.0000	kg	20.00	20.00	20.00
21.0000	kg	21.00	21.00	21.00
22.0000	kg	22.00	22.00	22.00
23.0000	kg	23.00	23.00	23.00
24.0000	kg	24.00	24.00	24.00
25.0000	kg	25.00	25.00	25.00
26.0000	kg	26.00	26.00	26.00
27.0000	kg	27.00	27.00	27.00
28.0000	kg	28.00	28.00	28.00
29.0000	kg	29.00	29.00	29.00
30.0000	kg	30.00	30.00	30.00
31.0000	kg	31.00	31.00	31.00
32.0000	kg	32.00	32.00	32.00
33.0000	kg	33.00	33.00	33.00
34.0000	kg	34.00	34.00	34.00
35.0000	kg	35.00	35.00	35.00
36.0000	kg	36.00	36.00	36.00
37.0000	kg	37.00	37.00	37.00
38.0000	kg	38.00	38.00	38.00
39.0000	kg	39.00	39.00	39.00
40.0000	kg	40.00	40.00	40.00
41.0000	kg	41.00	41.00	41.00
42.0000	kg	42.00	42.00	42.00
43.0000	kg	43.00	43.00	43.00
44.0000	kg	44.00	44.00	44.00
45.0000	kg	45.00	45.00	45.00
46.0000	kg	46.00	46.00	46.00
47.0000	kg	47.00	47.00	47.00
48.0000	kg	48.00	48.00	48.00
49.0000	kg	49.00	49.00	49.00
50.0000	kg	50.00	50.00	50.00
51.0000	kg	51.00	51.00	51.00
52.0000	kg	52.00	52.00	52.00
53.0000	kg	53.00	53.00	53.00
54.0000	kg	54.00	54.00	54.00
55.0000	kg	55.00	55.00	55.00
56.0000	kg	56.00	56.00	56.00
57.0000	kg	57.00	57.00	57.00
58.0000	kg	58.00	58.00	58.00
59.0000	kg	59.00	59.00	59.00
60.0000	kg	60.00	60.00	60.00
61.0000	kg	61.00	61.00	61.00
62.0000	kg	62.00	62.00	62.00
63.0000	kg	63.00	63.00	63.00
64.0000	kg	64.00	64.00	64.00
65.0000	kg	65.00	65.00	65.00
66.0000	kg	66.00	66.00	66.00
67.0000	kg	67.00	67.00	67.00
68.0000	kg	68.00	68.00	68.00

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PLAYMASTERS

Hiya! Here's another bagging bonanza bag of cheats and tips including a map of Super Shinobi's labyrinth level. If you've got a world-beating map, tip or POKÉ and want to get your name in print, and possibly win yourself a stack of soft-rede, why delay? Send it in to PLAYMASTERS, C+VO, 30-32 FARRINGTON LANE, LONDON, E6 1R 5AU.



AMIGA KID GLOVES

Hot off the fax machine from Paul of The Computer Shop in Leeds (what a pathetic way of publishing the store - that sort of thing doesn't work with us) comes an infinite lives cheat for Millennium magic means games. What you have to do is buy one lot each of flames and magic in the first shop, then leave and go to the screen with the shadows and the snaky-dragon-thing. Keep killing yourself off until the lives display reads 1, then press backspace several times. The lives display should start flicking from 1 to 9. Carry on backspacing (what a great film that was!) until a static 9 shows. You will now be back at the beginning, but with infinite lives.

MANCHES- TER UTD

Here's a simple cheat from Simon Williams of Wolverhampton. If the match isn't going your way, simply press the left mouse button and the game thinks the press on the mouse button was another player wanting to join the game. The opposing team will freeze making it a piece

of cake to put the ball in the old onion bag (as they say).

STORMLORD

A nifty cheat here from D Po-well at Abernethy. Type **DRA-GONBRIDGE** on the credit screen, then start the game and press the space bar to pause it. You can now jump straight to the next level with a single press of the L key.

BLOOD MONEY

All the way from sunny Bag-gum comes David Barman's tip which provides an infinite supply of lives and cash. All you have to do is pause the game, hit the **HELP** key and then when things are getting tough, stock up on ships and money by pressing 1 and 2.

ST MIDWINTER

If you're a bit worried about missile attacks while you're out for a quick ski, press S to switch to sniping mode and go to maximum zoom. If Richard Powell of Rotherham is right (and who are we to doubt his word?) you should never be in trouble.

CRACK- DOWN

Load the game and start it up, then type in **SMURF**. You can now give your self and your mate infinite lives by pressing F2 and F3. Easy, easy, but it took Jacknapp Village of Southall to find it out.

E-MOTION

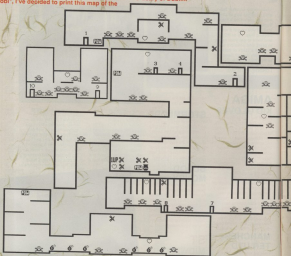
I couldn't get this one to work on our reproduction copy, but you might as well give it a go. Type in **FRANK ZAPPA** on the title screen and you should find that a prod of F1 will move you up a level during the game, and pressing F2 puts you forward ten levels. For retrogressive types,



SUPER S

After receiving trillions of phone calls asking "ow d'yer got through the maze in Super Shinobi", I've decided to print this map of the

eighth level which was sent in by Terry O'Leary of Dublin.



POW POWER UP

 ENEMY

 BOMB

 NINJUTSU MAGIC

 SHURIKENS

 LIFE-UP HEART

 1UP EXTRA LIFE

SHINOBI





press F3 puts you back one level and F4 puts you back ten levels. Another Jaskiratn Videe tip is there.

DYNASTY WARS

Jaskiratn Videe comes to the rescue again with a level skipping cheat for this game. While the title screen is up, just type in CHEAT MODE and when the game is running you just have to hit F2 to advance a stage.

GHOULS 'N' GHOSTS

Make Sir Arthur invulnerable by typing in DELBOY on the credits screen (not the high score table). The words "CHEAT MODE ACTIVATED" should appear and you can start the game with a totally hard (play) mode. Don't fall down any holes, though, or you'll have to reload the game. Yet another

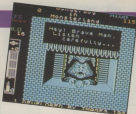
Jaskiratn Videe cheat (is there no end to his talents?)

IVANHOE

Apparently there is no end to Jaskiratn Videe's talents because he also sent in the cheat mode for this game. Press the pause key, then type in JC IS THE BEST and you should find that a press of the M key sends you on a level. DELETE kills all the monsters on the screen, gives you more lives and hitting the CONTROL key kills the monster in the bonus stage.

C64 UNTOUCHABLES

Delvot Groby of Dylfed says that if you type in the word TECHNIQUE once the game has loaded, then start the game, you can fully restore your energy by pressing F5.



and restore the timer to nine minutes with a press of F7.

SUPER WONDER-BOY IN MONSTER-LAND

Go to the celestial town of Babilonia, then when you reach the spring that shoots you up into a cloud, jump into the houses and walk all the way along to the last house. Don't walk off the edge. Walk back left and you should fall down. Watch in awe as the words "SOMETHING WONDERFUL HAS HAPPENED" appear in the status box. You are now invulnerable to every thing except spikes. The timer still ticks down, but you now have ten energy hearts so finishing the game shouldn't be too much of a problem. Thanks to Richard Wynn and David Eagle of Parodycymar for that gem of info.

event. This tip brought in you by the Sanofi Royal Amstel Tisa Company, Epping Green.

BLOODWYCH

If you're having problems with monsters in this game, why not try The Marlon and Barry Method (patented pending) from Marlon Richardson and, presumably, his mate Barry. As the name suggests, this is simply a tip for two players, in which one player goes around getting monsters to follow him. He then lures them into a room where the other player's party is waiting, then while the monsters are beating up one party, the other attacks from behind. When the monsters turn around, the other party takes over the attack. Simple, but effective.

SPECTRUM COUNT DUCKULA

Here's a bonus tip from someone who might well be called J. Delvot, and who might well live in picturesque Pagnan. What J says is if you press down all the keys on the keyboard while the opening screen is up the title changes to "The Revenge of the Banana Milk". Start the game as usual and the Count should now be a bottle of banana milk. The advantages of being a bottle of banana milk become clear when you pick



AMSTRAD BARBARIAN

II

On the first screen of level one, go straight into the cave and instead of jumping the hole, just keep pushing left and you will get an extra life. Leave the way you came in then return and do it again for yet another life, and you can keep doing this until you've got more lives than a cow has stomachs (if not more).

PREMIER MAIL ORDER

FIGURE 1. (continued) *Phragmites* and *Spartina* coverages in the marshes of the Sacramento-San Joaquin River Delta, California, 1990-2000. *Phragmites* coverages were measured in 1990, 1995, and 2000. *Spartina* coverages were measured in 1990 and 2000.

Dept CVC 1, Trybridge Ltd., 8 Backwires Sq., Baring Mills, Barking, Essex, SS11 1BA.

Home state male and model of computer when working. PGP Inc., TX no sales were \$9,000; less than \$3,000 and change sold \$3,000 per item. Microsoft shows sold \$3,000 per item for demand. These offers are sold \$3,000 per item.

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D Cumberland of Astington says that you can score your ship with rapid fire by collecting six capsules so that the weapons display shows a 7. Keep shooting things until the fourth ship from the right on your score is a zero, then collect one more capsule and hold down button A to activate rapid fire.

SUPER MARIO BROS

Adam God has sent in a tip to get you to the mysterious water level - 1. Make sure you're powered up with a mushroom then get to the end of level 1-1 and stand on top of the horizontal section of exit pipe. Jump and break the second and third blocks from the right, leaving the far right alone. Stand on the very edge of the pipe and jump backwards into the single brick so that Mario's back hits the single brick. When you get it right, walk through the blocks to the warp zone and quickly go down the nearest tube to enter world - 11.

SEGA SHINOBI

When all the ropes in the bonus level then make an opening as you run to the center of the screen and hit at the blue section as fast as you can. Keep doing until the rope is displayed and

you should find you have double the normal weapon power. M Taylor of Washington can send that one in.

ACTION FIGHTER

You probably knew about the SPECIAL chest in this game, but George Manetas knows a code that goes one better. Enter your name as DOOR_PEN and as well as all the benefits of the SPECIAL chest (starting with a car, the letters A, B, C and D, and immunity while you're in the hall-copter) you get three additional lives!

MEGA-DRIVE TATSUJIN

This is one tough nut to shoot 'em up. But Neil Dennis of Katesborough has a tip to help you make the most of your smart bombs when confronting the bosses. Whenever you use a smart, press the **START** key to pause the game while the boss is on screen. Leave it for a moment before unpausing and your one bomb should have had a sustained effect, and destroyed the boss!

FINAL BLOW

Jeff Lewis of Birmingham says he doesn't want anything for this chest as long as



up one key, because you can now walk through all the doors in the game!

MYTH

In Myth, the dragon on the Norse level getting you down? Giles Dunge of Belgium knows a way to beat him easily, and seeing as how he's such a nice fellow and everything, he's decided to let you tell us in the secret. As soon as you see Nothogg, go back left and hit a few more monsters, then return. Nothogg should now have a hole in his throat. Chuck a dagger at the hole and he's dead. Simple, no?

NINTENDO GRADIUS

Here's Adam God of Bathurst to show you where all the extra lives and stuff are in the

NES version of Gradius. Take it away, Boty.

LEVEL ONE

Before the two volcanoes, reverse into the diamond shaped rock just before the far right point for an extra life. Fly through the gap in the mountain for a 5,000 point bonus.

LEVEL TWO

After blasting your way through the solid wall, you should find a small cave. Reverse into it for the 1-UP.

LEVEL THREE

The extra life in this level is just in front of the 27th statue's mouth. To get past the bosses at the end of this level just rip down to the bottom right of the screen and keep the crystal held down or down and right. If you prefer to go for the points, keep the ship moving in a curve, and of course, press the fire button like crazy.



1 point. How can I refuse? Enter the music tent by pressing **START** to get to the player select screen, then take the physical out of part one and put it into port two. Now press **START** again and boomshanka! All those tunes are there for the taking.

GHOULS 'N' GHOSTS

London's own Alex Bentley knows something about his dad's treasure chests in this game: that he knows you should know.

LEVEL ONE

At the start of this level walk to the far left of the screen and jump into the air to make the first bottom chest appear. The second chest appears when you get to the far ladder of the level. Climb to the top and walk left.

LEVEL THREE

As soon as you jump onto the first tongue, jump again and shoot to make the third appear.

LEVEL FOUR

When you get to the second ice slide, jump to the far right of the screen and to the chest.

PC ENGINE WONDER-BOY IN MONSTER-LAND

On screen seven of this dinky arcade conversion, go to the sixth door along and kill the monster made. As a reward you will receive the Great Sword. But if you're not satisfied with that, kill yourself and do it again. This time when you kill the monster you should get Excalibur, the mightiest blade in the land. Thus speaks Tom Lubbock of Reading.

ORDYNE

To get into the test mode, hold down the **NUM** button



and press **SELECT** five times. Then hold the physical **UP** and **LEFT**, press buttons 1 and 2 and then press **RIGHT**. Repeat five or six times and your changes (sound select, autoreplay on/off, number of lives) should have registered.

Also, when the title screen appears, hold down button 1 for ten seconds and a message should appear by the Ordyne logo. Now start the game and see what's happened.

Thanks to Dave Huxford for those two cheats.

STREET FIGHTER

Dave also says that you can get all sorts of extra features by entering the following at the high score table, waiting for the continue timer to run out, then pressing **LEFT**, 1, 2, and **SELECT**.

■ **LR** - Push the joystick in the direction of your oppo-

nent and select to throw a fireball. Press away from your opponent and select for a hurricane kick. Press diagonally down and left or right (depending on which side your opponent is standing) for an opponent.

- **AS** - After selecting your country you can select the start level.
- **WS** - Gives you seven extra credits.
- **SD** - Provides all of the above.



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From Rainbird.

*A web of intricate possibilities - but fair
play isn't one of them.*



MASTERS OF STRATEGY

REVIEW

► AMIGA



Quilly is in deep trouble - and it's going to get deeper. His underground residence has been overrun by Glibbous Headed Vongcs, a race of mutants who have a pathological hatred of Quilly's kind and like nothing better than dismembering them and turning their skins into fashion accessories. To make matters worse ("WORSE!" - astounded reader) The Mysterious Taps of Mirth have joined up with the Vongcs and are pouring gallons of water into the caves to drown Quilly, who is now the last Bobbie of his kind.

Escape is Quilly's plan, but before he can teleport to the next of the 42 caverns he has to mudge about, climb the walls and travel through murky pools to collect up all the bits of rubbish that are lying about. Meanwhile, the Vongcs and their poons who

are making things difficult by marching about the place as conquerors do.

Luckily, the Bobbies, being the far-sighted creatures they were, slashed weapons throughout the cave system in preparation for just such a situation. Though the Vongcs are tough mothers who can nuke a Bobby at a touch, they're no match for Quilly's hand grenades, time bombs, boomerangs, shurikens, or flame thrower.

As well as weapons, there are other objects lying about for Quilly to collect. Most of them are drinks which have varied effects on either Quilly or the Vongcs, but there are also switches which open up secret passages and rooms, balloons to carry Quilly about and parachutes to save him from a potentially disastrous tumble.



A Watch out for auntie's ghost!

T Don't press it



BY ELECTRONIC
ARTS

Flood



al



▲ Beware the Psycho Tentacle!



▲ At least! The tentacle out of the bizarre level three.

UPDATE

Hang out the flag you (T) center, because Flead is out now for your jelly machine. Single-sided drive drives into out on the landing music and intro sequence, but that aside the game is the same as the Amiga version, and is also out at this moment.

▼ Ahh, isn't he cute?



REVIEW

AMIGA
£24.99

The programmers at Bluth frog are never ones to die, and this release is quite a departure from their former hits Populous and Dragon's Breath. Flead might be a much more straightforward game than these two, but it's no less challenging or playable. In fact I go as far as saying it's the most enjoyable game I've played this month! It's apparent that Bluth has taken a truly vicious game, with thunderous explosions going off all around, vast tongues of flame vapourising the things, and even the sounds of distant laser fire in the background. The sampled sounds, like the clanging of bouncing grenades and the hiss of time bombs contribute a lot to the game's appeal and its sense of humour. Just when you're getting comfy with your flame thrower, you can press the fire button only to be greeted by a clucking sound as a Quilly starts out a completely innocent rubber chicken! There are also some spectacular traps, such as the vast number of nuclear missiles which launch from a side wall if you inadvertently collect a certain item! This game is loaded with surprises, packed with action and layered up with jaffa. If you're not a complete bag your go-sure and try it, pronto.

PAUL GLANCEY

GRAPHICS	91%
SOUND	98%
VALUE	93%
PLAYABILITY	95%
OVERALL	95%

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1. **Introduction**

[illegible]

POSTAGE WILL BE PAID BY ADDRESSEE

[illegible]

Carol Faye Eugene Burke

[illegible][illegible]

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If you thought messing about underwater was just for unsuccessful wind surfers, Electronic Arts' new game Flood will prove to you that drowning can be fun.

To celebrate with the release of this merry title, EA are going to give three C-VG readers a superbaffle: Sony Sports Walkman WMF20 which would normally retail for about £20 (English quid).

You'd think that the personal stereo at that price must be pretty special, and it is one is. It's equipped with a digital tuner with 14 station presets, autoreverse tape deck, it's yellow AND it's floating away the underwater Flood first theme. It's completely 100% waterproof, so you can wear it in the strongest British weather and your big fun tapes won't get any wetter than 100% are already.

For ten runners-up, EA are also supplying some stuff to-to-the-point-of-sureting goody bags, packed with goodies, T-shirts, badges and other yummy stuff.

Now that we've got you all bubbling in that disgusting manner, here's how to enter. On this page you should see (unless you're very short sighted) four outrageously easy questions on the subject of water and music. All you have to do is write the four answers on the back of a postcard or sealed envelope then slip on a stamp and send it to:

WATER, WATER, EVERYWHERE BUT AT LEAST I'VE GOT A STYLISH WALKMAN TO TAKE MY MIND OFF DROWNING. COMPO. C-VG, PRORY COURT, 30-32 FARRINGTON LANE, LONDON, E6A 3AU.

And gas, off to by September 1st (or else).

WIN A WATERY WALKMAN



1. Which German classical composer wrote Handel's 'Water Music'?
2. Which band did Scottish rocker Fish once belong to?
3. Who's the French muse behind the recently released album, Waiting For Cousteau, and who is this Cousteau fellow anyway?
4. And what's the name of the musical twosome whose recent debut album was actually entitled Flood?

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFA, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an exhilarating, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file moves, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., First BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9-pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



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ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

EMLYN HUGHES INTERNATIONAL SOCCER

BY AUDIOGENIC

Except, I know it, I know it! Yes, indeed, that man Emlyn is back again (is there no escaping him?), this time with the long-awaited 16-bit version of Emlyn Hughes International Soccer.

Your aim is to take your team to the pinnacle of football greatness by playing friendly matches, or taking part in international tournaments, cup or league matches. After choosing your team (country, kit type and colour, strengths and weaknesses), and selecting options such as length of match and skill levels, the match begins.

The matches are played in horizontally scrolling 3D, with the selected player indicated by an arrow over his head. The usual rules apply, with relevant info appearing on a screen behind the pitch. Well, what are you waiting for, lads? Get out there, and show 'em what you're made of!

UPDATE

Emlyn Hughes has been kicking around on 8-bits for some time now, but the C64 version is still the best game of its type on that machine.

▼ "O' mon the exagies!" or something...



► The keeper dives over a double of grass, but fortuitously saves a certain goal!

ST

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The World Cup might be over, but the deluge of footy games continues. Emlyn Hughes International Soccer, unfortunately, is not as much international - more like third division quality. The misleading instructions make getting started difficult and when you overcome the hassle of actually putting yourself in control of a side, you discover that the game itself isn't much cop. The graphics are colourful (you can design your own strip if you want to), but the poorly-animated players stumble about the pitch at a snail's pace. The programmers have put inertia on the players so joystick control seems slow and unresponsive. The management section is okay, but it doesn't add a hell of a lot to what is already a fairly weak game. Manchester Utd provided the game features with much more style, but if you just want to play straight soccer Kixi O'2 is the definitive game (and it's five quid cheaper).

ROBERT SWAN

▲ "To me! To me, Harry!"

AMIGA
£24.95

The Amiga game is virtually the same as the ST, so the same criticisms apply. However, its design is more limited than on the ST, strangely enough! Again, Kixi O'2 is better and cheaper.

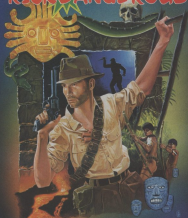
OVERALL 85%

GRAPHICS 68%
SOUND 49%
VALUE 59%
PLAYABILITY 66%
OVERALL 65%

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for a split-second after he's been kicked, allowing the same hair-raising moment (shoot), a bit designed so you can play in your favourite colours, when referees and the ability to save your best goals into a Golden Shot! Disc so you can show off to all your friends.

There's a choice of referee 48, which range from very strict righties to a complete Nazi who can reduce the match to a game of throw-up if you're not careful.

KICK OFF 2



A "Yellow card! With respect Mr. you're a right b..."

UPDATE

Kick Off 2 will be putting them in the back of the net on the ST, PC, C64, Spectrum and Amstrad real soon now.

**C+VG
HIT!**

Free kick! Notice the defensive wall in front of the goal.



**AMIGA
£19.99**

Well, what can I say, Brian? The boy Gino's gone out there with fire in his heart, and he's played an absolute blinder. After Kick Off, Extra Time and Player Manager, I didn't think the best could pull it off, but he's scrumpled down and come out with a cracker. There're just so many options that even your wildest footballing fantasies can become a reality. You can be butting up a plastic pitch in an attempt to bend a shot past a keeper's keeper on a plastic pitch if you really want to. They say it's not over till it's over, but after this, I reckon the rest of the league might as well take an early bath. The competition must be feeling as sick as a parrot, Brian, but this has left me absolutely over the moon. Championship-winning material all round.

ROBERT SWAN

GRAPHICS	92%
SOUND	89%
VALUE	93%
PLAYABILITY	96%
OVERALL	95%

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THE GALLUP ALL FORMATS TOP 20

RANK	LAST WEEK	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Italy 1990	US Gold	●	●	●	●	●
2	1	Fantasy Dizzy	Code Mstrs	●	●	●	●	●
3	-	Pro Boxing	Code Mstrs	●	●	●	-	-
4	2	Paperboy	Encore	●	●	●	●	●
5	15	Yogi's Great Escape	Hi Tec	●	●	●	-	-
6	18	Road Blasters	Kixx	●	●	●	●	●
7	-	Manchester Utd	Krysalis	●	●	●	●	●
8	3	Indy/Temple of Doom	Kixx	●	●	●	-	-
9	-	World Cup Soccer	Virgin	●	●	●	●	●
10	4	Rock Star	Code Mstrs	●	●	●	●	●
11	7	Wonderboy	Hit Squad	●	●	●	-	-
12	9	T I Dizzy	Code Mstrs	●	●	●	●	●
13	10	Dragon's Lair	Encore	●	●	●	-	-
14	5	Buggy Boy	Encore	●	●	●	●	●
15	-	Quatro Sports	Code Mstrs	●	●	●	-	-
16	-	Football Champions	Cult	●	●	●	-	-
17	-	DT's Super Test	Hit Squad	●	●	●	-	-
18	-	Thriller Pack	Prism	●	●	●	-	-
19	-	Chase HQ	Ocean	●	●	●	●	●
20	17	Rainbow Islands	Ocean	●	●	●	●	●



Incredible! Fantasy World Dizzy is no longer at number one! It took a strong epidemic of soccermania and US Gold's Italy 1990 to do it, though. Strange that in spite of the football mania, Code Masters Pro Boxing has come from no-

where to take the number three position. Budget software seems to be even more in evidence than usual, and even Ocean can only manage to get Chase HQ and Rainbow Islands into 19th and 20th positions.

AMIGA TOP 20

1	-	Italy 1990	US Gold	77%
2	1	Retaliator	Ocean	96%
3	-	Midwinter	Rainbird	96%
4	2	Italia 1990	Code Matri	28%
5	-	Grim Blood	Mastertron	55%
6	-	Manchester Utd	Krysalis	93%
7	-	Battle of Britain	US Gold	83%
8	9	Advanced Ski Sim	Code Matri	56%
9	-	Football Manager 2	Addictive	59%
10	-	World Cup Soccer	Virgin	83%
11	3	Player Manager	Anco	85%
12	-	Castle Master	Domark	86%
13	-	Captain Blood	Smash 16	73%
14	-	Treble Champions	Challenge	75%
15	-	Klax	Domark	96%
16	5	Treasure Isl Dizzy	Code Matri	80%
17	-	Pub Trivia	Code Matri	70%
18	11	Rock Star	Code Matri	80%
19	-	Runhoe	Ocean	75%
20	7	688 Attack Sub	EA	83%



There's no messing about for US Gold's new soccer game. The Italy 1990 package goes straight to the top of the chart. It's good to see the superb Klax conversion in the chart, but what's it doing at number 15? It should be in the top five at least!

PG'S TIP FOR THE TOP

KICK OFF 2: There's no doubt about it. You could set your life savings on the fact that this is going to be next month's number one.



As in nearly all the other charts US Gold's World Cup Soccer game rides straight to the top of the C64 Top 20. Apart from that there's not much worth remarking upon in this chart.

PG'S TIP FOR THE TOP

INTERNATIONAL 3D TENNIS: After the World Cup comes Wimbledon, so expect Palace's brilliant tennis game to hit the top once the football thing has died down a bit.

C64 TOP 20

1	-	Italy 1990	US Gold	70%
2	5	Fantasy Dizzy	Code Matri	81%
3	-	Pro Boxing	Code Matri	77%
4	1	Paperboy	Encore	68%
5	-	Yogi Great Escape	Hi Tec	64%
6	12	Road Blasters	Klax	59%
7	8	Dragon's Lair	Encore	53%
8	11	Thriller Pack	Prism	78%
9	-	Quatro Sports	Code Matri	74%
10	-	World Cup Soccer	Virgin	76%
11	3	Indy/Temple Doom	Klax	56%
12	9	IK+	HN Squad	81%
13	6	Wonderboy	Hit Squad	62%
14	4	Buggy Boy	Encore	93%
15	-	DT's Super Test	HN Squad	77%
16	-	Chess HQ	Ocean	35%
17	-	Jack the Nipper 2	Klax	75%
18	13	Rock Star	Code Matri	80%
19	-	Rainbow Islands	Ocean	92%
20	-	Robotop	Ocean	88%



A'ARI ST TOP 20

1	1	Rainbow Islands	Ocean	88%
2	-	Italy 1990	US Gold	79%
3	2	Italia 1990	Code Matri	79%
4	3	Midwinter	Rainbird	78%
5	-	Metacross	US Gold	75%
6	6	Manchester Utd	Krysalia	63%
7	-	Grim Blood	Mastertron	56%
8	7	Captain Blood	Smash 16	75%
9	4	SAS Combat Sim	Code Matri	50%
10	11	Advanced Ski Sim	Code Matri	67%
11	8	Rock Star	Code Matri	80%
12	-	World Cup '90	Empire	88%
13	-	Greg Norman Golf	Grenlin	81%
14	-	World Cup Soccer	Virgin	80%
15	10	League Challenge	Adams	70%
16	-	Football Manager 2	Addictive	67%
17	-	Spy Vs Spy	First Star	87%
18	13	Warhead	MPH	85%
19	-	Tennis Cup	Loricels	85%
20	-	Xenomorph	Pandora	92%



It must be the World Cup that's induced great soccer games in the top 20 - there are three with three last month. Rainbow Islands rules the roost for the third month, but where is Planet of the Robot Monsters?

PG'S TIP FOR THE TOP

SICK OFF 2: Domark's Klax conversion is superb, but I'd say Amco's revamped footy classic is a more likely candidate for next month's top spot.

ET DESIGN

Team B			
SPAIN			
GERMANY			
SWEDEN			
SCOTLAND			



SPECTRUM TOP 20

1	2	Italy 1990	US Gold	70%
2	1	Fantasy Dizzy	Encore	81%
3	-	Pee Boxing	Code Matri	79%
4	4	T I Dizzy	Code Matri	80%
5	7	Manchester Utd	Krysalia	85%
6	7	Buggy Boy	Encore	72%
7	10	Wonderboy	Hit Squad	63%
8	3	Paperboy	Encore	80%
9	5	Rock Star	Code Matri	77%
10	9	Yogi Great Escape	Hi Tec	80%
11	-	Football Champs	Cult	75%
12	-	Road Busters	Klax	63%
13	-	Quatro Sports	Code Matri	77%
14	-	Vendetta	System 3	88%
15	3	Indy Temple Doom	Klax	75%
16	13	Match Day	Hit Squad	80%
17	11	3 Plyr SuperLeague	Cult	81%
18	-	Ikari Warriors	Encore	79%
19	-	3D Snooker	Players	70%
20	15	Dragon's Lair	Encore	70%



It's the same story here as in the C64, Amiga and all Formats charts. US Gold's World Cup 1990 has gone straight to number one, kicking even the previously unquellable Fantasy World Dizzy off his perch.

PG'S TIP FOR THE TOP

INTERNATIONAL 3D TENNIS: State of the art tennis action which should hit the big time once Wimbledon replaces the World Cup.

AMSTRAD TOP 20

1	1	Fantasy Disco	Code Matria	85%
2	-	Pro Boxing	Code Matria	77%
3	3	Indy/Temple Doom	Klax	77%
4	2	Paperboy	Encore	85%
5	-	Evening Star	Hawson	78%
6	-	Jack the Nipper 2	Klax	77%
7	-	Road Blasters	Klax	76%
8	-	Manchester Utd	Krysalis	80%
9	-	World Cup Soccer	Virgin	77%
10	-	World Soccer	E&J	74%
11	-	Football Champs	Cult	78%
12	-	DT's Super Test	Hit Squad	86%
13	5	Yogi Great Escape	Hi Tec	83%
14	-	GB Super League	Cult	89%
15	4	Rock Star	Code Matria	80%
16	-	Overlander	Encore	77%
17	-	Quadro Sports	Code Matria	76%
18	11	Dragon's Lair	Encore	78%
19	18	1943	Klax	80%
20	-	Italy 1990	US Gold	79%



This is the only chart in which US Gold's Italy 1990 hasn't rocketed straight to the top. Instead, Fantasy World Disco survives a fourth month at the number one slot. Surely it can't be there again next month?

PG'S TIP FOR THE TOP

LIVE AND LET DIE: Encore's recently released Bond game is a good budget buy. Expect to see that in the chart next month.



PC ENGINE TOP 5

1	-	Formation Soccer	91%
2	-	Banumba	83%
3	1	Atomic Robo Kid	85%
4	4	PC Kid	85%
5	3	Chase HQ	88%

PC ENGINE

The football bug hits the consoles too, and Formation Soccer keeps Robo Kid off the top spot. PC Kid looks like it's going to be a perennial favourite, as does Chase HQ. This chart is supplied by Spectrosoft of Covent Garden (071 2467669).

MEGADRIVE

The remarkable Thunderforce II goes straight to number one replacing Pinet Bitch. Whip Rush comes in over DJ Boy, and Super Shinobi hangs in there for another month.

MEGADRIVE TOP 5

1	-	Thunderforce II	94%
2	-	Whip Rush	89%
3	-	DJ Boy	90%
4	4	Super Shinobi	92%
5	-	Afterburner II	95%

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SUPER-TRUX ENCORE

What's big, evil, and anti-weights 30 tons? A truck! What can you do with a truck? Well, you could always haul it around like European cities in order to see that most respected of awards, the Supertrux Trophy. Just think, roving around the streets of Europe, and all you need is a truck! Well, that's just about it, really. As driving games go, this re-release is a bit behind the rest of the field. Driving around is a bit simplistic (well, no gear changes), and the graphics overall look a bit dull. However, if you are absolutely desperate for a race, and you don't have the money for a full price game, you could do a heck of a lot more than take a look at this.

SPECTRUM £2.99

Er, where's the sound, guys? Either I'm hard of hearing, or there is none! Apart from that, this falls into the "not too good, not too bad" category.

OVERALL 60%



C64 £2.99

Graphics are okay, sound is a little engine buzz, but apart from that, the same comments apply.

OVERALL 61%

AMSTRAD £2.99

More colorful than the other versions, but sound remains pretty plain. Again, the same comments apply.

OVERALL 61%

BOMB JACK ENCORE

This budget re-release of a crunchy Taito coin-op features a guy by the name of Jack, who has the thing about collecting bombs (punch below). Unfortunately these particular bombs that Jack's got his hand on have been planted by a bunch of aliens who want to blow up the Earth. So, being Jack, I the Earth. So, being Jack, I can collect some bombs and save the Earth at the same time. (Not, eh? Erm, unfortunately, no. The arcade original has no great shakes but these 16-bit conversions are absolute crap. Gameplay is absolute and repulsive (just punch about, collect bombs and avoid nasties), graphics

ATARI ST £9.99

Exactly the same game in all respects. Absolute trash.

OVERALL 40%

AMIGA £9.99

Aspects. You'll have more fun attempting to a breed of parrot. Jack would give me very little.

OVERALL 40%

are small, blocky and poorly defined, the backgrounds range from bland to garish, and the sound will have you reaching

for the volume switch after a few seconds. Overall, this is something to steer well clear of.



QUESTION OF SPORT ENCORE

Question of Sport is another in Encore's long line of budget re-releases, this being a conversion of the popular TV sports quiz hosted by David "Remarkable" Coleman. Ian "Hiscock" Beith and Bill "Bill" Beaumont captain two guest teams through six rounds of quick fire questions, with points being awarded for correct answers. Unfortunately,



THUNDER CATS ENCORE

Large, shock, horror, the Evil Mumm-Ra has kidnapped several members of the Thundercats team, and stolen the Eye of Thunder! Only you, Lion-O, possess the strength and courage to defeat Mumm-Ra and his nasty minions, save your friends and retrieve the Eye. Confronting Lion-O, you must battle your way to Castle

GET



ONE PLAYER GAME
THE PLAYER GAME

The simple sport trivia game isn't exactly called a show when it was first released, and it doesn't prove it will hold its own in the "quiz" category due to the countless wheeler-dealers that resemble the game at the same time. If you're not desperate for a game of that nature, take a look, otherwise move it well alone.

AMSTRAD
£2.99

No doubt, pretty clever, remarkable stuff all round. You'll be better off watching the TV show.

OVERALL 60%



ATARI ST
£9.99

The same game in every department, so the same criticisms apply here.

OVERALL 65%

AMIGA
£9.99

A single combat move and repetitive play make this a pretty dull game. For avid fans only.

OVERALL 65%



**RAD
RAMP
RACER
MASTERTRONIC
PLUS**

Get on your wheels (plastic or skates) and get down to the skate park where you take on another dude (human or computer-controlled) to find out who's the baddest guy around. But you gotta make sure you're up to it, or you'll find yourself flat on the face and you'll look as cool as a month-old salad sandwich. Leap over obstacles, pull off fancy tricks, fall over, and generally make a bunt of yourself. Actually, this game isn't half bad. The two-player option gives the game a boost, but even playing the computer is fun. Give it a go, and show 'em all how totally hip and tall you are.



C64
£2.99

More colorful and available than its Speccy counterpart, and just as much fun.

OVERALL 79%

SPECTRUM
£2.99

Graphics are fairly monochromatic, sound is nice (if sparse), but the game is fun, and that's what counts, matey.

OVERALL 78%

Furber and save the day. Well, battle isn't really the right word - more like, cut as far along a horizontally scrolling screen and either chop or be at incoming enemies. In elaborate weapons, lack of agility and fearless collision detection mean the bad guys get you first, and progress grinds to a halt. This becomes annoying in the extreme after numerous attempts, and average graphics and sound don't help to improve matters grip. A release that's definitely showing its age.

READERS' OFFER



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Hard Driver



Star Wars



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Conflict Europe



Shadow Gate



Lord of the Rising Sun

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BLOOD MONEY PSYGNOSIS

If you thought Code Masters' *Legend* overdid on their burts, here's what Psygnosis have to say about this game. "Makes all the other games you've played seem pedestrian", it gushes. "Simply the best arcade game you've ever seen," they rave. Here, well, Blood Money is good, but not that good. It's a multi-weapons

shoot 'em up which casts you and a friend (in two player mode) as heroic pilots chugging through the scrolling corridors of four planets. Naturally, the place is heavy with alien life forms just queuing up to become cannon fodder, and every one blasted leaves behind coins ("Blood Money", see?) for you to snap up and spend in tiny mini-games which you can't access. It's nicely programmed and pretty good fun, especially in the highly competitive two player mode.

but there are better, similar games on the C64 scene, so Blood Money doesn't really live up to the promises on the packaging.

C64	
£9.99	
A decent, playable shoot 'em up but nothing to wet your pants over.	
OVERALL	79%

CECCO'S COLLECTION HEWSON

The Cecco of the title is none other than programmer extraordinaire Roberto Cecco, and this compilation comprises four of his 8 bit hits, namely Exolon, Cybernoid, Cybernoid II and Stormlord. Exolon is a walking platform blast, which is stylishly done, but is a little lacking in the action department. Cybernoid is a great megabit shoot 'em up with loads of extra weapons to col-



C64	
£12.99	
Ace C64 programmer Mike Jones handled the C64 conversions and made a damned good job of them. A terrific collection of some of the best arcade games on the machine.	
OVERALL	92%

SPECTRUM	
£12.99	
Cecco performed magnificently in getting so much colour and action on a Spectrum screen. An outstanding compilation.	
OVERALL	90%

lect and aliens to blast, and funny enough, so is Cybernoid II, but the sequel is quite a bit tougher, has even more weapons and more polished graphics. Stormlord is the only non sci-fi game, and stars a heavily armed dwarf who has to rescue families in an enjoyable scrolling platform puzzle-solving scenario.

AMSTRAD	
£12.99	
Very similar to the Spectrum version, but even more colourful. Great stuff.	
OVERALL	91%

F-29 RETALIATOR OCEAN

Ocean's much-vaunted future flight simulation finally makes it to the ST - and was it worth the wait? Um, well, sort of... Nearly. You'll be glad to hear that the 3D graphics are as spectacular as they were on the Amiga (and the introductory screens are just as rough - what an ugly plot!), but judging by the clumsy presentation and bizarre gameplay idiosyncrasies, it seems the game was rushed through the final stages of production. My observations I mean enemy planes destroying you three seconds into the mission (be-



fore you've even taken off), particularly debacle-landing gear and wheel breakers, and very vague collision detection (fly within 20 feet of a structure and you're dead). The manuals and presentation screens are woefully inadequate and compare badly with the likes of Unix Attack Chopper or any recent Microprose flight sims.



TURRICAN RAINBOW ARTS

Get this. A demon with three heads is giving everybody bad dreams, so you have to get down to his place and use a vast array of laser armament to "penetrate" him to take the next bus out of town. Alas, being a security-conscious sort of demon, he's surrounded his gulf with all sorts of monstrous guardians and spiky platforms which can do you no end of damage, even with your heavy-duty armour on.



The massive amount of firepower at your disposal makes this a terrifically satisfying blast, and what makes it even better are the game's great graphics and music - the sample-packed title track is particularly impressive. Like I said, get this.

KLAX DOMARK

Connecting lines of coloured tiles is the idea behind Domark's conversion of the Tetris puzzle con-cept.



The tiles roll out of the screen at increasing speed on a conveyor belt and the idea is to catch them in a block at the end of the belt then drop them into a grid to make patterns of like-coloured blocks. The more exotic your patterns,



the more points you score, and making certain patterns on certain levels earns you bonus points or level wars. When it comes down to it, it's a pretty simple arcade game and the Amstrad version increases the feel of the arcade

game brilliantly (the only thing missing is the arcade game's two-player mode). The display is colourful and the progress is lively. If you thought puzzle games were dull Klax could be the one that changes your mind.

UNREAL

BY UBISOFT

Some ago, the mighty E-Shaper sent his faithful servant Fragar to bring life to a new world, the planet Unreal. Taking with him life-giving eggs, the four elements of earth, air, fire and water and two powerful guardians, Fragar travelled to the Maelia world, but upon landing, his ship was destroyed when it collided with a massive comet. The resulting explosion scattered his cargo across the face of the planet, and the guardians, without Fragar's supervision, began fighting for control. Before long, they were soon powerful enough to transform themselves into the very elements Fragar had brought with him. However, one of the eggs, having escaped the clutches of the guardians, came to rest in a peaceful valley and hatched into a copper dragon.

Years later, the dragon came across a young couple, Anabien and Isalde, who befriended him. The dragon visited them on many occasions, but one day, he failed to arrive. Isalde, in her

anxiety, called for the dragon from the highest hill, so loud as to catch the attention of a servant of the Supreme Guardian, who captured her and took her to the Lord of Darkness, the evil one, captivated by her beauty, offered her a choice; marry him, or he would destroy the valley, Isalde agreed to the marriage, if only to save her people.

The copper dragon came to hear of this, and at once told Anabien. The dragon, feeling responsible, swore to

help defeat the dark lord, so Anabien and the dragon set out to destroy the four elements giving evil its power, and find the 'changing blade', a magical sword that recharged with crystals from the cabinet, and rescue Isalde from a fate worse than death.

UPDATE

The game makes heavy use of the Amiga's specialised graphics and sound hardware as Ubisoft aren't planning to release versions for any other machines.

► While the dragon sidges dragons, Anabien feeds off monsters with his fiery blade.



AMIGA
£24.99

Unreal is another of those games along the lines of Shadow of the Beast, with pretty graphics and atmospheric sound, but which is rather lacking in the gameplay department. The 'flying around as your dragon' 3D section is very impressive, and the current update is quick, but the overall effect is spoiled by first level messages, such as the message 'Few but something'. The main combat sections in which you control Anabien and the copper dragon are the real (sort of) test-drops in the game, just walking or jumping from left to right and prodding monsters with your sword gets pretty boring after a while. Being able to dip your sword in fire for a temporary fire-blade is nice, but it doesn't seem to have much effect, and the same dragon, Anabien, dragon etc.) become repetitive after several plays. Overall, to coin a phrase, it's good, but not that good.

ROBERT SWAN

GRAPHICS	81%
SOUND	80%
VALUE	70%
PLAYABILITY	88%
OVERALL	73%



▲ Don't get too close to that Bower, Venus!



BY GREMLIN

VENOM

**C+VG
HIT!**

Well, mankind's really gone and screwed up this time. Through overuse of industrial pesticides and chemicals, they've only gone and killed off the Earth's entire insect population, thereby throwing the planet's ecology into complete and utter chaos.

To try to redress the balance, man tried to create his own species of insects, but

somewhere along the line, a mutant virus got into the DNA makeup, resulting not in a new breed of small, harmless bugs, but a species of rogue insects. Now, though, the scientists reckon they've got it right, and they've created a super fly, codenamed *Venus*, which is capable of picking out and eliminating all of the mutants.

This is where you come in, guiding *Venus* through ten different horizontally scrolling worlds, each consisting of five levels, and all played against the clock. *Venus* has a built-in energy cannon, capable of 8 types of shot, ranging from a simple standard one shooter to a jumpy 8-way megablaster! Thing is, you don't have it all your own way because energy is depleted by contact with an enemy in-



▼ Hey! A secret treasure room! Get all the power-ups!



A float the bugs in the R&L-like bonus stage.



US

back or back-butt, and when the bar reaches zero, Sam gains one of your three lives.

There are five types of icons scattered around, such as gravity reversal, which flips the fly upside down and reverses joystick controls, time loss, super jump, continuous jump, and stunt, which stops versus jumping altogether. Larger insects drop power-ups, that, when shot, give things like extra lives, energy blockers, shields and the like. If all five levels are completed, you move into a bonus level, giving you the chance to boost your firepower and reclaim much-needed energy.

AMIGA
\$19.99

Virtually the same as the ST version (no bad thing by any means), but with beefed-up sound, and some smooth MAM backgrounds for the same price. Again, an absolute must.

OVERALL 94%

ST
\$19.99

Wow! This game is brilliant! A game about insects doesn't sound like a whole lot of fun, and I agree with some frustration. But I can safely say that this is one of the best 16-bit shooters going. The graphics are large, bright, colorful, well defined and fit in to the game perfectly, and the tone that plays along is one of the best I've heard on the ST, and really suits the game. Control of the fly is simple enough, but when the joystick controls get reversed, the stuff really hits the fan. The bonus level bears a remarkable resemblance to R&L, but after blasting away the mobody's Dunder and smashing pluses a bulging armory of weapons, you feel hard enough to take on the world. Never mind the best level. The terrific sounds, the super-tough visuals, the super-tough sounds, and the possibility of finding hidden bonus screens at any moment will have you glued to your screen longer than that measly blue-bottle's been glued to the flypaper hanging in the ferry.

ROBERT SWAN

GRAPHICS 94%
SOUND 95%
VALUE 90%
PLAYABILITY 93%

OVERALL 94%

UPDATE

Sorry, all you 8-bit owners, but because of the huge advantage of the 16-bit machines' graphics and memory, there will be no versions for your machines.



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▲ Flippin' rough - and this is just a training level!

YOLANDA



▲ Nearly there now!

There was once a mighty warrior by the name of Hercules, who was the offspring of Zeus himself, lord of all the Greek gods. He was given twelve tasks to perform to prove his worth. Now, many years hence, his daughter Yolanda has been cursed by the death goddess Hecate to be slayed by all mankind. To lift the curse she must re-enact the twelve trials of Hercules, and that's where you come in.

Controlling Yolanda, you must jump around fifty levels of relentless action, climbing vines, jumping on platforms and avoiding demons and enemies to reach a portal at the end. Once the portal is entered, you move on to another level.

BY MILLENNIUM



ST
£19.99

After playing this for some period of time, there's only one thing left to say - arrrggh! This must be the most god-awfully difficult game since Steve Niles' original C64 classic, Hercules, of which it is a copy. The difficulty isn't all that's been converted across - the graphics are small, the scenery is roughly drawn and the sound is enough to make you dream your fist through the screen after five minutes. But while the game admits to being difficult, and at first play seems totally impossible, it isn't, and you gradually learn which platforms or vines are hard to reach into flames or disappear when you step on them. It drives you mad, definitely. But what makes things worse is the fact that it keeps you coming back for more so by the end of half an hour, your loved ones will be doing up the steps on the shower locker and hating all the great drives. Not for the faint-hearted, but if you want a real challenge - and I mean a REAL challenge - buy it.

ROBERT SWAN

GRAPHICS	52%
SOUND	43%
VALUE	77%
PLAYABILITY	70%

OVERALL 77%

UPDATE

All you Amiga owners with a taste for driving yourself mad can do so right now, and for the same price.

COMIC HEROES SPECIAL ISSUE!

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The time, the place. The place: Earth, seas and underworld. The situation: the evil King Crimson, despotic despot and one-time ruler of our world, has returned, not to spread peace and love, but to conquer, crush and generally make a nuisance of himself. He uses telepathy to hold souls over a massive 20-mechanical army, with which he has levied most of Earth's major cities, and a few not-so-major ones just for good measure.

However, a few brave souls have stood up to the tyrant, forming the Midnight Resistance, but one by one they have been cut down, shot and blown away by Crimson's

► And so the computer best tonight. *

MIDNIGHT RESISTANCE

BY OCEAN

► A flame thrower is just the thing for torching robot-warriors.



► Why wait to the bunker when you can ride?



own relentless forces, living body still with heart.

Two brothers have managed to survive the onslaught, and have headed north to face and defeat the all-warring cycling armies. What all this really means is one heck of an excuse for some serious shooting. But, with one or two players running and leaping along nine levels of horizontal and vertical parking action, blasting the bad guys, and collecting the keys that they drop. At the end of each level there can be traded in for more health, bigger and better weapons and more ammo, before moving on to confront the next band of death-dealing pygmies, and eventually the chief scoundrel, King Crimson himself.

NIGHT TANCE

UPDATE

Midnight Resistance will be coming onto the ST at £19.99, C64, Spectrum and Amstrad at £9.99 pretty soon. Keep your eyes on the Updates section for further developments.

AMIGA

£24.99

I quite enjoyed the original Star Trek evening, and was quite looking forward to the conversion, but wondered how the Commodore's gun rotation control would be translated in joystick. Unfortunately, my fears have been confirmed and the twist-ship control doesn't really work on a joystick, making control overly difficult, and so playability suffers. For example, when you want to fire up, you end up jumping into the path of an enemy bullet, and after several such "accidents", you feel like feeding the joystick to the goblin. The graphics are good, and capture the feel of the arcade machine, and the music and sound effects are great, but the pen-pops here doesn't quite fit the game somehow. But in spite of all that, Midnight Resistance has that little bit of extra oomph to put it above many similar shoot 'em ups. Overall, a nice game that would definitely appear to fare on the coin-op, but falls at the last hurdle due to the rather unhelpful controls.

ROBERT SWAN

GRAPHICS	86%
SOUND	79%
VALUE	83%
PLAYABILITY	74%
OVERALL	80%

Good thing you run the backwards in these crawl-ups.



Take the armoured car at the end of stage one.



COMPETITION RESULTS

If you entered a competition in the June issue of C+VG, you may find this most interesting page in the whole of the mag. If not you may find it pretty dull reading, and would probably be better off turning the page and reading Arcade Action.

Megacomp claims are still coming in, so if you haven't received your prize yet don't worry because you're still being processed (urgh!).

HOTLINE ONE - WIN A MEGADRIVE
TREVOR STEVENS of BASINGSTOKE was the first one to get his postcard yanked out of the sack, so he'll be receiving a super, sexy, scarily sexy MegaDrive in the post dead soon. Nice one, Trev!

HOTLINE TWO - WIN A LYNX
Who gets this portable packet of fun and japes? Why, it's ADAM MCDONNEY of ALNWICK. Hooray, and stuff!

HOTLINE THREE - WIN A PC ENGINE
A teeny-weeny console is currently winging its way to MICHAEL SAMS, who resides in KIDDERMINSTER. Have fun Michael!

HOTLINE FOUR - WIN AN F15 FIGHTER BOMBER
Digital Integration were giving away five copies each of the ST, Amiga and brand new C64 versions of their ace flight sim, F15 Combat Pilot, as well as a stack of

T-shirts and other gear. The lucky 15 entrants are: THOMAS MACVITTIE, KIRCUDSBRIGHT; LEONARD COLLINS, CHATHAM; TERRY DAWSON, POOLE; LESLIE WHITEHEAD, FAVERSHAM; STEVEN WALKER, BRIGHTON; ED HALL, CARLISLE; T WORD, PENRITH; PHIL ROGERS, TORQUAY; DOMINIC FOX, CLAPHAM; P C ROBERTS, GATESHEAD; LINDA KENNEDY, LYTHAM ST ANNES; EMMA MACDONALD, TONBRIDGE; MARK HUDSPITH, BRIDGNORTH; PHILIP JOHNSON, STEBBING; JIM POWELL, SOUTH-END.

WHEN IT COMES TO BLOWING OFF COMP

Rainbow Arts were prepared to part with the artwork for their fab game, Turrican, and the person who they'll be sending it to is PAUL RILEY of BOUNDS GREEN.

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 Glatcey, 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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5. *Phragmites* (1990)

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SMAST





From the makers of **HAHO** comes one of the best arcade games I've played in years. **Smash TV** is a simple idea based around the old Robotron 2084 theme.

One or two players take the roles of contestants in a futuristic game show, and the name of the game is survival. Two joysticks are used to control your ship, one to move him, and one to fire his powerful machine gun in any direction.

Each level is set in a different TV studio. Studios pour out all sorts of the edge of in the screens and instantly attack. You've simply got to waste them all (with the help of amazingly powerful extra weapons if you can pick them up) and move onto the next screen.

At first the sheer number of badies seems over-

whelming, with literally hundreds of badies all waiting for you to run after you at the same time, but more you get used to the controls you find yourself ripping through crowds of playing all and sundry - teenage city!

As you progress through the game the badies get more and more aggressive, and eventually you have to tackle waves of android buffaloes, laser-spitting hoverdroids, tanks, exploding soldiers and hundreds of snakes which pour out of mouths at the top of the screen. There are also four giant Studio guardians to defeat, and they're amongst the toughest characters I've met in any video game!

Smash TV is simply brilliant. The straightforward objective coupled with ex-

cellent graphics, tough, but amazingly addictive action, and some superb laughs like the game show host who pops up every few screens and says amazing comments like 'I'd buy that for a dollar!' makes this one of the most potent coin-goldens I've ever played. Grab and handful of cash and seek this one out as quickly as possible.

JULIAN RIGNALL



SH TV



BUY ACE AND WIN A TRIP TO HOLLYWOOD!



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RACING HERO

Sega's newest addition to their vast range of 3D coin-ops is *Racing Hero*, a cross between *Super Mario-Don* and *Out-run*. The object is very simple - ride your powerful racing bike down a butter-pastry road, and reach the next checkpoint within the allotted time limit, where, again, you can choose which track you'd like to tackle next from a choice of two.

At each checkpoint there is a similar choice of two tracks, eventually leading to four separate finish points.

The graphics, as you'd expect from Sega, are excellent. Each track has its own international theme, with, for example, cottages, red buses and the houses of Parliament on the English track, and deserts and Pyramids in Egypt.

Being a motorcycle track, it thoroughly enjoyed playing *Racing Hero*. The bike is highly manoeuvrable, and racing down the twisting roads between cars and lorries is adrenaline-burging stuff. Check it out if you're a speed demon.

JULIAN RIGNALL

GRAPHICS	94%
SOUND	91%
VALUE	90%
PLAYABILITY	95%
OVERALL	92%



► ARCADE HIGHScores

Welcome to the Official UK Arcade Highscore Table, where joystick jockeys display their record scores. If you're a coin-op superstar, don't just sit there - send in your achievements and let everyone know just how good you are! To bring yourself instant fame and fortune, send your high-scores to C+VG ARCADE HIGHSCORES, C+VG, PRORY COURT, 39-41 FARRINGTON LANE, LONDON, EC1R 3JH.

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California
94612.170 Peter Amey, Director
1988

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Panel:
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2. **Paul Brown** (East, Carr)
3. **Anthony Nelson** (ACE),
Sculpture, S. Columbus
4. **George Nelson** (ACE),
Sculpture, S. Columbus

na. in Island
 82
 R. THORNTON Graham House (444)
 Leighton, Essex
 SECRET AGENT
 R. P. P. AGENT - Davidson, Harlow

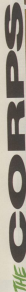
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 2001-2002 Gary Hartman, President, Oregon
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 President, 1st Vice
 1999-2000
 1998-1999 Douglas Brown,

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1. **Author:** [Name]
 2. **Title:** [Title]
 3. **Journal:** [Journal]
 4. **Volume:** [Volume]
 5. **Issue:** [Issue]
 6. **Page:** [Page]
 7. **Year:** [Year]

11-204-5000 Charles Davis, Beaumont
 Harbor 8 (main office)
 505-328-5175 Martin Dean,
 Beaumont
 505-328-1000 Martin Dean,
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► MEGADRIIVE

MEAN MACHINES

☛ Stay away from the stars!



▲ The main sun ship is a formidable foe.

THUNDER

BY SEGA/TECNOSOFT

Like as a Thunderforce pilot is a busy one. Fresh back from your alien-destroying exploits in Thunderforce II, you're told that there's trouble afoot... a six-planet system on the Eastern spiral arm of our galaxy - and it's your job

to sort it out. Pausing only to fit some new weapons systems onto your battle-damaged Thunderforce fighter, off you go to war.

The battle is waged over six different planets, represented by six, long horizon-

☛ This planet features incredible flame effects.



▲ Choose your starting planet.



▲ The nautive shell is impenetrable.

ERFORCE III

tally scrolling levels. Each one is populated by a variety of enemy ships, ranging from your destruction, and there's the usual whopper end-of-level boss to blow up.

Supply craft occasionally fly by, and if destroyed, they add a useful extra weapon to your arsenal (or forward)

and rear-firing lasers, such as beam lasers, homing missiles and a pair of two drones

which spin around your ship and protect it in a certain extent.

So now you know the score - go in there and kick ass.

**C+VG
HIT!**



▲ One Thunderforce fighter, ready for launch.

MEGADRIVE £36.00

I've gaudied on Thunderforce II and have been waiting for this sequel with much anticipation. Is it as good as its predecessor? You bet your boots, mate! The graphics are simply stunning, with superb parallax scrolling backdrops (the incredible flame effect on planet level has to be seen to be believed), fleets of menacing alien craft in black and white of the best end-of-level badlands seen in ages, especially the fire breathing robo-droids, which caused most eyeball-peeping around the office. As well as looking great, it sounds great too, with an ear-popping array of cracks, crashes and explosions enhancing the action perfectly. This audio-visual feast wouldn't be worth anything if the gameplay was poor, but thankfully Thunderforce II has it in abundance. Six planets might not sound much, but they're tough and completing them all takes plenty of practice. And even if you do manage to finish the game, there are three more difficulty levels to maintain the challenge. Thunderforce II is the state of the art in shoot 'em up technology and is easily one of the best console games yet seen.

JUDIAN RYDALL

GRAPHICS	96%
SOUND	94%
VALUE	90%
PLAYABILITY	96%
OVERALL	95%

SEGA

MEAN MACHINES

AERIAL ASSAULT

BY SEGA

Now the doc-doo's really hit the fan. A mysterious marauding military militia (green) has launched a devastating attack on your homeland, destroying all but

one of your nation's top hi-tech fighter aircraft. You, being the coolest pilot around (as cool that Tom Cruise looks like a wet halibut in comparison), must fly this amazing (baw!) into the heart of the enemy's defenses, and

blow the top out of every thing in sight!

Flying from left to right along horizontally scrolling landscapes, you destroy enemy aircraft and ground bunkers, and knock out spinning jets, which leave behind a myriad of power-ups, including lives, fire and seven-seg fire, bombs, directional bombs, extra lives and the like.

Reach the end of the level, and a big, nasty-looking end-of-level transport will do its utmost to blow you out of the sky before you do the same to it. Destroy it, and you move on to the next level, to face even more death-dealing disasters and dash out more devastating destruction (try saying that after a few joints of Old Scotch's Best Root).



SEGA
£24.99

Another horizontally scrolling shoot-em-up? Well, actually, this is no bad thing, as the Sega is surprisingly short of games of this ilk and *Aerial Assault* fills the gap rather well, bearing a remarkable resemblance to *P-48* in many respects (the second sunset level is a very similar). *Aerial Assault* comes at first to be a rather softie, but behind the small, peculiar-looking graphics and annoying tune lies a game of surprising addictiveness, something that few shoot-em games seem to achieve. The difficulty seems to be set just right, as experienced and novice disasters alike can dive straight into the action. Thankfully, losing a life (and therefore losing all the extra weapons you've picked up) doesn't necessarily mean 'game over'; as building up firepower again is not as tedious as tank as with many similar games. If you liked *P-48*, and want an enjoyable blast on your Sega, you could do a whole lot worse than take a look at this. Recommended.

ROBERT SWAN

GRAPHICS	70%
SOUND	82%
VALUE	80%
PLAYABILITY	84%
OVERALL	83%



► SEGA

MEAN MACHINES



BY SEGA/ORIGIN

Once again, you have been mysteriously summoned to the realm of Britannia, this time to follow the Quest for the Avatar, a search for a new vision and

way of life, which will lead the people of Britannia from the Age of Darkness into the Age of Light. In order to do this, you must become enlightened in all of the Eight Virtues of the Avatar, which are buried deep in the hearts of



They are sworn to protect the Lord at any cost, yet those known to have committed a crime. Authorities ask thee of the affair. ©

▲ Choose your answer, and set your character's attributes.

ULTI





▲ What dangers lurk at Ye Hot Digger Dandy?

BRUMA IV

the people and lands of this realm.

If told you come across one on a level with your level, you can ask them to join your party of up to eight adventurers. These brave souls will be loyal to you as long as long as you keep to your beliefs, but betray them, and

these Free Companions will leave you to your fate alone. Buying and trading is possible in one of Bruma's many towns, as well as staying in inns (a lot less hazardous than sleeping under the stars, open to all sorts of attacks). You can also cast spells, if you have the right

ingredients. But these have to be mixed together first before the spell can be cast.

All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside. All of Bruma, it's inside.



**C+VG
HIT!**

**SEGA
£39.99**

I was expecting Bruma IV to be somewhat of a let down as a Sega title. But fortunately my fears have been well and truly quashed. Okay, the graphics and sound are a bit simplistic, but this doesn't detract from the strong story which grabs you by the throat and refuses to let go. The introduction is very pretty, but once the game gets underway, the screen switches to the familiar top-down view. Wandering around finding villages and towns is fun, but it drags slightly if you're stuck in a wood and can't quite find your way, and it's an altogether familiar sight to end up back in Lord Britain's castle after being jumped by an attacking alien warrior. The battery-backed RAM is essential for saving your location every once in a while, and it means you don't have to sit in front of your Sega round the clock for about three weeks on and to complete it. Role players, check it out.

ROBERT SWAN

GRAPHICS 80%
SOUND 70%
VALUE 78%
PLAYABILITY 89%
OVERALL 86%



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WAAH!

IT'S THE

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TRACK LONDON STUDIO -
TOWNHOUSE 31

ALL YOU HAVE TO DO is write a song about how cool and groovy the Sega Console is, bung it on a cassette (quality of recording is NOT important but we'll be listening for lyrics and content!). Send it in to Virgin Mastertronic 2-4 Vernon Yard, 119 Portobello Road, London W11 2QQ. Please also include a photo and something about yourself. (Send a self-addressed S.A.E. if you want your pic and tape back!).

THE WINNING BAND/ARTIST will record their 'Sega Song' plus one track of their own material. The 'Sega Song' will be released on Flexi-Disc through a top computer magazine! You get a professionally recorded 1/4 inch mixed copymaster and 25 free demo-cassettes to take away. (Price extra!).

CLOSING DATE is August 20th 1990 and Judges decision will be final! Don't forget that Sega is pronounced 'SEYGA'. More info is available from Virgin on 021 727 8070. Ask for the Beat!

ALL STYLES of music are welcome. This comp is NOT open to any employee or associate of Virgin Mastertronic so there!

GO ON...DO YOURSELF A FAVOUR!

FROM

Virgin



PREVIEW

FORMULA 1 3D SIMULMONDO



This driving game from Italy bears more than a passing resemblance to Ramco's Winning Run coin-op, doesn't you think? But of course that's no bad thing. It's a 3D polygon-based racer looks rather interesting, and if it turns out to play as good as it looks, Simulmondo could have a real winner on their hands. What with a five-

speed gearbox, all the Formula 1 cars and drivers reproduced in full detail and a driver's-eye perspective, Formula 1 3D could take the chequered flag. As soon as we got in the driver's seat, we'll be revving it up and taking it for a road-test.
RELEASE: ST AMIGA PC C64, OCTOBER
PRICES: TBA



OOPS-UP DEMON- WARE/SOFT- WARE BUSI- NESS

Oops, upside ya head, I said, oops, upside ya head... Sorry, where were we? Oh, yeah. This Oops-Up looks disturbingly similar to Mo-

che's coin-op, Pang, in which this small breeze is stuck in a room with all these bubbles. Using his weapon (har har), he's got to burst them all, but once a big bubble is burst, it splits into two smaller ones, then four and so on. Bit like 'Asteroide meets Bubble Bobble', really! Anyway, the coin-op was one big bundle of fun, and if this

ROADS NOW: 1 Ship, Release: C64



ROADS NOW: 1 Ship, Release: C64



PORTS OF CALL THE DISC COMPANY

Pancy being captain and shipowner of a cargo vessel? Thought you might, somehow. Well, you can be real soon, when Ports of Call sails in. You must decide which ship to buy, sort out schedules, and deliver valuable commodities and cargo around the world, sort-

ing out what loads to carry, the most economic routes, what to do in a storm and other such problems. Sounds like a bit of a handful to us, but should be one for all the strategy whiz-kids amongst you. Watch out for a review over the next few months.

RELEASE: AMIGA, SEPTEMBER
PRICE: £24.95

MAGIC FLY

ELECTRONIC ARTS

According to EA's press blumph, Magic Fly is the ultimate confined-space fighter of the future. All spacecraft will bear a chilling resemblance to present-day insects,

with the player as a member of the Magic Fly Squadron, part of an elite force policing the edges of the known universe. What this really means is 3D solid vector graphics blow-away fun, with 30 different alien craft to blast

out of the stars, networks of underground tunnels, and 10 different weapons at your disposal. Well, if that isn't a recipe for some out-and-out blasting, John Graven is the funniest man on the telly.

RELEASE: AMIGA ST, AUGUST
PRICE: £24.99

version comes anywhere near it, it should be pretty flamin' good. Oh, and in case you're wondering why it's called Dope Up, it's because it has a sampled version of the bouncy Snap! single.

RELEASE: AMIGA TBA, OTHER VERSIONS PLANNED
PRICE: AMIGA £24.99



MR DO! RUN RUN

ELECTROCOIN

Phew! This is going back some years! Mr Do!, for all those who don't know, was a clown who featured in four rip-roaringly frantic coin-ops (the first was an absolute screamer), each getting more and more wacky along the way. Now Electrocoin are releasing the fourth, and

probably the most chaotic in the series, and from the look of things from this ST screensaver, it should be a bundle of laughs all round. As soon as we get our claws on it, we'll give you the low-down.

RELEASE: AMIGA ST, JULY
PRICE: £14.99



ALEX KIDD IN SHINOBI WORLD

SEGA

You want violence? You want platforms? You want cute (yech!)? Well, watch out for Alex Kidd's latest adventure, a combination of junky platform action and chop-socky ninjitsu action in which the spunky-sea Sega hero, him with the large ear-oles,

has to journey around, kicking, punching and chopping loads of bad guys and collecting loads of power-ups. This Shinobi-mickey-take is bound to be a load of laffs, so watch for a review real soon.

RELEASE: SEGA, AUGUST
PRICE: TBA (PROBABLY £29.99)



UMS II RAINBIRD

The sequel to the Universal Military Simulator is nearly here, and boy it's big. Not just "big" big, we're talking "blinkin' big, how big?" here. Unlike the original, which was two adventures on one battlefield, UMS II is out on a whole (map-pable) planet, can cope with 127 players (computer or human controlled, with up to 64,000 units per side!) and can simultaneously control 625 provinces and 32,000 individual troop units in one humongous dig-deep battle for global domination. You don't just get infantry and cavalry to command, either. In this game you get land, sea and air forces, as well as orbital space weapons and ICBMs. The destructive capabilities of all of them can be set up by the player so you can simulate any conflict from the Franco-Prussian war to the battle of Hoth from The Empire Strikes Back. We've already had a sneaky peek at UMS II in action, and although the 3D view has been replaced by a flat view, it's gonna be more than enough to keep strategy freaks going for some land that's no ecologicality. **RELEASE: ST AMIGA PC MAC TBA**
PRICES: TBA



FIRE & FORGET II TITUS

Have you seen that incredible new arcade game from Titus? Funny, neither have we, but apparently, these bastions of French software have joined up with Taito to release their

first coin-op, Fire & Forget II - The Death Convoy (part I appeared on computers some time back). The funny thing is, that not only have Titus made F+P II into a coin-op, they're converting it to the majority of



MURDER US GOLD

"Who, who, who have we here? A murder, you say? 3-and-a-half million of 'em? Cor, lumme, that's a lot of dead bodies, eh? Well, US Gold's latest has just that. Loads of dirty deeds, each to be solved by you (the amateur sleuth) in just two hours, or Scotland Yard burgle in, steel your thunder and make you look like a right weepeck. All set in the 1930s, you can interact with a cast of dapper gents, ladies with curries pastimes, and even the serving staff. As sounds pretty exciting huh, yes? Well, you'll have to wait a little longer to find out exactly who dunnit.

RELEASE: AMIGA ST PC G4 DISK, MID SEPT
PRICE: TBA



The scene set, there don't appear to be any danger points on this 1400 bottle.





home micros and the Sega Master System as well (gasp)! Like its predecessor, it's an on-the-road, in-the-air blast starring a flying beetle-car. It looks marvellous, as you can probably tell from the screenshot, and from what Paul Glatzer saw while visiting Taito's Paris offices a few

months back, it should be good fun to play too. **RELEASE:** AMIGA ST PC C64 SPECTRUM AMSTRAD SEGA, **END OF SEPT** **PRICE:** AMIGA ST £24.99, SPECTRUM C64 AMSTRAD £9.99 G455 £14.99 G15K, SEGA TBA



PLOT-TING OCEAN

Now here's a real weird 'un, and no mistake. Ocean France did the job on this almost-unknown Taito coin-op, and believe me, it may look sickeningly cute, but it's addictive as heck, and a real brain-twister to boot! Your little blob has to throw a block with a logo against a block with the same logo in order to knock down the stack of bricks on the other side of the screen. And it's all played against the clock. Confused? Good! All will be revealed (squeak!) at a later date. **RELEASE:** ST AMIGA, SEPTEMBER **PRICES:** TBA (PROBABLY ST £19.99, AMIGA £24.99)

SPECIAL CRIMINAL INVESTIGATIONS

OCEAN

Anyone who's been in a parade of late will have probably clapped eyes on this, the sequel to that well-loved cops 'n' robbers racer, Chase IQ. This time round, tough, the guys have the ability to lean out of the car and blast the vil-

lains with all sorts of weapons (yeah, this is what we want). Ocean have called in Turbo Out Run conversion house Probe Software to program the C64 version, and the other Out Run conversion house, ICE, to produce the other variations. What we've seen of the Amiga version

(pictured) looks pretty decent, and the graphics look true to the arcade original. But there's still a lot of work to be done, so don't hold your breath (well, you can, but you'd better have pretty big lungs). **ST AMIGA 8 BIT VERSIONS, END OF AUGUST** **AMIGA £24.99, ST £19.99, 8 BITS £9.99**



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Screen shots from various screens.

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