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Screen shots are only intended to be illustrative of the game play and some screen graphics may not necessarily reflect actual results in quality and appearance and are subject to the computer's specifications.

ACCESS
Software Incorporated



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Well, stop me silly! & whoever boasts of possessing MONO's biggest tips and helpful hints, and the final part of the Vandalia session, is dead!

YOUR MOVE, CREEPS!

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"Exclusive" previews? Dodge isn't Paul! Only C+VG protects the innocent and updates the law to bring you the full breakdown on Ocean's Christmas tiggles, HideoCap 3!

ARCADE ACTION

98

Jag has a noddin' time down in coin-op land this month, with Columns, Caratol Triforce and Success Job.



THE CORPS!

88

GB against a massive war-dread and any of the eggs required. It looks like the end of the road for The Corps, unless...



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EDITOR JULIAN RIGNALL has had one heck of a busy month, what with planning the new magazine C+VG, the latest Computer Guide for Christmas and our new offering, Super Monopole. Just to prove what a hard hat he is, he will find enough time to edit a few pages, or even play a little Risk (TM).



TS

MEGA COMPS THE HOTLINES!

THE HOTLINES!
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amazing prizes with our wild & weekly promotions!

KRYSLIS KOMPACT
KOMPO!

KOMPO!
 Give yourself a jobmaking compact disk Walkman and lots
 of other "sensible" goodies, courtesy of these lovely Royals.

THE CREMLINS 42

GOOD GRIEF, GREMLINS 42

GOODIES!
There's 25 copies of the DVD boxed set for grabs, as well as other goodies, guaranteed to be won, all courtesy of EMI!



THE C+VG QUESTIONNAIRE!

QUESTIONNAIRE! 111
Once again, we put the questions to you - what are your long
revels and special drinks? Let us know and you could win
a **WAGG** pile of cash!

VEAN MACHINES

Lawrence: Well, for a start, we have the long-awaited red-hot Magazine version of Super Monaco GP, and not only that, we've got Summer Games on the Sega, and Superhouse on the PC (and the Turbo!).

PREVIEWS

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lands from Dreamcast.

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Plasma's success based on its strong corporate reputation, local and national news coverage, and a solid network of contacts, is a good reason to give it a try. Contact a distributor, consulting or otherwise, for more information.

[illegible]

REPLANTING **RENTED**
"RENTED" **RENTED**
RENTED

Jonathan never knew it, but, like Howard, he had been diagnosed with cancer. It was with this knowledge, he discovered the difference between "rented" and "own" things. "Howard," the cancer-stricken man, had explained it to him once.

REVIEWS INDEX

THE RATINGS

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

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites lively? Is the animation sparsely? 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 other ratings. In short, how good the game really is.

THE REVIEWERS

JULIAN RIGNALL

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

PAUL GLANCEY

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

ROBERT SWAN

He's easy to please and will play anything, but loves a good fight sim.

RICHARD

LEADBETTER

C-VG's new kid on the block has "the right stuff" for most games, but prefers to "hang tough" with a good beat 'em up.



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SUPER MONACO

GP 114

WROOM! At last, the smash

Sega coin-up Gem! At last, the

with the Negative, and it's

the best!

SPLATTER

HOUSE 78

Game Gem! Extraordinary

with this brilliant PC Engine

arcade conversion!

THE MARKS

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

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

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

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

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

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



Tournament Golf™



SEGA™

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elite

NEWS

CES SHOW TIME!

What's Jonathan Moss got to do with the greatest computer show to ever hit our fair and lovely shores? Well, it just so happens that the really witty chat show host is going to be just one of the star guests that'll be appearing at the European Computer Exhibition.



meet Show at the Ear's Court Exhibition Centre on the 15th and 16th of September - some of this Adam Faith or Teresa Sanderson rubbish here! But that's not all. In what promises to be THE show of the decade, you'll be able to "rub shoulders" with the likes of Esther (unless you know better) Huxton, KISS FM, BBC Newsround, Frank "H" Bruno - and even Radio 1 who are going to be taping a show itself.

If you've ever wanted to meet the C+VO crew, now's your chance. We'll be at the show every day, and we'll even be hosting the World Computer

Game Championships. Teams from Japan, France, Italy and of course, the United Kingdom will be present in what promises to be the greatest challenge since King Kong vs Godzilla!

But we're not alone. Our mates from The One will be hosting a live "What's Progress?" in conjunction with the boys from Bullfrog, where you'll be able to see the humble beginnings of their latest classic - Powermancer. ACE will be giving you a sneak glimpse of the Living House of the Future and all the associated gadgetry, and Sinclair User will be running their

Aminal Hyper Card competition - it should let you walking away with some totally brilliant Sony gear! Check out the GU stand as well. They'll be showing off some cool Amiga demos and animations!

All this and more for only a measly four! Make sure you mark in the 15th and 16th of September in your diaries. Yes that's when the show's going to be open to the general public. For every entrance fee taken, a donation will be made to Childline - so that's just one more good reason to honour us with your presence! See you there!

Last month we heard that NEC had taken the shock decision NOT to sell their rip-roaring decade to us would-be European Engineers! Well, the good news is that NEC WILL be releasing it - but not until around Spring-time, 1989! Awright!

And it's worry though, because an Austrian firm - Digital Image Systems - has stepped in, bought the European marketing contract and will be organiz-

UK PC ENGINE IS GO!

ing sales of the DPE (European PC Engine) until NEC take over Marsabit. As well as the console, DPE will be bringing out 56 of the latest and greatest Engine titles (including PC Kid, Gumbel and Klaw), the CD ROM player, AV leaser, super joystick and five player adapters. All will have English packaging and instructions, and DPE are offering a telephone help-line service for anyone who has problems with their

GO!

machine.

The only fly in the ointment is that all these new goodies won't be compatible with the imported Japanese gear.

At time of writing, prices have yet to be fixed, but DPE expect to have the machines on sale in High Street shops from October, priced at between £199 and £179, with software selling for £25 upwards.



ART FOR ART'S SAKE

Quite a lot of ST artists (our Rob included) have been grumbling for some time about not having a version of Electronic Arts' excellent Deluxe Paint for their machine. Well, guess no more, because from late September, Deluxe Paint ST will be out and about, with the introductory price of £49.99. Featuring stacks and stacks of tools already available to Amiga and PC users, the

ST version also features an extended palette for STE users, 6 different drawing modes, complex animation (999 animation buffers, each capable of holding 999 frames of animation!) and loads of other wonderful things. It looks like Deluxe Paint ST should be definitely the one to get hold of. Just as examples of what it can do, take a glance at the pic...



LUCASFILM INDY FOLLOW UP

Although arcade action may be more our style here at C+VO, we love to have our brains tested now and again - and Lucasfilm's Indy Adventure lived the bill quite nicely! That being the

case, we were more than interested in some of their new games that US Gold have licensed.

The Secret of Monkey Island looks

like just the ticket for adventuring types. Featuring a superior mouse-driven interface, the general objective involves living out the life of a smash-buckling hero type, searching for the

lost secret of Monkey Island and generally picking up a whole stack of treasure on the way. Lucasfilm are also providing "lethal one liners" and "lethal

INDY NEWS

All you Amiga-racing race freaks had better get yourselves strapped in, because Electronic Arts are bringing the Indianapolis 500 your way. This corking 50 racer had just dropped all over the place when released on the PC, and the Amiga version is now having its final pit checks before being given the chequered flag. We had a look at an unfinished version, and believe us, it's one red hot bit of stuff. Featuring multiple-carriers checkpoints, three levels of racing, pitstops and the opportunity for plenty of multiple pit-ups (yeah, this is what we want!) Indianapolis 500 will be burning up the roads in October for the sum of £24.99.



our repertoire" - sounds like a hot, dum-dum!

Look out also for the follow-up to Their Finest Hour - The Battle of Britain because in Secret Weapons of the Luftwaffe you can get your hands on all manner of experimental German planes. Both games will be taking PC owners by storm very soon, and other 16-bit versions seem a certainty.

NEWS

BOOOM! MY WHEELS ARE ON FIRE!

Those jolly Japans at Namco are getting ready to unleash two compilations on an unsuspecting public. The first, called T&T, consists of five of their top Tengen conversions - Hard Drive, Taster, APB, Dragon Spirit and Xyzbots - and it should be blazing your way during September, with Amiga and ST versions priced at a cool £29.99 and Amstrad, C64 and Atari versions at £24.99.

Even better for a relatively piddling £14.99, The second, entitled Wheels of Fire, is a bundle of four top races from last Christmas, namely Power Ball, Chase HQ, Hard Drive (Japan) and Turbo OutRun. This package should retail for the same price as T&T and will be out and about in October.



FIRST MEGADRIVE CONVERTER!

Now that Virgin's official UK Megadrive is out and about, you'll no doubt be after some kind of cartridge converter to enable Japanese Megadrive cartridges to run on a UK machine (or vice versa). Well, the enterprising folk at Medantic are the first to come up with

such a widget, which they are hoping to sell for between £29 and £35 - a worthy investment if even you've seen one! Medantic are also offering Nintendo disk drives and keyboards, opening up a whole new supply of games (Atari, Amiga, for any). If you're an interested console owner - and by jove you should be - give Medantic a bell on (0433) 281885.

CAPCOM GRAB US GOLD'S BOARDS

Now here's a funny turn of events. Remember Strider. US Gold's conversion of the Capcom coin-op? Well, at this moment, Teraex (who did the original) are currently working on their own sequel, imaginatively titled Strider II. Thing is, Capcom were so impressed with the storyboards for the computer game, they decided to use them for the arcade machine! Strider II will be out in November for the Amiga, ST, PG, C64, Spectrum and Amstrad, with the coin-op appearing in an arcade near you sometime closer to Christmas.



JAMES BOND 007^{ET} THE SPY WHO LOVED ME

He's Bond • He's Back • He's 007

James Bond returns in a classic action-packed race against time to save the world from the cold and power-mad Karl Stromberg.

Use your skills to end the threat of global domination as you race to prevent Germany's superweapons and prevent a nuclear war between East and West.

Establishing chase sequences on land and under the sea involves Q's specially modified Lotus - staying up and armed (007 style).

With one-on-one battle with about fifty multi-level actions and suspenseful codes to crack, this is the fastest paced and most exciting Bond thriller to date.

Don't miss out on The Spy Who Loved Me - a penetrating look at the series!



DOMARK

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

NEWS

AND NOW... THE C64 CONSOLE

After much speculation, Commodore have finally stepped into the console battleground, and have finally announced the imminent release of their first games system. Based on the C64, the C64CS will come with a joystick and a fun-packed, four-game cartridge featuring *Kiss*, *Fantastic Freddy's Big Top of Fun*, *Timber's Quest* and the ultra-crumbly *International Soccer*, all for £29.95.

The selling potential of yet another 8-bit console, especially a comparatively low-tech one, is, we think, uncertain, especially with Megadrives and PC Engines becoming so widely available. But we'll be interested to see how this



and Amstrad's GX-4000 (featured last time) fare.

You can see what the console looks like from the picture, but we have it on good authority that the machine shown is actually made of - wait for it - balsa wood. Maybe Commodore are branching into new areas? Or could they be barking up the wrong tree? Let's find out...

CABINET CRAZINESS

Making a Spectrum look like an arcade machine is no mean feat these days, but Spectrosoft's new Pro-Arcade Cabinet just about manages it. Your computer, be it Amiga, Spectrum, or console, can be placed on a slide-dolly shelf within the cabinet and connected up to its arcade-quality joystick for that ultimate coin-op look and feel. If you don't want to plug in your computer, there's also a JAMMA-compatible version, which allows you to plug in and play JAMMA (a sort of coin-op standard) arcade board! Prices range from £159.95 to £299.95, but for more info, Spectrosoft can be reached on 0821 459 293.

If that's not good enough for you, Advanced Modular Joysticks can build you a cabinet that will plug into any computer or arcade board (not just JAMMA-compatible ones). The A&J

Arcade Console has a variety of interfaces, incorporates two joystick ports (equivalent to four joysticks and 8 fire buttons!), supports dedicated arcade controllers (trackballs, paddles and even steering wheels) and can also be connected via a SCART lead up to your computer or console! (Ergo: look! Just think, you could be playing Mega-drive Super Monaco GP with the real console!

Prices vary because each unit is custom made, according to what kinds of interfaces and controllers you want, but a basic unit with a JAMMA interface, JAMMA power supply and control panel costs £29.95. Now we've got you screaming and dribbling and reaching for your mallets, A&J can be reached on 0202 554970 (and tell them we sent you).

ADIOS ACTIVISION?

Just as this issue of C+M's closed, we heard some rather nasty news about industry giant, Activision, responsible for the likes of *Power Drift*, *Galaxy Force* and *Altered Beast*. It seems that the American parent company has been making significant losses over the past year, so they decided to cut back the UK operation to save money. Though some new product will be developed in Britain, it will be restricted to games with a "global appeal".

The good news is that the side of events will in no way endanger an Activision/Heaven distribution deal which will still see Activision distributing *Panzer Drift*, *100*, *Robotix 2* and *Robotix*. Also, some of Activision's major licensed wares (namely *Atomic Robotic* and *Dragon Breed*) will still be appearing on the shelves. However, doubt still lingers over two potential blockbusters - *TM* Type 2 and *Stephen Hedley's Snicker* (programmed by In-



ternational Karate coder, Another Madman). We've had a sneak preview of the latter and have to say that it'd be a damn shame if this awesome 3D simulation never sees the light of day.



CONTRIVER'S GOT A LOT OF BALLS

Trackballs, that is. Y'know, those things which resemble upside-down mics. Well, these Contriver people have announced the imminent release of its amazing new Contrack controller. Initially for the PC, with ST and Amiga models available at any time now, for a total of £24.95. Now that may sound like a rather hefty cost of wangs, but when you consider that this little beast has a button lock, a ball lock (puff) for transportation purposes, and is guaranteed for 1000 miles of continuous use, then it certainly seems like pretty good value for money. If you're interested in trying your hands on one of these, Contriver can be reached at 0200 622095.



GREMLINS 2



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elite

IT'S MIND
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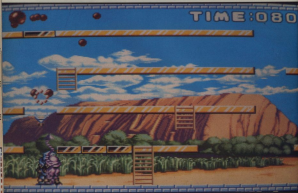
Light the fuse and stand back for TNT - the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.



TENGEN

The Master in Coin-Op Conversions.

PANG



BY OCEAN

Bubbles! Who'd ever thought that they could be such a pain, so? Well, they are in this game, so the only thing to do is go out and burst 'em! And as the scene is set for Pang, a conversion of the recent and totally hilarious Mitchell coin-op.

You (and a friend, if you're playing in dual-player modes) are cast in the role of globe-trotting bubble-busters, and, armed with a harpoon gun, you must blast the bubbles before they bounce into you. Sounds like a piece of cake, yes? Well, you can forget that for a start, because once one bubble is hit, it splits into two smaller bubbles, each of which splits again, and again!

When certain bubbles are hit, however, they drop (even up like ray guns and dynamite, which bursts every bubble on screen at once, as well as shields and towers, which stop the bubbles dead in their tracks, giving you time to blow 'em away).

Once you've cleared a screen, it's on to the next in a different part of the world, with more obstacles, monsters and, yes, even more bubbles!



UPDATE

Pang will be bubbling up on the ST any day now, and should be just as good as the Amiga version, save for a few colour and sound differences. No news of any 8-bit versions as yet, but if anything comes up, you'll be the first to know.

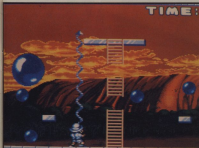
**C+VG
HIT!**

**AMIGA
£24.99**

This is one of the C+VG team's favourite coin-ops, and to say we were over the moon to hear of Ocean laying their hands on the license is something of an understatement. Now Pang is here, I can safely say without fear of error or contradiction that this isn't just a conversion - this is the coin-op! Both the graphics and sound match the arcade machine piece for piece, with bright, crisp, colourful sprites and superbly drawn backdrops. The whirly, poppy sound effects are spot on too, and the title music (which sounds like a remix of Pink's *The Magic Dragon*) sets the mood perfectly. These combine with the horribly addictive gameplay to make Pang a really brilliant game. Grab it at the first opportunity, and prepare to stay up till the wee small hours.

ROBERT SWAN

GRAPHICS	94%
SOUND	92%
VALUE	96%
PLAYABILITY	97%
OVERALL	96%



JOIN THE



Join the resistance fighters in their crusade against the awesome powers of KING CRIMSON - the megalomaniac, and his Crimson Corps - those marauders transmuted into ferocious fighting machines... giant armoured tanks, lethal circular saws, airborne fighters, mechanised snakes and more many. Each level throws you into combination with an enemy even more terrifying than the last. If you have the skill you can locate the weapons of your predecessors' failed missions - if you have the courage you can fight to reach YOUR ULTIMATE GOAL - THE DESTRUCTION OF KING CRIMSON HIMSELF. SO, POWER UP AND TAKE ON THE MECHANICAL WORLD OF BATHEM AND ITS LEADER - KING CRIMSON.

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OF HIGH ACTION!



SLY SPY Secret Agent



Ocean

ATARI ST
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Mail Bag



Where would you get Jimmy Greaves rubbing shoulders with the cast of Eastenders and a deranged Russian clergyman next to someone called P Tweedle? Why, in Yob's Mailbag of course! If you have anything you want to say about the wonderful world of gaming, or football, or almost anything else (ALMOST!), this is the address to write to: **YOB'S MAILBAG, C.V.G. PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

CROPS CRAP

Dear YOB,

Following the letter sent by James Lynch in ish 183, I have made a Crops game! There's the plot. The Crops have been summoned to a planet. Why? I have you cry, well because the top bosses of the united federation of planets have been kidnapped, so grab your trusty lead pumping gun and start killing! It is a one player game where you take the role of Sgt. J. Killy. Let me take you through the levels.

LEVEL 1: Fly onto the planet's surface dodging the other members of the Crops and asteroids.

LEVEL 2: A side on horizontal scrolling fighting enemy soldiers, man eating plants, robots and mines. The end of level boss is a giant tank.

LEVEL 3: This is an "Outrun" style level where you are driving FAV (Fast Attack Vehicle)

with a large cannon. Enemies are the other FAVs, tanks and helicopters. The boss is a big chopper (don't fear). **LEVEL 4:** Work your way through a system of tunnels to locate the entrance to the enemy base. You fight soldiers, robots, crawling platforms, spikes and giant spinning rats. The boss is a Rocketstar.

LEVEL 5: The penultimate level in this three town boss you must fight your way through a vast army of robots. The final boss is a giant computer.

LEVEL 7: Its not over yet you must lead the footslogers into the dock while dodging bits of falling rocks. When you get to the port get a ship and fly to freedom! So you can get a medal and a pay rise. What no extra weapons? I hate you cry.

Well I have an assortment of extra weapons, A flamethrower, 3 ways and 8 ways, the

most barbed cannon, napalm bombs, snake screens, rocket launchers, cluster bombs and smart weapons. So if YOB of the high schools and greatness what do you think.

A Psychic Chicken, Che-shire.

YOB: Look, Psych, I know English is a foreign language to a domestic fowl like you but, for crying out loud, get the farmer to buy you a spelling dictionary before you write again. Alternatively, I can offer you my own twenty year (that's human years, not chicken years) correspondence course, entitled How To Write (Jim Wallis) For Fun And Profit. To you, only £4.99 (inc VAT) or two dozen eggs.

COOL YOB GETS FAN

Dear YOB,

I think you are the coolest YOB on the Earth and I wish ship your style and class. So I think the coolest on Earth could answer some questions for his greatest fan, please.

1. Will English PC Engine games work on a Japanese PC Engine?
 2. What is the best PC Engine or Megadrive?
 3. What football team do you support?
- Ben Clark, London.

PG: I think you will be pleased to know that my girlfriend is a jockey.

YOB: Firstly, thank-you, NEC have postponed their plans to launch a British PC Engine, BUT! before you commit Har-Kin, there is some good news for Engine fans in the news pages of this very issue which should answer your question! There is no straight answer to your second query. Both the PC Engine and the Megadrive have expanding ranges of excellent games software so it's just a case of going for the machine that supports the games you want to play. Technically the Megadrive is superior, but it is the more expensive machine, and the games usually cost a lot more money, too. Finally, I have to say I don't support any football

team (Seacra's a sport for nerds anyway - give me Australian "No-Rules" Football any day), however I do find the commentaries very entertaining, and Jeremy Gosses is undoubtedly my favourite.

MYSTERIES OF THE MAD MONK

Dear YOB,
Or can I call you 'YOB' I am an Amstrad and I would like to ask you a few questions:
1. Who was the drummer with The Shadows?
2. What is the capital of Peru?
3. Who wrote War and Peace?
Yours reverently,
Pasquyn, Sanction, East Yorkshire.
YOB: Hal! So - you think you can outwit the Yob with your crazy, deceased, Russian monk's questions? Well, I'm wise to your little game! Bryan Ste-

natt was drummer with the Shadows. Lima (population 1,118,000) is the capital of Peru, and Count Leo Nikolayevich Tolstoy (1828-1910) wrote War and Peace. Yob's Mailbag - entertaining and educational. I should be on a government grant or something shouldn't I?

KITCHEN FLOOR TRAGEDY

Dear YOB,
I think your mag is smart and was horrified when my sister wiped up something the dog had done on the kitchen floor. 5 Deacons, South Humberston.
YOB: I should blame my well think not! Send your sister and the dog around to the office so we and the boys can do horrible things with them; then publish the pictures next month.

SOMETHING FROM THE BOTTOM

Dear YOB,
Just a word from the bottom of the world. That's right - Australia (oh, when you said bottom I thought you meant something else - YOB), me and some of the mates are getting peed off with some of you poets. Every second letter is pretty "ladder". All whinging about one thing or another. What happened to your so-called "left upper lip eh, what?" Or is it that just crap fed to us by your ball shows like EastEnders. You think Neighbours is bad! If you want to hear a hard luck story, listen to this. We don't get your bonus mag for three months! Three months late, what a BUMMER! Four X's (it don't mean our best either). Just one more thing. When will a light phaser be

available for the C64? Schran, Ploon, Australia.
YOB: Now what disturbs me about Schran's letter, readers, is that Eastenders is giving foreign viewers the WRONG impression about us Brits. Honestly, we're not all depressed and deprived (well, deprived maybe) are we? Now are we fed. In fact, most of us are dead happy for quite a lot of the time, I mean, is it any wonder that we have economic problems when foreigners are given the impression that we're all suicidal no-hopers who spend all day late-moaning people in the pub or selling fruit on the street. I mean

HELLLO! Um... Sorry, Schran, I seem to have wandered a bit. Masterbony's light phaser is already available for the C64 in the UK, so maybe if you wait three months it'll be available in shops all over the world's bottom.

COMPLAINING COLIN

Dear YOB,
I have been reading C+VG for several years now and felt that I had to write to give my views on how the mag has changed over the course of time.
I welcome sections such as the Improved Playmakers and new sections such as the Highscores, they have been a big plus to the mag. However, there hasn't been that much else new to read on about. Small changes such as in the reviewing system have hardly been noticed at all. Instead what sticks out in my mind, I'm afraid, are the negative things that have happened to C+VG.
I remember the days when there were 180+ pages and reviews are more than a few paragraphs long. Nowadays because of the increase in the size of the text and the extra large screen shots, the reviews are barely worth reading. Looking back at old issues I see few reviews on one page, with just as many smaller screen shots and more text than some of your double-page spreads. Although all reviews are now in colour, what's the point when the reviews aren't

worth reading anyway? Current reviews give little detail, only using the bare outline of the game, the text and screen shots should be reduced in size - smaller screen shots are just as clear and easy to see. This would allow more detailed reviews to be written and more screen shots if required. Lastly, your arcade section seems to have missed out a lot of arcade games when they have been released. One such game is Air Buster - a superb shoot 'em up which I don't recall you ever mentioning.
Also looking back at old issues I see a lot of features in every mag, nowadays there are much fewer and they are far between. Sections such as Mr T's Hot Gossip have been sadly missed and have had no replacements. There are many other items I would like to mention but I'll be writing for hours and I think I've already made my point. I have friends that laugh at your mag and cannot believe that it once used to be a good read. The only reason I still buy it is to check up on my highscores. C+VG used to be a great

mag, but it has severely declined over the years into something that you can sometimes look through in ten minutes then put away in the cupboard never to be read again. Britain's Best Selling Computer Magazine! at one time sat proudly at the top of the top of every issue. I haven't seen that displayed for some time. I have stopped the mag off because I cannot see how it could be and I hope you print this letter to see what reaction it brings from other readers.
Colin Tracey, Colchester.
PS I have doubts over the validity of a few of the Amiga highscores. Salman - The Movie and Robocop come to mind. Perhaps the scores could write in and say how they achieved them in detail.
YOB: Well, everyone's entitled to their opinion, and we value those of all our readers (even yours, Colin) which is why we conduct a reader survey every year (in fact there's a questionnaire in this very issue!). The changes made over the past year have been in keeping with the outcome of last year's poll and I'm afraid if you don't like

them, then you're currently in the minority. But there are some changes on the cards so your comments have been noted and we look forward to seeing what the rest of the readers think. Let me put you straight on a couple of points, though. Every six months, an independent body called the Audit Bureau of Circulations works out how many issues each magazine sells and the latest figure proves that C+VG is still Britain's biggest-selling computer games mag. The only reason we don't still have that stamped across the top of the cover is that we think it's more important to inform readers what's in the mag, rather than going on about how popular we are. It's also interesting that you bring up the point of high score validity as one of your latest high scores (for Rainbow Islands) has been confirmed as impossible by the programmers at Goldfish. Perhaps you could write in and say how you achieved it - in detail?



AMIGA OR SPECTRUM?

Dear YOB,

I'm considering purchasing an Amiga 500 Flight of Fantasy pack, but my Dad wants me to get a Spectrum 128K +2 or a C64 because the games are cheaper. Please, please answer and put me straight.

Andrew McNeil, Dorset.

YOB: Dear Andrew's Dad, look, I know times are hard, but doesn't you think it's worth the C64 to keep your whingeing son quiet?

ANDY CRACKS

Dear YOB,

I have reached your mailing every month because it's really funny, especially some of your replies. For example, in 191 you said about your parents 'not handicapping you with a name like Chris Griffin' - that cracked me up. Anyway - to the point, I would just like to know what you thought of all these games for the C64.

Michael, Great Glanna Sisters, Hawkeys, into the Eagle's Nest.

These are some of my faves from the equations of games we have got. I thought Ti Dizzy was crap for the C64, did you?

Please print my letter YOB! Andrew Vauze, Wellington-sough, Northants.

YOB: Well, seeing as you're the only person who will stand to laughing at my jokes, I suppose I have to print your letter. Andrew! Andrew! Vauze, folks - a man of taste! All these games you mentioned are better, bigger, brava, cap-tain, skill and gear, but Glanna Sisters was with-drawn just after it went on sale (it was a bit too similar to Nintendo's Super Mario Brothers), so you might have trouble getting hold of it these days.

NO MORE SPECTRUMS?

Dear YOB,

I have recently heard that Spectrum computers are to be gradually phased out. Is this true? Does this mean that all of my games will no longer be of any use?

Mark, Pearce, Chesterfield, Derbyshire.

YOB: I've conferred with experts on this subject, Mark, and I can confirm that your Spectrum software will not, I repeat, NOT, be useless as long as you have a Spectrum. And even if you sell your Spectrum or it gets kidnapped by terrorists or something, you can always use the cassette to prop up a wobbly table or build an attractive model of the Taj Mahal (you'd have to paint them white for the full effect, though).

CRISP GASES REVEALED

Dear YOB,

I've just had the most stupen-dous, marvellous idea for a game. Brace yourself... Pro Sunbathing Simulator! Cool as hell or what? It's a strategy game and the idea is to get as good a suntan as possible in a time limit! You have to take into account wind chill, temperature and work out what sun factor oil you have to use.

Here's the good bit: once you've got your oil, you have to go to the beach and get the tan! But you get hassled by crabs and little kiddies with sunhats. To get rid of them they have to be blasted with suntan cream. It's go onto the next level! You have to reach a certain shade, so you can get a modeling contract, earn money and buy more suntan oil!

Great fun, I'll wager! So how about a software company making this (I had Codemasters in mind)? Gareth Williams, Gwent, PS. Are you dull or what? There's no air in bags of crisps, they're packed in nitrogen.

YOB: Have come all you amateur games designers want to have Code Masters in mind as the perfect company to program and market your "product"? I mean are you taking the Mick or something?

LETTER FROM MUTHA

Dear Turt,

How let me get this straight. You are just a big wing and you know it. You think that doodle of you on your mail-bag page makes you look hard eh? Well it doesn't! You look like a skinny pral with oversize Doc Martens that have sharpened pencils stuck to them! Keep a lower profile, Cool (yeah, that's your real name) or my pen shooter might blow your brain out (is Pepper's second man, One Ball of a Brain Mutha, Duganham, Essex).

YOB: Mum, how many times do I have to tell you never to write to me at the office? Now why don't you calm down and I'll come to see you at the institution this weekend, all right?



HOTLINES

WIN A MEGADRIVE

0898 334 150

It's cool, jet-black, mean, and has more bits than an Airfix 852! Yep, it's the Sega 16bit Megadrive - and as generous C+VG chappies have got yet another one of these black beauties to give away! Simply pick up the rap-rod and dial away! We'll be waiting for YOUR call!

WIN A LYNX

0898 555 537

Cor blimey! Spend a penny and cash me cheque, squirrel! Not ANOTHER luvly Lynx being handed out by those groovy geezers at C+VG! Yes, that's right and it could be YOU that becomes the latest addition to the growing ranks of C+VG winners! Get yer sister off the phone pronto, and dial up that hotline number double quick!

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Phwoar! A genu-line PC Engine all the way from Japan - up for grabs only on a C+VG hotline! It may only be a tiny little square box, but it packs a heart of sexy silicon! Grab that phone and dial immediately - it could be you playing top-notch arcade games for many a day to come!

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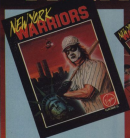
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GAMES

PLAYMASTERS

Here's yet another bumper harvest of blinkin' red-hot, radically groovy cheats and tips, including the solution to the rest of *Vendetta* on the C64, a buncha hints for the Sega, Nintendo and Lynx, and a handy "Shoots n' Ghosts" map if you've got a map, hint, tip or POKÉ and want to get your name in print, and possibly win yourself a stack of software, why delay? Send it in to **PLAYMASTERS**, C/O, 30-32 FARRINGHAM LANE, LONDON, EC2R 1AA. Top tipster of the month gets



100.00 of software for their efforts and this month it's *Vendetta* ace, Andrew Kyriakou, of Westhill on Sea who gets the stuff.



ALL FORMATS CASTLE MASTER

A full guide to key-location hints, from Jay Gibson of Harlow in Essex, To, Jay!

KEY TO DOOR ON THE FOURTH FLOOR

Once in the courtyard, go to the Hay Barn. Pull the sign it, turn right and look behind the hay, and voila, the key will be on the floor.

GRAMMAY CHEST KEY

Stand on the drawbridge and close it. You will find yourself on top of the church, the key before you.

LIBRARY KEY

Go to the wall and click down the hole.

BARRACKS KEY

Go to the stables, and open the door where the horse is. Crawl under it and click in the hole.



IGOR'S ROOM KEY

Go to the kitchen and walk to the table. Turn around (facing the door), and to and behold, there will be the key. (Note: if you go into the fireplace, you will appear in the larder, with lots of food. Also, there is a message under the kitchen table.)

IGOR'S CHAMBER

Enter, and kill Igor. Open the chest, take the treasure, and there will be an unmarked key.

STAIRWELL KEY

Once the unmarked key is in

your possession, push the first button, (but don't go through the first door (leading to the stairwell), but take the other until you reach the vault wastebowl, which has the stairwell key. Now return to the other door.

AMIGA NEW ZEALAND STORY

Christopher Williams of Has-

lemere in Surrey has sent in this wily little code to jump from level 2-1 to 2-4. Get a balloon, and feed the captive kiel. Go up the stairs, which lead to a small room with 2 green fruit in it. Go over to the left of the room, where there are 2 small steps. Jump on the first one, and fire to the right. A warp should appear which will hurt you to level 2-4! Amazing, eh?

C64

VENDETTA

After the first two levels (last time round), here's the rest of the solution for System 3's storeroom, again courtesy of Andrew Kyriakou of Westhill on Sea.

LEVEL 3 - THE ARMY BASE

Select the machine gun, and kill the guard. Kick down the door, and enter. Kill the guard, and get the handbag from the desk at the front of the screen (it's on the left of the chair). Get the map from the filing cabinet in the corner, and get the book from



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the desk drive (funny place to keep a book, but there you go...). Leave the room, kill the guard, and go right. Kill another guard, enter the next screen, kill yet another guard (in the sand-bag pit). Go onto the next screen, kill the guard, climb up and get the ammo (optional). Go left, dispose of yet another guard, kick down the door and get some ammo from the pink robot. Exit, and move on to the next screen. (Altogether nine!) Kill the guard, enter the building on the right, kill another guy, and get the shoe (which is on the pillow). Leave, and go left. Select the key, face down and left, go to pick-up mode and open the door.

LEVEL 4 - MORE HARD DRIVING

Follow level 2's instructions from last month.

LEVEL 5 - THE AIRPORT

Kill the guard, kick down the door and enter the room. Get the disguise from the filing cabinet, and the bullet-proof vest from the middle locker on the left-hand wall. Leave the room, and go to the hangar. Go through one screen, and replenish the ammo from the brown box. Go through 3 more rooms, go up the stairs, kill one guard, and make your way to the plane's cockpit. Kill another guard, and get the map from in-between the



two lockers. Select wire-cutters, and kneel down behind the gate (or stop there). A picture of the bomb should appear. Cut the wires in this order:

- 1) MIDDLE RED
- 2) LEFT YELLOW
- 3) RIGHT BLUE

LEVEL 6 - EVEN MORE ROAD BLASTING

Again, the same as levels 2 and 4.

LEVEL 7 - CENTRAL PARK

Go through all the screens, killing the guards as you go. Once that's accomplished, return to the water fountain. You should see a man lying on the ground. Walk to his left hand, face out of the screen, and kneel down. He will now stand up, you will have rescued your brother



hand-to-hand fighting with Death. Just before you die, start shooting. Keep firing, and when you come back to life, you should have 9999 health points! This may immobilise you for a moment or two, but fire at regular intervals to see if you can move again.

SPECTRUM CYBERBALL

Oliver Guitridge of Havant, Hants, doesn't know if this is a cheat or luck, but when receiving the ball after a safety, don't run forwards, but into your own endzone and wait until tackled. Once you've chosen your play you should find yourself three quarters of the way up the field.

AMSTRAD P47

If you're having problems with P-47 try typing **DEED** on the high score table for infinite lives. Thanks to an anonymous reader from Gloucester for that little cheat.

INDIANA JONES III

If you're having a bit of a problem with US Gold's rather tricky platform paper, Jason Harvey from Yorks in Scotland has (found a couple of little tips for you. Pretty. SHIFT + 1 to take you back to the start of a level, SHIFT

and completed the game! YIPPEE!

And just to make life that little bit easier, Terry Jeffrey from Roydon has sent in this little scribble: press down **SHIFT LOCK**, and press down all the keys on the right of the keyboard. This should make you skip levels, and you don't have to worry about collecting the items, as you get them automatically! Phew!

Well, if you can't finish it now, then you might as well either go and watch Home and Away, or stick your head in a bucket of cold porridge! Good to go!

GAUNTLET

Stephen Hooty of Baker in Surrey has sent in this handy tip for loads of health in two-player mode. When your player is almost dead, start

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+ 3 to get to the next reset point (where you start if you lose a life), and SHIFT + 3 to jump to the next level. Cheers, Jesse, and all that.

SEGA DEAD ANGLE

Early oncoming from Australia's obviously a guy in the know, and he's sent in a bundle of tips for Sega's gangster shoot.

ROUND 1 (NAPOLI, EMERCO FAMILY, SHOPPING DISTRICT)
ENEMIES: Start shooting straight away. Shoot the men as they jump out of the windows above.

BOSS: When he comes past, duck. He will crouch down, so fire at him then. Try to shoot some falling gun debris.

ROUND 2 (NEW YORK, SABATONE FAMILY, WATERFRONT)
ENEMIES: Pick off men on step, also those falling down. Fire rapidly at the men in the warehouses.

BOSS: Use rapid fire. When he comes past, go up and start down firing.

ROUND 3 (NEW YORK, ORAZO FAMILY, HOTEL)
ENEMIES: Use the Tommy gun at the guys in the hallway. Don't stop firing.

BOSS: Duck, and avoid at any knives that come toward you.

ROUND 4 (CHICAGO, VINCENT FAMILY, DOWNTOWN)
ENEMIES: Fire at the feet of the men above, and fire rapid-

ly at the groups below.
BOSS: Simply duck, and fire at his chest.

ROUND 5 (CHICAGO, TOMASSO FAMILY, KING'S MANSION)

ENEMIES: Be careful of the men hiding under the stairs.
BOSS: A lot of a bouncer, this one. Avoid his grenades, go up above him and fire.

ROUND 6 (THE BIG BOSS - ROBERT KING, THE SNOWDOWN)

ENEMIES: Try to keep a constant rate of fire, as most of the bad guys turn up in groups.

BOSS: This is the fun part - all the previous end-of-level bosses turn up, so take care of them as you did before. For King, aim at his head, and keep firing.

MEGADRIVE GHOULS N' GHOSTS

On the middle of the second level, don't bother killing the monster on the stairs. Run past him onto the next stage section. If you don't manage to kill him and get wiped out in the process, you start at the beginning of the earth-quake level! Cheers to Leon Wong of London for that.

LYNX ELECTROCOP

Howabout this then, guys and gals? Simon McTearan of Caley in Reading has sent in a bumper bag of codes for Spro's little wonder!

LEVEL 1



DOOR 1 - 2473 (TO LEVEL 2)
DOOR 2 - 9074 (TO LEVEL 2)
LEVEL 2
DOOR 1 - 2287 (TO LEVEL 3)
LEVEL 3
DOOR 1 - 8094 (TO DOOR 2)
DOOR 2 - 8094 (TO LEVEL 4)
LEVEL 4
DOOR 1 - 2284 (WEAPON)

EXIT TO LEVEL 11
LEVEL 5
DOOR 1 - 4288 (TO DOOR 2)
DOOR 2 - 0812 (TO DOOR 3)
DOOR 3 - 5442 (TO DOOR 2)
DOOR 4 - 3882 (TO DOOR 4)
DOOR 5 - 3882 (TO DOOR 1)
DOOR 6 - 8888 (TO DOOR 6 PLUS WEAPON)
DOOR 6 - 0814 (DOOR 3)
DOOR 7 - 9973 (TO PRESIDENT'S)

DAUGHTER)
LEVEL 8
 DOOR 1 - 8782 (TO LEVEL 9)
 EXIT TO LEVEL 7
LEVEL 7
 DOOR 1 - 4821 (TO LEVEL 4)
 DOOR 2 - 5824 (TO LEVEL 9)
 EXIT TO LEVEL 8
LEVEL 6
 DOOR 1 - 1998 (TO LEVEL 5)
LEVEL 5
 DOOR 1 - 1102 (WEAPON)
 DOOR 4 - 4728 (WEAPON)
 DOOR 5 - 1375 (TO LEVEL 11)
 DOOR 6 - 2857 (WEAPON)
 DOOR 7 - 6669 (WEAPON)
 DOOR 8 - 1188 (WEAPON)
 DOOR 9 - 4331 (TO LEVEL 1)
 EXIT TO LEVEL 4
LEVEL 11
 DOOR 1 - 0099 (TO LEVEL 12)
LEVEL 12
 DOOR 1 - 2887 (WEAPON)
 DOOR 2 - 5473 (WEAPON)
 EXIT TO LEVEL 11
 EXIT TO LEVEL 8
 Simon also gave us the quickest route to the President's daughter, which is as follows: LEVELS 1, 3, 7, 4, 11, 12, 5, 9. Now you'll not get me mistaken to midway on down and do the business, have you?

NINTENDO DOUBLE DRAGON II

Anonymous of Somewhere sent in this little hint for Action's rather nasty beat 'em up. During mission 3, when the helicopter door opens, press START, wait three seconds, then press START again to continue. The door will close!

ROBOCOP

Once you have used your first three cyborgs, hold down buttons A and B, SELECT and START simultaneously. The screen will switch to the main title screen. Move the cursor to CONTINUE, and carry on from where you left off. Thanks again to the unknown spider for this.

COBRA TRIANGLE

Yet another anonymous tip - I do wish people would put

their names and addresses on these things! Anyway, when you cross the finish line at the end of each race, you can rack up loads of bonus points by putting your boat into a spin. You'll get 1000 points for each spin you do!

GUNSMOKE

The anonymous tipster strikes again, with a handy cheat for would-be gunfighters. On the title screen, press button A four times, SELECT four times, RIGHT twice and then START. You'll be the proud owner of a machine gun with 300 bullets!

PC ENGINE KLAX

Hit off the presses is this little cheat for Tengen's PG Engine conversion of their popular game, thanks to Ashley of Spacetronix in Covent Garden (NAAI Blast advertising tactics, eh? That won't wash with USG). You can start the game with 5 credits, but to get 5 more at any point, push up on the pad, press SELECT and buttons 1 and 8. Simple, peep?

IMAGE FIGHT

Fast up with the boring, horizontal screen? Want your game to be that bit more like the coin-op? Then turn off your Engine, head down button 1, and turn the beast back on! Thanks again to mailing of Spacetronix for this little number.

DON DOKO DON

If you're a right duffer at this game you won't have realised that there's a magical level ring to be found on the very first level! Get rid of two of the monsters on screen first, then, avoiding the remaining one, go to the middle of the top platform and repeatedly leap and hammer. After a couple of blows a key should fall onto the platform. Pick it up and a door will open at the bottom of the



screen, allowing you to walk to The Password Chamber! But what's the password? Well, look at the here picture which displays the correct order to smash the jars in to get you to level 511 (DOWED)

In case you can't be bothered to look at the picture, the combination is: HEART, DIAMOND, CLUB, CLUB, SPAD, HEART, DIAMOND. CO-PO's very own Rob 'n' Paul discovered that trick

**Find out its limits.
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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 STFM, 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 swivelling 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 earbusting, 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.

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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 Prices 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.

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- ST
- C64 G + ST
- CPC G + ST
- ST G + ST



- ST
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- CPC G
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- PC to come



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- ST
- C64 G
- CPC G
- ST G + ST
- PC to come



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- ST
- C64 G + ST
- CPC G
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- PC to come



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GRAB A GREMLIN

42

GET GREMLINS GEAR WITH ELITE!

Cor Blimey! Strike a light and buckle me shoes, guv'nor! Have we got a flippin' marvellous combo for you, or what! Things have been all quiet at Elite of late, but all that's set to change with *Gremlins 2*! Yes, you did read correctly - Elite have scooped the licensing rights to this blockbuster movie and their game of the film will be available from your local software emporium this autumn!

And to provide a little *Gremlins* excitement amongst the C+VG-reading populace, Elite have come up with this rather juicy *Gremlins 2* combo! You could get your hands on one of 25 *Gremlins 2* packs, each including (deep breath): a copy of the original movie on video, a *Gremlins 2* computer game, loads of *Gremlins* pens and pencils, a corking *Gremlins 2* keyring and a marvellous mug. Is that all? 'Course not! Elite have also thrown in a *Gremlins 2* figurine and a vast poster to paste over your boring old bedroom wallpaper!

Sounds pretty wizzo, eh? Well, you've got to earn all these goodies! Most boring old combos require you to answer a tedious set of questions. Well, the *Gremlins* have obviously got to this one 'cos we want you to provide the QUESTION to this answer!

SIXTY MILLION FRANKFURTERS AND A PAIR OF OVEN GLOVES...

We here at C+VG love a good guffaw, so if you think you can provide a side-splitting question to this simple answer, write your question on a postcard and send it off to: **THEM GREMLINS LOOK JUST LIKE MY GRANDAD COMB, C+VG, PRIDDY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** Be sure to get your answer (or rather your question) in to us by 30th October - that's when we'll be choosing the best 25, and they'll all get their share of the goodies!



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SPECTRUM
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- 8 dungeons with different graphics
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- Over 3 magic types of graphics
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- Can be installed on your hard drive





▲ Armed and deadly with his lethal chopper - Torvak!

TORVAK

BY CORE

An evil recondemner has put a blight upon the land, turning the crops to dust and generally making life pretty miserable for the population. While everyone else cowers at home, up steps boot-spike barbarian, Torvak, ready to spill blood and restore the land to its former glory.

Torvak's an athletic sport, and when it comes to running, jumping, climbing and monster-hacking he's top man. Once wielding clubs, knives and longbows stand in his way, accompanied by flies, wasps, and poisonous plants. All are willing to give Torvak a rough ride, but a quick swipe or two is enough to send them into oblivion.

Apart from chopping things up, collecting the treasure that's lying about is also a good way to boost your score. Of more practical use are the potions, masks, war-

hammers and shields which can be magically upgraded by collecting potions and crystals.

The game is split into five levels, each with several sub-zones, and at the end of each level turns a large, ferocious demon. Defeat it, and move

further onward until, at the end of the fifth and final massive level, you meet the Evil One. Defeat him and peace and prosperity will be restored to the lands, but remember - if you fail there won't be enough of you left to wipe the bathroom floor with.

▼ Spooky scenery doesn't threaten our hero!



UPDATE

The ST version of Torvak is to be exactly the same as the Amiga version in every possible respect. It should be reaching its way onto an ST near you real soon like, for the grand total of £24.99. Keep 'em posted on the Update for a review as we go.

AMIGA
£24.99

I must admit to being highly sceptical of a game. I mean, it's been done so many times before (Rastan II, Rastan II: Legendary Axe, Barbarian II etc.), I was wondering if anything new could be done on the subject. Unfortunately not, it seems. Torvak is an out-and-out Rastan-style game, with big meathard travelling around myriad levels hacking monsters. No points for originality, then, so how does the game measure up otherwise? Well, the sprites and backgrounds are beautifully detailed, and there are lots of lovely monsters and end-of-level demons that explode in a spray of blood when killed (very useful). The sound is switchable between grunts, groans and swishes, or very nice tunes, but these do get a little repetitive after a while. There's something that could also be said of the gameplay, because although everything and everything needs to be fun, it does begin to drag after a while. If you're after Rastan for the Amiga, you could do a lot worse than this, but barely five notes is a love dash for a game of this ilk, even if you do get a set of lead figures in the box.

ROBERT SWAN

GRAPHICS	84%
SOUND	82%
VALUE	78%
PLAYABILITY	78%
OVERALL	78%

REVIEW

► AMIGA ST AMSTRAD C64

Three... Two... One... And they're off! Ivan "Ironman" Stewart's truck has the pole position, but on the Super Off Road Racer tracks absolutely anything can happen! The six vehicles are certainly being put through their paces on these dirt tracks, and the stakes are high. For the winner there's fame, glory and a juicy cash prize. For the loser things aren't quite so inviting - it's back to the drawing board in Mid Mark Alley, and worst of all, the loss of a credit.

As the Off Road season progresses, the opposition get tougher and tougher to beat. To keep up with their

IVAN STEWART OFF ROAD RACER

BY VIRGIN GAMES

▼ The red car zooms ahead at Hurricane Gulch!



ONE OF THE MOST POPULAR RACING GAMES ON THE SUPERCOMPUTER 1st Place \$250 \$10,000 + \$20,000 Avg. \$112.00 \$21.00/box	RED Finish Time: 1:11 Record (1:07) - 1:11 2nd Place \$250 \$10,000 + \$20,000 Avg. \$112.00 \$21.00/box	WHITE Finish Time: 1:11 Record (1:07) - 1:11 3rd Place \$250 \$10,000 + \$20,000 Avg. \$112.00 \$21.00/box
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ST £19.99 Apart from slightly inferior controls, Off Road Racer is identical to the Amiga version. Check it out as soon as it hits the shelves! OVERALL 94%
--

C64 £9.99 Slightly blocky graphics, but the three player mode has been retained and all the thrills of the 16 bit version are there for the taking. This ranks as one of the best C64 games we've seen in a very long time. OVERALL 94%
--

STEWART'S RACING

speeding trucks, you're going to have to become a regular customer at the Speed Shop, buying new tyres, engines and turbo boosters.

But it takes skill as well as equipment to complete these unforgiving Off Road courses. Mud holes, potholes and even the terrain itself are all there to slow you down, and only the fittest drivers will survive!

There's plenty of thrills and far too many spills on the Off Road circuit. Witness the mid-air collision between two trucks as they both retro-boost across the mud pool (see page 40). Thrill as all four

vehicles try to squeeze through a gap intended for one! Laugh as one complete pillock starts driving around the track in the wrong direction! It's excitement all the way in this kind of race, and it could be you in that truck facing the mighty "Ironman" helmet!



A Crossed class in Off Road Racing!

AMSTRAD

£9.99

If you're sick of blocky Amstrad graphics, then have no fear! This version of the game has fine line draw results, decent sound and all the fun of the arcade in fact! Needless to say, this comes highly recommended.

OVERALL 94%

PC

£24.99

Even running on a 3.86 machine, Off Road Racing gives the ST version a run for its money! This probably ranks as the best value-for-money conversion available on the PC, indistinguishable from the Amiga game in VGA mode.

OVERALL 94%

SPECTRUM

£9.99

Loads of colour on all the tracks with the minimum of attribute clash means Spectrum Off Road Racing is bit of a looker. Like all the 3.5" versions, everything has been crammed into a single load, and even though only two players can participate, this still ranks as a great Spectrum release.

OVERALL 94%

AMIGA

£19.99

Putting up the best value-for-money of the year seemed like quite a tall order, but the Daxt-gold heads have not disappointed us one little bit! Just like Rainbow Islands, Off Road Racing is virtually identical to the arcade, with all 118 (count 'em) tracks of truck animation included! The scenarios, has been faithfully reproduced, and all those national anthems and engine tunes have never sounded better. Actually completing all the events across the eight stages is no mean feat - the opposition (including Ivan "Ironman" Stewart himself) certainly know how to handle their vehicles, and you're going to need all the cash you can lay your hands on to pay for the custom modifications to your truck. Off Road Racing's main attraction is the arcade and the simultaneous three player action, and even this feature has made its way into the conversion! If you've been wanting the look of Super Sprint type games on the Amiga, forget no more. Off Road Racing is simply the best and will be for a long while yet!

**RICHARD
LEADBETTER**

GRAPHICS 94%

SOUND 90%

VALUE 92%

PLAYABILITY 95%

OVERALL 94%

TORJAK

THE WARRIOR



For five years the Negroocracy has reigned terror
 over the land. Only his boards of evil minions to
 strengthen the massacre of our people.

ATTACH ST AND COMMODORE PAPER AT F24 BE
SCREEN SHOTS TAKEN FROM ATTACH ST VERSION



CORE

CORPORATION



▲ Cut through the gloom with infra-red special!

Strange things have been disappearing at the Universal Cybernetics Corporation. Until now, UCC has maintained a spotless corporate image, but rumors abound that the company is involved in genetic engineering in an attempt to create perfect fighting machines for military usage, an act made illegal in the early part of the century. Concrete evidence of this has been difficult to acquire, making it impossible to prove the corporation's guilt.

The government, not wishing to lose the enormous amount of taxes paid to them by UCC, went only for the firm to cease this course of action, and so kept from creating an international law.

▼ Slinged syndromes - courtesy of the Corporation!



dent. To achieve this, they have commissioned the Zodiac Agency to infiltrate UCC's corporate offices and retrieve the necessary evidence, a mutant embryo. And as a member of said agency, guess what's got the job?

The 16 massive floors that make up the UCC offices are viewed in 3D, and each is populated by robots, slinging mutants, surveillance cameras, human security guards and various other

UPDATE

Corporation should be hitting SF screens next soon, and for the same price. Watch the Update section for a review.

toes and traps which have to be either destroyed or avoided if you're to find the embryo and escape with your life.

Make things easier for yourself by keeping an eye out for bubbles on the floor which contain useful items - all sorts of weapons, infra-red goggles, informative holograms, electronic lock-picks and security cards.

AMIGA £24.99

I had really high hopes for Corporation. This could be the ultimate version of Dungeon Master, I thought. Then I played it, and well, it's not. Don't get me wrong, in most respects Corporation is absolutely astounding, particularly graphically, because it has lots of lovely monsters, shrubs and buildings to be blown away, and the 3D movement is nice and smooth. Where the game falls down is with the pernicious control method. Movement is achieved by clicking on a square 'compass', and you have to click right on the centre to stop. Trying to move quickly in the heat of battle is really difficult, and Corporation would have benefited more from a Dungeon Master-type directional arrow system. The use of sound is appropriately sparse, apart from a brilliant movie-like intro. Overall, a good game, and one for the insomnia amongst you, but with a better control method. Corporation could have been something even more special.

ROBERT SWAN

GRAPHICS	94%
SOUND	80%
VALUE	83%
PLAYABILITY	79%
OVERALL	81%

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ADAVER

¹⁰⁰ „Abstraktion ist ein Widerspruch in sich selbst.“ (Lakatos)



There stands a lonely castle amongst the misty swamps of a far-off land. Once the power base of the mighty Mael Dymally, it now lies empty - save for the evil necromancer, Garas. Once the king's chamberlain, Garas used his insidious powers to turn man against man, brother against brother, until all were slain, even the King, dead by his own captain's sword.

Then one fateful day, a stranger appeared. Short of stature but stout of heart, a County hunter by trade, the newcomer was fired to venture north to the Castle, and to seek and slay Charles for his crimes. One Mark, a captain of the royal guard, spoke in hushed tones, of dragons and monsters but which had taken to with the regency. anger, and would do their utmost to aid their master.

Source: *and as commonly recognized*



REVIEW

C+VG HIT!

ST

£24.99

The *Silmarils* are back, and how! This 3D isometric adventure (frequent reminders of *Ultimate Knight Lore*) is a real departure from their previous classic, but believe me, this is probably their best product to date! Control of the dwarf is simple enough, and while it comes to picking up and visiting the myriad objects scattered around the castle, the icon system works surprisingly well, and is quick and easy to use. The graphics are nothing short of brilliant and the sheer attention to detail (especially with some of the brickwork and masonry) is stunning. Some of the puzzles are quite easy, but others demand a brain-bending amount of lateral thought, though nothing so complex as to drive you mad. Containing five levels, each with a massive 70 rooms, the game has a hint of a lot there to keep you going, so it's a game to be played over a considerable amount of time. If you're yearning for the *Ultimate* days of *Ultimate*-style action, look no further. *Cadaver* is well-deserving of a place in everybody's software collection.

ROBERT SWAN

GRAPHICS	96%
SOUND	90%
VALUE	93%
PLAYABILITY	94%
OVERALL	95%



the hunter made his plans, and that night, set out in a small boat towards the castle, to search out this device. The rest, and destiny, fell into place and for all.

Now, controlling this reckless warrior, must journey through a 3D forced-perspective environment, collecting items and artifacts that may be used in your quest. Running and jumping are the basis of your movement, but a mystical icon panel is at hand to tell you of your whereabouts, and what is available to you. Be warned, however, for traps are a-plenty, and your energy is limited. Wise actions will be rewarded with progress, but not too many, and all will be lost.

UPDATE

Cadaver will be appearing on the Amiga during September, for £24.99, and, apart from slight colour and sound differences, it should be identical to the ST version. There is also a PC version in the pipeline, to be released at a later date. Because *Cadaver* makes heavy use of the 16 bit machines' graphics and sound capabilities, no 8 bit versions are planned.

MR DO! RUN! RUN!

BY
ELECTROCOIN

Sick of living out the life of a silly clown permanently wearing stupid clothes and girly make-up, Mr Do has decided to cut loose from his days at the circus and live the life of the adventurer, dishing out justice to all the baddies who stray into his path.

Of course, our hero carried out similar gigs in the arcade game, Mr Do and Mr Do's Castle, going around the screen chopping fruit on all the nasties he can find (doesn't sound that effective to me). However, in Mr Do's latest frock, he's going to have to use his Crystal Ball of Death and devastating rolling logs dotted around the screen to carry out the good work.

Mr Do can also colour the screen. On style, to locate extra fruit and hidden bonuses, and Pac-Man style dots can be collected to replenish his amazing mastic-masking sphere. Mr Do's on the run again (after yet another hot Macos curvy!) and he'll need YOUR help to get him through the pile of vicious screens that await him.

Run rings around the opposition for an EXTRA bonus!



UPDATE

Expect to see Mr Do! Run! Run! hit ST screens any time now, at the same price of £14.99.

AMIGA £14.99

Welcome back to the slightly Mr Do! Well, perhaps not so slightly, because the number of times the opposition cream our hero in this game is almost unreal - we're talking mega-frustration level! The actual gameplay itself is quite addictive, and if it wasn't for Mr Do's high mortality rate, I'd have been hooked right from the start and no release. The graphics are smaller than they were in the arcade game, but they're perfectly formed, and the conversion reproduces the colour's jolly tones and spot effects perfectly. The gameplay is also action and that's where Mr Do! Run! Run! really scores, because you simply can't bear the satisfaction of wiping out a whole screenful of nasties with one rolling log! There's a huge variety of enemy sprites in this game and each one has a different behaviour pattern - my favourite has to be the fairly harmless snake that transforms into a rampaging ball of flame! This game is a barrel of laughs all right and a damn good bargain to boot, but be warned, it's one FOUGH! game!

RICHARD
LEADBETTER

GRAPHICS	68%
SOUND	71%
VALUE	72%
PLAYABILITY	77%
OVERALL	74%

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THE DEVIL."



Screen shots are used illustrative of the capabilities of the game and are not intended to represent the actual game play. The actual game play is subject to change without notice and is subject to the discretion of the publisher.

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CAPTIV

BY MINDSCAPE

Day 73,000. Dear Gary, another day in this intergalactic dungeon with only Ernie the rat for company. As rats go he's not a bad sort, but his Jimmy Tarbuck impression is becoming a real pain. The gaoler turns up once a decade, but he isn't much company either, and he only knows one joke (about a thumbscrew and some Frankfurters).

▼ **Choose your destination in one easy step!**



▼ **Along with Heaven? I mean you somewhere below?**



Day 73,001. Dear Gary, today my eye fell on a mysterious shiny box that, inexplicably, I've never noticed before in all my 200 years in this prison. I opened it and discovered it was an ancient laptop computer with full telecommunication facilities. Unfortunately there were no games with it, but after fiddling around with the MODem link I made contact



▼ **Shoot this guy and watch his head expand!**



VE



A How are your droids getting on them, eh?

with four helpful robots and managed to persuade them to rescue me! If only I knew where I'm imprisoned.

I started by sending my robo-rescuers to the planet Bure, and took direct control of the quarter, viewing the scenery through their eyes and directing them from my keyboard. I can keep a check on their energy levels and state of repair, list the items



A George Michael is the number one droid here!



A Ready yourself for the Fire Hydrants of Doom!

they are carrying and command them to use these items to get out of trouble (or into it).

After landing their spacecraft on the planet's surface I sent them on a walk around a maze of hedges until they came across a circular door in a wall which opened only when four buttons are pressed in the correct sequence.

Once inside, the robots were transported to an underground network of corridors populated by heavily-armed androids and all sorts of psychotic mutants. Luckily, the robots stumbled across an armoury where they were able to stock up on flame throwers, blasters and explosives. After testing them out (bad test) on a swarm of small furry things, I discovered (a) that the robots are terribly good shots, and

(b) that dead monsters leave behind bags of gold. I plan to return to the shop I saw earlier and equip my team with some improved body parts, better weapons, and possibly some add-ons to provide various scanning facilities on each robot's supplementary viewing screen.

The shopkeeper informs me this is just one of ten bases maintaining the prison ship where I am, and that to escape I need explosives to blow up each base's power source, after finding a computer disk bearing the co-ordinates of the next base.

UPDATE

Mindcape are working on a CD-ROM ST version of *Captive* and a PC version which will run under VGA, VGA and WGA graphics cards and cost £29.95.

REVIEW

C+VG HIT!

AMIGA
£24.99

Dungeon Master certainly spawned a fair few clones, but this is about the best I've seen, because it's the only one that really uses some ingenuity. For example, the super ball may look like a toy but throw it against a wall and it bounces back and forth knocking screen-balls out of anything that tries to walk past it! The object handling is fine, and the ability to change the robots' abilities by buying new body parts is a great idea, especially as there is such a wide variety of bits (including some really meaty weapons) available. The monsters are brilliantly conceived and brilliantly drawn too, ranging from innocuous *Peashooter* and *bookworms* to enormous *ED-209* clones which pack a frightening amount of firepower. As if that wasn't enough to keep you awake all night, the game generates 3800 missions so you definitely won't finish it in a week-end! If you loved the best of *Dungeon Master*-type games on a par with the original, say goodbye to *W-Frow*, because this is the business!

PAUL GLANCEY

GRAPHICS	94%
SOUND	79%
VALUE	95%
PLAYABILITY	93%
OVERALL	94%

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2. NAM 1975	2. NAM 1975	2. NAM 1975
3. MAGICIAN LORD	3. MAGICIAN LORD	3. MAGICIAN LORD
4. GOLF	4. GOLF	4. GOLF
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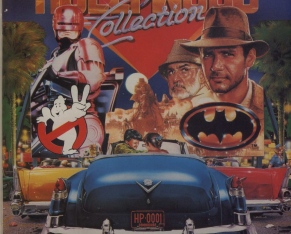
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THE PUNISHER

BY THE EDGE

Springing from prison by the mysterious Trust, The Punisher has but one mission in life. Protect the innocent and punish the guilty. As the levels (if rather condensed) come included with this game goes to show, The Trust aren't quite the law-enforcing vigilantes they claim to be. In fact, they turn out to be just the opposite.

You adopt the role of The Punisher (no surprise there), taking on the scum of the city on the road to the final showdown with the mysterious members of the Trust. What this generally entails is screen after screen of Operation Wolf style gameplay, with The Punisher protecting the innocent with his trusty Uzi and ACP Pistol. As the saying goes, if the going gets tough, the tough produces gear, their tough produce gear.

► Mean bikers and their cronies threaten the innocent (left).



► Let's a plenty in the seamy back-alleys.

M80 Fragmentation Grenade and blow the opposition away - and The Punisher is no exception!

At various points in the game, The Punisher may enter his disgusted view and

choose a new image powerful weapon for the end-of-level shoot-out - and he'll need it if the common junk (junk, a special shotgun, who knows what the Trust have in store for our vigilante hero!



UPDATE

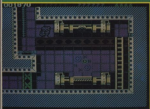
The Punisher is due to appear on most of the major formats. Keep an eye out in the Updates section.

AMIGA
£24.99

It pains me to say this, but The Edge have completely fouled up any potential this licence may have possessed. The gameplay is just as sluggish, completely destroying any chance of some decent playability. And on top of that daunting handling, it has an abhorrently high difficulty level which really seals its doom - inadvertently kill just one innocent bystander and it's game over with no second chance! The visuals may capture a smidgen of the comic's menacing atmosphere, but the jerky animation completely destroys the effect. The sampled sound effects are short and unconvincing (sometimes just a garbled noise issues forth from the Amiga) and the music sounds more like a Cold War Punisher fan, but this simply doesn't make the grade. A tragic example of the finished product not living up to the limitless potential.

RICHARD LEADBETTER

GRAPHICS	52%
SOUND	45%
VALUE	48%
PLAYABILITY	48%
OVERALL	51%



▲ Go on Rick! Zap those meanies!

The rock-hard adventure with the big chin is back, and before you start, no, he hasn't brought his dad. Rick Dangerous, having defeated the mad terror in his previous adventure, now has to face an even greater foe - alien invaders (gasp!).

Mysterious spaceships have landed in Hyde Park, so Rick, now having changed the Indiana Jones look for something more along the lines of Flash Gordon, must set out to defeat the other-world monsters from the planet Durl, and their leader, the notorious Fat Man. He's also traded in his trusty pistol and dynamite, for a spanking

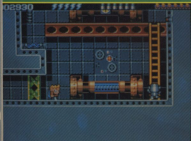


▲ Forworlds afoot! One Cornetto please!

Rick Dangerous

▼ Mad, bad and Dangerous to know (yet not).

BY MICROSTYLE



C+VG
HIT!



↑ Don't fall!

erous

↑ Alien worlds await our hero!



new KA-D-Zap laser blaster and a bundle of thermal detonators!

The layout is pretty much Rick taking a 'Mogwai' past-forms and ladders, avoiding the many varied traps scattered about, and giving the alien detentes a taste of electric death, or if Ray's stuck in a deadly position, slide over a detensor and KA-BOOM! No problem!

Get over five massive levels - from Hyde Park all the

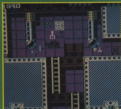
way to the Fat Man's bar on Earl - Rick sure has his work cut out for him. Can we sleep safe in our beds again? Time riveting matters!

UPDATE

Rick should be blasting his way into the Amiga, Spectrum, C64 and Amstrad very soon indeed! Keep your eyes on the Operations section in further issues for more info.

2

↑ Find the hidden switch, Rick!



ST

£19.99

Rick Dangerous was high in the list of my Top Ten All-Time Fave Games, and my first thought was that Rick it would have to be absolutely damned! Right, great to hear it. Well, after being high-ranked to my joyous for ages, I can safely say that my fears were well and truly grounded! From the very first level (where Rick strikes his jacket and hat for the blue cloak and boom! right to the very last level, Rick Dangerous 2 simply does a quality. The graphics are bright, colorful and well drawn and really well animated, and the way that both Rick and the aliens leap out of the screen when hit is simply brilliant. The gameplay is both addictive and challenging, and the puzzles, like the original, are simple enough to start off with, then get steadily more complex and twisted as things progress. There's so much to see and do, it'll keep you stuck to your screen for years. For fans of the original, and everyone else for that matter, get this pronto. You won't be disappointed.

ROBERT SWAN

GRAPHICS 89%

SOUND 86%

VALUE 92%

PLAYABILITY 93%

OVERALL 90%

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THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	3	Pro Boxing	Code Mstrs	●	●	●	-	-
2	-	Shadow Warriors	Ocean	●	●	●	●	●
3	5	Paperboy	Encore	●	●	●	●	●
4	-	Match Day 2	Hit Squad	●	●	●	-	-
5	8	Fantasy Dizzy	Code Mstrs	●	●	●	-	-
6	9	Indy Temple/Doom	Kixx	●	●	●	-	-
7	-	T I Dizzy	Code Mstrs	●	●	●	●	●
8	12	Rock Star	Code Mstrs	●	●	●	●	●
9	17	Road Blasters	Kixx	●	●	●	-	-
10	2	Kick Off 2	Anco	-	●	-	●	●
11	-	Question of Sport	Encore	●	●	●	●	●
12	11	Jack the Nipper 2	Kixx	●	●	●	-	-
13	13	Big Trub Little China	Alternative	●	●	●	-	-
14	-	Pro Tennis	Code Mstrs	●	●	●	●	●
15	14	Turrican	Rainbow A	●	●	-	●	●
16	-	Quatro Sports	Code Mstrs	●	●	●	-	-
17	19	Vindicator	Hit Squad	●	●	●	-	-
18	18	Yogi's Gt Escape	Hi-Tec	●	●	●	-	-
19	-	Ruff and Reddy	Hi-Tec	●	●	●	-	-
20	-	F19 Stealth Fighter	Microprose	●	●	-	●	●



It's all change this month, with Code Masters running riot at the top of the chart, kicking Italy 1990 right out of the stadium and most surprising of all, booting Kick Off 2 right down to the number

ten spot. Shadow Warriors gets off to a promising start, somersaulting from nowhere to number two, but will it knock Pro Boxing out of the prime position by next month?

AMIGA TOP 20

1	1	Kick Off 2	Anco	95%
2	-	Shadow Warriors	Ocean	93%
3	5	Italia 1990	Code Matri	92%
4	3	Turrican	Ribow Arts	94%
5	6	Midwinter	Rainbird	96%
6	-	Pro Tennis Sim	Code Matri	70%
7	-	Red Storm Rising	Microprose	83%
8	4	Damocles	Novagen	95%
9	2	Italy 1990	US Gold	77%
10	-	Lost Patrol	Ocean	77%
11	14	T32 Retaliator	Ocean	90%
12	13	T Island Drizzy	Code Matri	80%
13	-	Int 3D Tennis	Palace	92%
14	11	Emlyn Hughes	Audiogenic	85%
15	-	Little Comp People	Activision	71%
16	-	Imperium	E A	60%
17	-	Thunderstrike	Millennium	91%
18	-	Flimbo's Quest	System 3	92%
19	-	Unreal	UbiSoft	73%
20	-	Grimblood	Mastertron	56%



Flippin' heck! Kick Off 2 hangs on to the top spot, with the sporting international 3D Tennis making a long-awaited appearance, but what happened to Teenage Mutant Ninja Turtles? Just as it seemed it was going to claim the top, it vanishes without trace! Such is life, eh?

ROB'S TIP FOR THE TOP

Kick Off 2 should be at the top of the heap again, but if International 3D Tennis isn't up there as well, I'll eat my racquet.



Pro Boxing punches its way to the top, knocking Italy 1990 right out of the chart. Kick Off 2 nosedives out of sight, but there's still no sign of International 3D Tennis. Possibly next month, perhaps?

ROB'S TIP FOR THE TOP

If you ask me, and you probably will, I reckon that Shadow Warriors will smash its way to the top, with Palace's tennis game possibly showing its face.



C64 TOP 20

1	3	Pro Boxing	Code Matri	77%
2	4	Paperboy	Encore	88%
3	-	Shadow Warriors	Ocean	88%
4	2	Match Day 2	Hit Squad	88%
5	11	Fantasy Drizzy	Code Matri	81%
6	4	Last Ninja	Alternative	87%
7	10	Yogi's On Escape	Hi-Tec	84%
8	-	Quatro Sports	Code Matri	70%
9	14	Turrican	Ribow Arts	93%
10	18	Big Tri/Little China	Alternative	90%
11	15	Road Blasters	Kixx	50%
12	16	Singe's Castle	Encore	75%
13	-	Question Sport	Encore	66%
14	-	World Cup '90	Virgin	78%
15	20	Vindicator	Hit Squad	70%
16	-	Ruff and Reddy	Hi-Tec	87%
17	-	Vendetta	System 3	91%
18	6	Dragon's Lair	Encore	53%
19	17	Jack the Nipper 2	Kixx	75%
20	-	Man Utd	Krysalis	66%

ATARI ST TOP 20

1	-	F19 Stealth Ftr	Microprose	89%
2	1	Kick Off 2	Anco	85%
3	20	Grimblood	Matronic	86%
4	-	Pro Tennis	Code Matri	78%
5	5	Italia 1990	Code Matri	78%
6	2	F29 Retaliator	Ocean	80%
7	-	Imperium	E A	80%
8	7	Emlyn Hughes	Audiotonic	85%
9	3	Italy 1990	US Gold	79%
10	-	Flood	E A	95%
11	12	World Cup '90	Virgin	88%
12	-	Drivin' Force	Dig Magic	79%
13	9	Damocles	Novagen	83%
14	-	Last Ninja 2	Activision	77%
15	-	Football Mng'r 2	Addictive	80%
16	16	Metrocross	US Gold	70%
17	-	Midwinter	Rainbird	96%
18	-	Archipelagos	Logotron	79%
19	-	TinTin	Infogrames	83%
20	6	Sim City	Infogrames	91%



Shock of shocks! After a solitary month in pole position, Kick Off 2 is blown out of the sky by F-19 Stealth Fighter! It's good to see flood in there at last, but methinks Microprose will be holding on to the number one for a month or two.

ROB'S TIP FOR THE TOP

Now that K02 has been knocked off its perch, I'm putting an each-way bet on F-19 and Flood, already.



SPECTRUM TOP 20

1	7	T.I. Dizzy	Code Matri	80%
2	2	Pro Boxing	Code Matri	79%
3	2	World Cup Chell	Players	72%
4	-	Match Day 2	Hit Squad	87%
5	-	Shadow Warriors	Ocean	86%
6	4	Fantasy Dizzy	Code Matri	80%
7	12	Rock Star	Code Matri	79%
8	9	Paperboy	Encore	89%
9	6	Indy Temple/Doom	Klax	75%
10	18	Yogi's Gt Escape	Hi-Tec	80%
11	18	Jack the Nipper 2	Klax	77%
12	15	Wonderboy	Hi Squad	80%
13	10	Football Champs	Cult	75%
14	-	Road Blasters	Klax	64%
15	-	Question Sport	Encore	80%
16	-	Ruff and Reddy	Hi-Tec	75%
17	-	Yindicator	Hi Squad	80%
18	18	Big Tr/Little China	Alternative	85%
19	14	Man Utd	Krysalis	85%
20	17	Thomas Tank Eng	Alternative	78%



World Cup fever seems well and truly over, with most of the big foamy names crashing out of the charts. Budget stuff is still over-abundant, but Imposible Mission 2 is nowhere to be seen!

ROB'S TIP FOR THE TOP

After in-depth examination of my crystal ball, leaping into the numero uno position, I can see... Shadow Warriors.

AMSTRAD TOP 20

1	6	Indy Temple/Doom	Kixx	77%
2	8	Paperboy	Encore	85%
3	9	Fantasy Dizzy	Code Matri	85%
4	1	Pro Boxing	Code Matri	77%
5	-	Question Sport	Encore	80%
6	13	Road Blasters	Kixx	70%
7	4	Big Tr Little China	Alternative	59%
8	7	Vindicator	Hit Squad	70%
9	3	World Cup Challenge	Players	56%
10	-	Match Day 2	Hit Squad	77%
11	10	Jack the Ripper 2	Kixx	77%
12	-	Ruff and Reddy	Hi-Tec	75%
13	20	Quatro Sports	Code Matri	70%
14	19	Rock Star	Code Matri	80%
15	14	Pro Tennis	Code Matri	70%
16	-	Shadow Warriors	Ocean	88%
17	-	Thomas Tank Eng	Alternative	79%
18	16	Singe's Castle	Encore	78%
19	-	Cauldron 1+2	Hi-Tec	83%
20	-	Live and Let Die	Encore	70%



PC ENGINE TOP 5

1	-	Super Star Soldier	89%
2	-	Devil Crash	93%
3	-	Image Fight	80%
4	-	Ninja Spirit	83%
5	-	Super Foolish Man	81%

PC ENGINE

Shoot 'em up and pinball action are flavours of the month, with the sequel to Gunhed, Super Star Soldier being closely chased by Devil Crash. Another chart brought to you in association with those lovely people at Spectrosoft of Covent Garden.

MEGADRIIVE

Batman storms in to the top this month, with the long awaited Super Monaco GP screaming into second place. It's nice to see Hi-WaT and Cyberball in at last, with the not-too-bad Phelios also lurking at number four.

MEGADRIIVE TOP 5

1	-	Batman	94%
2	-	Super Monaco GP	95%
3	-	ESWAT	93%
4	-	Phelios	84%
5	-	Cyberball	90%

WE SET THE SCENE ... NOW YOU SOLVE THE ...

MURDER!

19TH JUNE 1941



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles James, aged 46, an attorney from Bar-

rington, W. Sussex. It is believed Mr James was stabbed to death at the home of Miss Audrey

Brown-Hall, actress & widow of the famous film actor Sebastian Brown-Hall, who was holding a cocktail party for the rich & famous. As one of the guests, Lord Alfred had even been taken to upon himself to keep order at Ghastley Manor, he is questioning Mr Larry Glover, the prominent political figure. As the Victor James Brown-Hall had been in search of the scene of the crime, but they are unable to arrive at approx. 11.30 - 2 hours after the crime was discovered.



DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...

Lord Alfred Anderson has only 2 hours to try and solve the murder of Mr Charles James, who was attending a cocktail party at "Ghastley Manor".

He reports, "Things are not quite as I initially thought. The guests are mixed with low affairs, disputes over inheritance & matters of jealous rage."

Investigation continues...



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5

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93%
86%
83%
81%

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WORLD SOCCER ZEPPELIN GAMES

Three guesses what this game involves. Actually, make that one guess. You got it: it's that perennial favourite, football. Only this game doesn't actually involve any on-the-pitch action. The closer you're the manager of the club you only have to deal with the day-to-day running of the club, in other words, all the boring bits like scrutinising gate returns and talking to the bank manager (yawn).

Instead of getting to see how your team perform you get a poorly animated brand man telling you what went on in the match - hardly the pulse-racing footcrazing excitement you would expect.

Football managing is all very well, but where's the

BUDD

AMSTRAD £2.99

Manage a football team you never actually see play? Even the assembly *aka* Football Manager let you watch match highlights, so leave this lack-lustre effort well alone.

OVERALL 38%

"Bobby Peterson, pitch-side, screaming at the players" goes! (I'm sorry, but it isn't here - and what's a football management game without the football?)



RASTAN HIT SQUAD

The evil wizard Kang (don't you just love the names!) has conquered the land of Maramba leaving the ex-king, Rastan, looking like a bit of a lemmie. So, in a fit of rage he decides to pick up his trusty sword and dash out some proper justice to Kang and his minions, and get his kingdom back into the bargain.

Generally, this involves traversing the right way scrolling landscapes killing all and sundry (oh the detail with a variety of medieval into perry. End of level guardians spice up the action, and then the ridiculous rans in ugly head. After the pause more pernick adventures await the hardest challenges.



C64 £2.99

Fairly good music, pretty good visuals, and plenty of fun on offer in this conversion that warrants serious consideration.

OVERALL 77%

SPECTRUM £2.99

A superbly playable slasher gem that's a real winner at a budget price.

OVERALL 87%

FANTASTIC AMERICAN FOOTBALL ZEPPELIN GAMES

Hull... Hull... Hull... Fantastic American Football offers the budding grid-iron fan the opportunity to make their dreams come true, without the need to have any actual footballing skill whatsoever.

This game offers loads of different formations to try out, and even a few player options so you play against your best friend on the net or something. Overall, it's quite a jolly little game. The colour, though, is a bit of a letdown, and it's quite difficult to see who has the ball. Otherwise, not too bad.

SPECTRUM £2.99

A pretty good Zeppelin offering, but it's not "fantastic" by any stretch. Cyberball is better if you can afford it.

OVERALL 67%



GET

SALAMANDER HIT SQUAD

From beyond infinity (where else?), the demonic Salamander has arrived and he's starting killing people and generally causing a lot of havoc and mayhem. Bad news, huh?

A hero is needed and this is where you come in. Take your battle-scarred Blazer Blaster into four levels of shoot 'em up action, collecting add-on weaponry and generally letting Salamander's minions eat poison death.

On the C64 at least, Salamander is an absolutely stun-



king conversion that simply demands immediate purchase (shame about the multi-level thought). On the Spectrum and Amstrad, it's almost

imagine aren't quite so easy. The playing area is rather small and action is a tad slow - not the greatest of reasons by a long chalk.

C64
£2.99

What a brilliant bargain! A totally fantastic conversion into great graphics, nice music and playability.

OVERALL 93%

SPECTRUM
£2.99

Mmmm. Not exactly the most exciting Spectrum deal about. There's loads of better games at this £2 available at the magic budget price.

OVERALL 65%

AMSTRAD
£2.99

A bit too similar to the Spectrum game, even down to the extremely cramped playing area.

OVERALL 65%



PRO POWERBOAT SIMULATOR CODE MASTERS

If the thought of another "simulator" with the Code Masters seal of quality is enough to put you off your dinner, then take heart! Yes, this particular game isn't hot at all and weighs in as pretty good value for the £4.99 budget range.

The gameplay generally involves racing up the vertically scrolling waterways collecting fuel and dropping mines to wipe out the opposition. The

game also boasts a simultaneous two player option - but don't get too excited. You can't race easily from the opposition simply because the scrolling only goes as fast as the slowest player! Other wise, not a bad game - but we've seen it all before.

AMIGA
£4.99

Slightly enhanced graphics and juicier music make this a touch better than the ST version.

OVERALL 73%

ATARI ST
£4.99

A pretty good vertical scroller that gives the Code Masters seal of quality a bit of dignity - at least.

OVERALL 71%



FIRST STRIKE ENCORE

In Encore's latest releases, you manage to get your hands on the latest rocketed-up air defenses, and you must use its awesome devastation capabilities to wreak havoc behind enemy lines.

A whole fleet of enemy air craft stand between you and each of your eight objectives, so you're going to need as many weapons as you can pack on board. Don't overload your aircraft, though, or it will become a downward-spiraling coffin.

The actual missions are displayed in pretty good Afterburner-style 3D, with loads of

BUD

C64	
£2.99	
Probably the best Afterburner clone you're likely to see for the C64. Buy it and see.	
OVERALL	81%

blasting action incorporated, making a decent game that's a bargain at the budget price.



YOGI'S GREAT ESCAPE HI-TEC

He may well be smarter than the average bear, but not even Yogi Berra can think of a suitably devious plan to save Jellystone Park from closing. Therefore, in-

stead of spending the rest of his days slopping up in a smelly zoo somewhere, Yogi has decided to escape from Jellystone and find a new park to live in.

Yogi has to cross six horizontally scrolling levels, pushing poetic baseballs on the way. There's plenty of



WANDERER 3D ENCORE

Yes, that 3D joltie from Elite is back, only this time it's available on their budget label. This game's main pulling point was undoubtedly the "real" 3D effect, and Encore have even included the 3D glasses in the package - what a bargain (ouch, sarcasm - Ed).

If you didn't know, Wanderer 3D is "the complete space adventure game" based around (of all things) cats. It turns out that in the year 2027 our feline buddies are THE status symbol, so the future soldier of fortune had better have a good line in Go Cat or he's doomed to poverty.

Believe it or not, I saw this game on the Sinclair QL (I a few years ago and it's still



awful. We're talking "real 3D" that's about as effective as a one-legged man in a bottom-making contest, and shoot 'em up action that's as thrill-

ing as a Skoda Grand Prix. This game simply does not warrant purchase at ANY price.

ATARI ST	
£9.99	
Boredom city, I'm afraid. A rather whiffy 3D shoot 'em up run and gun game that deserves to be left on the shelf of your local software shop.	

OVERALL 34%

AMIGA	
£9.99	

Oh dear! Much the same sad story on the Amiga as well, with the same completely dull head-slack-inducing gameplay.

OVERALL 34%

GET

ready listeners just waiting to hear some later shocks on the baritone, so Yogi had better watch out!

I was very nearly gobsnacked by Yogi's Great Escape. The sound is superb, with a thumping New Order-style soundtrack, and the smooth scrolling is a treat to watch. The animation is no great shakes, but the game is - so check it out!

AMIGA	
£6.99	
A great Yogi license that's an absolute steal at the price, but where's Bob Doo?	
OVERALL	86%



T-BIRD

16 BLITZ/
MASTERTRONIC

Your completely clapped-out Leader (P) 180SL has just gone to live the good life and in the sky, so you decide to buy a new mega-shifting turbo-nutter spaceship! The Focus T-Bird looks like a lot of a rover, as you decide to take it for a test drive.

But disaster! You've accidentally taken a wrong turn into enemy territory and you must blast your way out! Why you can't simply reverse is beyond me! Don't worry though, Focus will send along some extra fuel on wheels, so things aren't really that bad.

Well, I'm afraid they are. What we have here is a lukewarm Galaxy Force clone with bad, deformed graphics and not a lot happening on the playability front. The SD effect is wobbly and rather laughable, and the enemy attack waves are rather unexcit-

ing to say the least. There are plenty of better shoot 'em ups about, so you're best off saving up a bit longer and buying one of those instead.

ATARI ST	
£4.99	
Not one of the best shoot 'em ups ever seen on the ST, and not really worth a try - it's that bad.	
OVERALL	40%



SPAGHETTI WESTERN SIMULATOR

ZEPPELIN
GAMES

Spaghetti Western Simulator? Yes, only this time the Man With No Name has an eye - Clint Rossband (green). Your general aim is to blast away all the bandits in the five notoriously wobbly townships and yet being

careful not to shoot the good guys (just like the real thing).

As a "simulator", the completely fails. Where's the sub-plot dubbing? Where's the one-on-one high noon shoot outs with Lee Van Cleef? Where's the playability? Let's hope that Zeppelin Games haven't taken up the Code Masters "simulator" habit with further games of a similar quality.

AMSTRAD	
£2.99	
I doubt that Mr Eastwood would've become the supervisor he is if he looked anything like the main ape in this game. Can I even consider buying it.	
OVERALL	32%

SPECTRUM	
£2.99	
Sergei Leone would've vomited into the nearest bucket if he'd even witnessed this completely awful game.	
OVERALL	39%



CONSOLE • QUEST II

The following items

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Hi, at Console Quest, would like you to enter the brilliant, wonderful, colourful **NEW** era of games consoles (play, play, on the Gamemaster's only black & white, black!) and, oh, find out what pleasure is really all about.

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As a *Corporate Counsel*, wouldn't the owners still have owned the thing?

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Adaptive Systems 61	10.00	10.00	Adventures 61	10.00	10.00	For Young Sixty Four	10.00	10.00				
Adaptive Systems 62	10.00	10.00	Adventures 62	10.00	10.00	For Young Sixty Five	10.00	10.00				
Adaptive Systems 63	10.00	10.00	Adventures 63	10.00	10.00	For Young Sixty Six	10.00	10.00				
Adaptive Systems 64	10.00	10.00	Adventures 64	10.00	10.00	For Young Sixty Seven	10.00	10.00				
Adaptive Systems 65	10.00	10.00	Adventures 65	10.00	10.00	For Young Sixty Eight	10.00	10.00				
Adaptive Systems 66	10.00	10.00	Adventures 66	10.00	10.00	For Young Sixty Nine	10.00	10.00				
Adaptive Systems 67	10.00	10.00	Adventures 67	10.00	10.00	For Young Seventy	10.00	10.00				
Adaptive Systems 68	10.00	10.00	Adventures 68	10.00	10.00	For Young Seventy One	10.00	10.00				
Adaptive Systems 69	10.00	10.00	Adventures 69	10.00	10.00	For Young Seventy Two	10.00	10.00				
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Adaptive Systems 71	10.00	10.00	Adventures 71	10.00	10.00	For Young Seventy Four	10.00	10.00				
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Adaptive Systems 98	10.00	10.00	Adventures 98	10.00	10.00	For Young One Hundred One	10.00	10.00				
Adaptive Systems 99	10.00	10.00	Adventures 99	10.00	10.00	For Young One Hundred Two	10.00	10.00				
Adaptive Systems 100	10.00	10.00	Adventures 100	10.00	10.00	For Young One Hundred Three	10.00	10.00				
Adaptive Systems 101	10.00	10.00	Adventures 101	10.00	10.00	For Young One Hundred Four	10.00	10.00				
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Adaptive Systems 104	10.00	10.00	Adventures 104	10.00	10.00	For Young One Hundred Seven	10.00	10.00				
Adaptive Systems 105	10.00	10.00	Adventures 105	10.00	10.00	For Young One Hundred Eight	10.00	10.00				
Adaptive Systems 106	10.00	10.00	Adventures 106	10.00	10.00	For Young One Hundred Nine	10.00	10.00				
Adaptive Systems 107	10.00	10.00	Adventures 107	10.00	10.00	For Young One Hundred Ten	10.00	10.00				
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MANIX MILLENNIUM

Manix is a bit, um, strange, to say the least. You (and a friend) in two player modes adopt the roles of grinning bats traversing a number of screens across a number of levels. These screens are made up of tiles, and some nasty devil has been changing their colours (ah no).

It's your job to change all the tiles back to their original colours. This incredibly

simple task is made a mile more difficult by the fact that each screen has a number of nasties floating about - and they mean business!

Manix is a simple game with a whole wedge of extra options thrown in to liven up the game somewhat. Two players can compete against each other, or work as a team. A mini construction kit is also in there which enables you to redefine the game's parameters.

This game isn't a wild and crazy excursion to Ecto-

ment City, but it does rank as one of the more original releases we've had in this month.

ST

£19.99

Gives a jolly little personality to the game - check it out if you're after something different.

OVERALL 74%

SKATE WARS

UBISOFT

It's future sports time again where we have Ubisoft's interpretation of what we'll all be playing to while away our time during the next century.

The amount of players on the Skate Wars pitch has been reduced to two (as much for team work!) with one player guarding the goal while the other attacks, or defends as the case may be. Skate Wars is definitely a contact sport and as our robot player forces are on skates (surprise, surprise!) there's

plenty of banging and knocking the other players over!

Skate Wars is a playable title gem that's even more fun with two players. Take a peek at your nearest software emporium and see if you like it.

AMSTRAD

£9.99

Ubisoft have very nearly come up trumps with a rapid, smooth future sport that should keep you entertained during those rainy Sundays.

OVERALL 72%



ST

£19.99

Really this is just the Amstrad version with a few cosmetic kinks on it. It's pretty good, but Speedball's better.

OVERALL 72%

F19 STEALTH FIGHTER

MICROPROSE

In a past issue of C+VG, we gave the ST version of F19 Stealth Fighter a very healthy overall rating of 88%. Now we've got our grubby mitts on the Amiga version and we're totally gob-smacked!

The 3D companies very well with the base of F19's talent, and with the huge wealth of missions to fly all over the world, F19 keep you occupied for months. This

MIDNIGHT RESISTANCE

OCEAN

Midnight Resistance got a decent 80% when we had a butcher's at the Amiga version, our only gripe being the somewhat strange control method. Well, now we've seen the ST version and much the same comments

apply.

The only real differences are the lack of the two player mode and the smooth horizontal scrolling of the arcade version, which has been replaced by a flick screen format like ST Shadow Warriors.

But if you're playing solo you won't have much to complain about because Midnight Resistance is still a pretty good brawler - better than many on the ST - and it's also very challenging. Try and have a few goes at the game before actually parting with the fiddling stuff.

ST
£19.99

The one-player only gameplay is a bit disappointing, but aside from that Midnight Resistance is a decent shoot 'em up that's just a tad on the slow side.

OVERALL 79%



SIMULCRA MICROSTYLE

It's out and out great 'em up action in Simulcra, as the player-controlled SPW (Surface Reconnaissance Vehicle) battles its close down dirty battle enemies, blasting a huge variety of airborne and earthbound vehicles on the way. There's pick-ups aplenty available from the blasted enemy fighters and structures. Radars, fire-and-forget missiles and extra in-

muze can be collected to make the task of heavy-duty devastation a smidgeon easier.

Simulcra on the Amiga is even better (!) than the superlative ST version reviewed last month. The shoot 'em up genre may have been fogged to death, but Simulcra has the edge in its wonderful execution. Make sure you find the time to give this game the attention it deserves.

AMIGA
£24.99

Simulcra ranks as one of the finest 3D shoot 'em ups available on the Amiga. Unbelievable graphics, superior tactics, and unrivalled playability. Look out for it!

OVERALL 93%

definitely has to be one of the best, if not THE greatest! Amiga flight aims out at the moment

AMIGA
£29.99

Super-refuelled, speedy 3D and improved sound effects combine to make a brilliant flight aim, with a whole career's worth of detailed missions to fly and a lot more goodies. Superb.

OVERALL 92%

TUSKER SYSTEM 3

The Man With The Hat is back and this time he's brought his Dad! Well, actually he hasn't, because although Tusker's hero is a winner of the Indy look-alike contest, his old dad has actually pooped his dogs on the road to the Elephant's Graveyard. Now it's down to you to take up the quest, beating up mad-crazed Arabs and collecting useful weapons and mystical objects along the way.

The actual gameplay is best described as a cross between the Indy graphic adver-

ture and System 3's Last Ninja series, with the arcade element perhaps the most prominent. As an arcade adventure Tusker's quite an engrossing game, with decent

AMIGA
£24.99

Not bad, but if you're after an Indiana Jones-type quest, Laserfilm's Indy adventure is much more fun.

OVERALL 75%



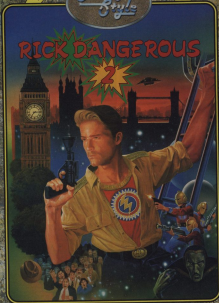
graphics and sound to jolly along the problem solving. But apart from the unusual subject matter (er, no hint-pls!) there's nothing particularly outstanding about Tusker.

HE'S BACK! HE'S BACK! HE'S BACK!

*Micro
Style*

RICK DANGEROUS

2

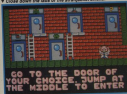


Rick Dangerous II.
The Man in the Hat is Back..
IN A FLASH!

MAD PROFESSOR MARIARTI

BY KRYSALIS

▼ Close down the labs or the spaceship awaits!



▼ Use your faithful Zapatos, Prof!



▼ Mariarti "brushes up" on his Repilian dentistry!



Professor Mariarti's got a problem. Everyone thinks he's a screaming fool, and should be locked up. Even the Lord Mayor agrees, and has sent the Prof a letter, stating that if all of his insane machines are not turned off within one week, he'll be put in a straitjacket and carried off to the nearest nuthouse.

What this entails is getting the Prof around five massive laboratories, labeled chemical research, space rocket development, computer science, biological observations and - not unless you - The Mystery Lab! collecting sundry items and using them in the correct locations to shut down all the rogue equipment.

The more lively items of lab equipment attempt to stop you in your tracks, but they can be stunned or destroyed with just a few shots from the Prof's zapatos. Collect tokens along the way and you can buy more powerful weapons from the tool lockers scattered about the labs.

If the Prof's successful in shutting down all of his equipment, he'll be free to live a life of peace in a country cottage with roses around the door. If not, well, it's 80 years in a padded cell with a striped view and lots of tranquillizing injections in the rump.

UPDATE

Mad Professor Mariarti will be jumping onto the Amiga and (soon!) the Archimedes, real soon now, for the same price of £18.99. Unfortunately, Krysalis have no plans for a 64 version.

ST
£19.95

As far as platform games go, this ranks as one of the prettiest around, and definitely ranks as one of the most frustrating! The graphics are really bright and colourful, with some excellent animation, and the sound is an amusing mixture of squeaks, boings and pings. As far as the gameplay goes, however, Mad Professor Mariarti is reminiscent of Tantrix, Thunderbirds, and about almost every other platform game that Targem (the programming arm of Krysalis) have done in the past - although it has to be said that this is the best of their bunch. The sheer scale of the game is enormous and the basic mechanics work well, but the connections between the items and the puzzles are pretty obscure, so be prepared to spend a lot of time thinking about, experimenting with different objects in different locations. If you like this kind of game you'll undoubtedly enjoy Mariarti to the max, but those of you more used to blasting their wayward might well find you've ripped most of the hair off the cat before it's complete!

ROBERT SWAN

GRAPHICS	88%
SOUND	79%
VALUE	83%
PLAYABILITY	80%
OVERALL	81%

KOMPACT KRYSALIS KOMP

WIN A PERSONAL CD PLAYER COURTESY OF KRISALIS!

Those northern software axes at Krisalis are a bit chuffed at their latest release *Mad Professor Marcell*, which, if you were reading the mag carefully, you'd have seen reviewed on page 76 of this very issue!

In the euphoria which resulted from being told that *Marcell* had earned an overall mark of 84%, Krisalis decided to give away a stack of free gear to a select band of C+VO readers by way of one of our jolly compes. Top prize is a super, lovely and smashing portable compact disc player that will play all your fave groovers in glorious, astounding, blissy-you-could-almost-be-there digital stereo while you're out exercising the dog, jogging with the cat or even taking the goldfish for an evening stroll on the beach!

Now no doubt some of you are saying, "Only one prize? Cripes, knowing my luck I'll never win!" Well take heart, because Krisalis are also giving away *Marcell*'s goodie bags, containing posters, T-shirts and lots of other exclusive gear to ten winners each!

As part of our patent winners quality control programme we're going to test your knowledge of mad professors, and only those with supreme insight will get the prizes. Just answer the seven "simple" questions below and fill the answers in on the grid on this page. To help you out we've filled in some of the letters already, and they just happen to spell out the word *MARCELL*.

Once you've filled in the grid, either cut it out, or if you don't want to cut up your mag, write your seven answers on the back of a postcard or sealed envelope along with your name and address and the type of computer you own. Then send your entry off to *I PROGRESS TO KNOW ALL ABOUT MAD SCIENTISTS COMP*, C+VO, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Get 'em in by the 30th of October

1. Back to the Future's Doc Brown wasn't christened "Doc". What did his "mummy" name this plucky, time-travelling scientist?
2. Bagpuss' "very distinguished old woodpecker" chum was called Professor...?
3. What was the name of Flash Gordon's doctor mate in the old serials and the 1980 movie?
4. The father of modern physics and creator of the theory of relativity was Albert who?
5. Before he was an island son, Richard Chamberlain played this famed studies hospital doc. What was he called?
6. Who was the mad scientist who brought the dead to life with a bolt of electricity through a bolt in the neck?
7. This Dr Jones is a professor of archaeology, but he spends most of his time getting into scrapes with Nazis. Which American state does he share his name with?



1.				M			
2.				A			
3.				R			
4.						I	
5.						A	
6.						T	
7.						I	

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REVIEW

BY CINEMAWARE
(MIRRORSOFT)

► AMIGA

Scrumbli! Scrumbl! I see you chapel! Savage ruckus up the blue end! Time to lay chooks away, get upsterns and prang the Kaiser's cabbage crates before they start chucking handbills at our flighty lads. Eh? what's the matter? Don't you fellows savvy the banter, then? Well, I s'pose I'd better calm down a bit.

As you may have surmised, Wings puts you in the cockpit of an S25 biplane of the 58th Aero Squadron, flying alongside your ten stout-hearted comrades over France during World War One. The game starts on March 2, 1918 and your objective is simply to survive the remaining two years of the war, flying over 250 missions before you meet the German ace, Das Rittmeister.

Before you can actually join the squadron, you need to earn your wings by completing basic training. Here you get to sample the three types of mission you will encounter during active service: evading ground targets, bombing installations, or shooting down enemy aircraft (in the training flight you have to destroy a target balloon).

W *Tally Ho! Ho! There's our target!*

SQUADRON ROSTER

PILOT

MISSIONS

1st Lt. Randy Sipe	
1st Lt. Don Malt	
1st Lt. Kenneth Coo Tugene	
1st Lt. Stuart Albright	
1st Lt. Jerry Godfrey	
1st Lt. Paul Breitwieser	
2nd Lt. Melba F. Bernsferwer	
2nd Lt. Maxine Trueslow	
2nd Lt. David Santini	
2nd Lt. Ted Julian Dolan	
2nd Lt. Bernard B. Campbell	
2nd Lt. Randall McGarney	
2nd Lt. Patrick Hall	

A. Assemble your squadron then it's checks away!

In strafing missions, you have to pilot your aero down a diagonally-scrolling road, avoiding up anything and everything on it - infantry, trucks, oil barrels, tents, armoured cars - but NOT the Red Cross homes.

Bombing missions are vertically-scrolling jobs, in which you have to shoot down incoming aircraft and dodge fan clouds while bring up targets to "drop your load" on.

Most of your career is taken up with dogfighting though, and this is the most exciting of the three sections, mainly because the action is

**C+VG
HIT!**



all in 3D and it plays like a simplified flight simulator. The pilot always looks toward the nearest enemy plane, so turn in the direction he's facing, line up the Polaris in the gun-sight and open fire! Only repeated shooting will destroy the other plane, so keep on his tail or one of your colleagues could finish him off, stealing your 'kill'. Skilled pilots use fancy acrobatics to evade destruction, but ex-

ceed the station of your plane and the engine sputters and the plane stalls. Remember, planes aren't cheap, and the CG won't be too chuffed if you bury yours in some French vineyard!

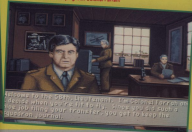
UPDATE

The version reviewed runs in one megabyte, but *Micropro* are releasing a half-meg Amiga Wings shortly after this version. ST and PC versions are to follow.

♥ *Swapping slow behind enemy lines!*



♥ *Best of British book-keeping with Colonel Farren!*



returns to the 68th Infantry. The Colonel Farren on 'decide when you're fit to fly. Once you get such a free job filling your transfers you get to keep the squadron journal.

AMIGA

£29.99

Wow! This is fast! In fact, it's probably the most enjoyable Cinemascope game yet because you don't have to work out strategies, just get in the air and get blasting! The strafing-the-trucks section is great and the bombing mission is better than most Amiga up-the-screen-shoot em-ups, but the best bit is undoubtedly the 3D section, because it's just been so perfectly programmed, deep with complicated dials and gauges - just follow the pilot's nose in the enemy, then blow his wings off and watch his plane plummet downward. As usual, Cinemascope have allowed us to get the game's atmosphere perfect, and the superb graphics, sampled aircraft sound effects and even the post-mission plane ditches really recreate the sights and sounds of the period. The game starts off quite easy, but with over 100 missions to fly Wings is going to keep even ace pilots entertained for many a happy hour.

PAUL GLANCEY

GRAPHICS	93%
SOUND	94%
VALUE	90%
PLAYABILITY	96%
OVERALL	94%



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MONTY PYTHON'S FLYING CIRCUS



▲ Can that cunning, tooth-disgusting fool be Gumbly?

BY VIRGIN

M O P Gumbly (he of the 'swivelled' hankie) has lost his mind, literally. During routine surgery, his brain split into four and did a runner. Gumbly now has to set forth in search of his missing internal matter, only his head is now mounted on a fish. The scolding trout 'see us' action is all viewed side on, and chosen in our Terry Gilliam style.

Gumbly, armed only with a price tag and some knowledge of chess, must travel through various levels in different

forms, collecting bits of spirit to exchange for a piece of brain at the end of the level. Here you take part in an argument, and must disagree with the John Cleese character to get as many bonus points as possible. Once Gumbly's brain is back in his torso, he can move onwards to the exciting world of chartered accountancy.

UPDATE

C64 and Amstrad owning Python fans can look forward to versions very soon, priced £9.99.

AMIGA
£19.99

Rather than isolate the subject teacher, Virgin and Core Design have produced a game which involves practically every element of the Python train of thought. The graphics are extremely well drawn, and are totally reminiscent of Gilliam's cartoons, and the intermittent breaks that crop up totally unexpectedly are hilarious - at first. After a few times, they begin to drag, but fortunately they can be turned off. Imagine my shock when halfway through a game, a 'game over' message appears! This is made even stranger by an apology for the interruption of play! The dross theme tune is a little flat, but the sound effects are great - the argument sketch and spin sequences are sampled straight from the show! To be quite honest, Monty Python doesn't seem to be a game as such, more like a collection of jokes that makes you want to play on to see the next gag. Fans of the series will love it, but the rest of you will probably get a little tired of the rather basic gameplay after a while.

ROBERT SWAN

SPECTRUM
£9.99

Similar graphics, and pretty colourful too. However, it's exactly the same game, but the speech is missing, which was a pretty major point of the 16-bit versions.

OVERALL 77%

ST
£19.99

Identical to the Amiga version in all respects, so the same comments apply.

OVERALL 80%

GRAPHICS	90%
SOUND	92%
VALUE	81%
PLAYABILITY	73%
OVERALL	80%

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ISSUES

MEGA BONUS OFFER

And how's this for a mega bonus offer? Anyone buying back issues will be automatically entered for our super bonus draw, with two fab consoles of your choice of four as the top prize (either a Megadrive, PC Engine, Lynx or Gameboy). All you've got to do is answer the ludicrously simple question on the order form, and the first one pulled out on Sept 1st will win to send the machines of his or her choice. Brill, eh?

MAR 89

Amiga Action: Hunt Doctor! Star Wars: B, Metal Wars, Winning Post, Terra, Man, Apache 2, Operation Thunderbolt, Mean Machines, Big Kev's feature, Megadrive, Master Race, Bomber Run, V16, Mustang II, 4-Track and Super Play tests of the.

APR 89

Major Event Machines special: Sega-Galaxy Hunter, Megadrive: Back Run, Baseball and Goalies, PC: Riddle DS-Ride review, Super play, Amiga Action: Missing in Action, Super Fight, Amiga 10, Hawks, Striker, Fast Blow.



MAY 89

FREE-LOT poster: Videogame player's guide, Amiga Action: Radar, Fighting Fantasy, Bomber B, Bomber Wars, Death Force, Mad Bom, Star Wars Machines: Hunting for it! Megadrive and some reviews, Advanced Street, Time Bombers, Videogame: Labyrinth Games (Sega), Mean Machine (PC Engine)

JUNE 89

BRIGHT FREE Computer-generated car film more poster! Data Megadrive and Sega Drive for megadrive! Amiga Action: Breakdown, Bay Blade, Crisis Fighters, Multitronic 16, Mean Machines, PC Engine: Jumping Explorer, P-17 and Bom Run 2 and Sega Galaxy Force 2.

JULY 89

Illustrated FREE computer-generated tale poster: First ever: Game Boy machine review! Mega Drive: Mega Ops, Striker mega and rpg, Amiga Action: Deadly Wars, Golden Age, Megadrive: Attack, Night Striker, Legend of the Forest, Mean Machines: Super Mario 3 (Nintendo)

NOV 88

Majority five section: Nintendo: Castles and sword, Amiga: Super Monaco GP review (by screen guide), Amiga Action: Super Tennis, Street Smart, Cyber Impact, Mega-Play: US video-game report, Sega: Wanted and Casino Games, PC Engine: Rock On, Game Boy: Terra, Megadrive and Super Bom reviewed, PC Engine: A Megadrive peripheral report

DEC 88

Gold mine: Amiga: (single PC) Engine: Super Crash reviewer! Bomber megadrive and Amiga 2 (single) Mean Machines: Super: Amiga-Are and Cloud Master, PC Engine: Street Wolf



FEB 89

Amiga Action: A-Type B, GJ Bay and The Hunt Series, Videogame: Mean Machines: Super Striker, Fargate Wars, Super 1 (Megadrive), Mr. Bad (PC Engine), Truck and Freight, Life Force, Islands and Phoenix, Cyber Triangle and Mega Man (all Nintendo).

MAR 89

Free-Block Tiger poster, Videogame: Super Ace review-by-screen player's guide, Amiga: Super 1 and 2, Amiga: Videogame: Every CPU: Amiga report, Amiga Action: Alpha, Beta, Gamma, Delta, Epsilon, Zeta, Eta, Theta, Iota, Kappa, Lambda, Mu, Nu, Xi, Omicron, Pi, Rho, Sigma, Tau, Upsilon, Phi, Chi, Psi, Omega, Super Mario Bros, Fargate (both Megadrive), Striker, Striker, Super Striker (both Megadrive), Striker, PC: Super PC Engine, Super Mario Bros, Super Mario Bros.

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COMPETITION RESULTS

Only the hottest wares are ever put up as competition prizes in the hallowed pages of C+VG. Right here on this bare page you can find out if YOU have won any prizes at all for the competitions in the July and August editions of the mag! Read on....

JULY COMPOS

HOTLINE ONE - WIN A TON OF GAMES

ADAMANT CLARK from COLCHESTER is one chap who should be jumping up and down with glee at the moment! He's the lucky blunder who has won a healthy worth of choice software for his Amiga!

HOTLINE TWO - WIN A PC ENGINE

Phy me! If I isn't JONATHAN COOPER from SHEFFIELD who comes out tops with this and this square, while wonder is in the post now!

HOTLINE THREE - WIN A GAMEBOY

PETER BLAKE from SOUTHAMPTON is a bit of a lucky fellow. He's the dude who has won one of Nintendo's handheld delights! Have fun!

HOTLINE FOUR - WIN A MEGADRIVE

Can't I wish I'd won this one, but I'm afraid it's TONY CASE from SEVENOAKS who was on the case for this little compo!

WIN A LOAD OF TURTLES GOODIES

Jim was particularly marked at having to part with all that toby. Turtles gear, but it's all gone to a good home, namely THOMAS ROLEY of BEREYTSIDE. Look after it, Tom!

AUGUST COMPOS

HOTLINE ONE - WIN A MEGADRIVE

Another Megadrive? Has got it! Well, maybe you haven't got it because CRAIG ROBINSON from LONDON has scooped the honours there. Well done Craig!

HOTLINE TWO - WIN A LYNX

Wheeler of 11 is major but SAM BARLOW from GLOUCESTERSHIRE counting his lucky stars at the moment for he's the winner of this particular compo!

HOTLINE THREE - WIN A GAMEBOY

THE EVANGEL OF NOTTINGHAM feels like a million dollars at the moment. Yes he's won the Gameboy that was up for grabs!

HOTLINE FOUR - WIN A PC ENGINE

CHRIS ALLEN whose home lies in the reaches of REAL TRAM LEBBY has won an honest-to-goodness, groovy-swoony PC Engine. How about a round of applause? All right, maybe not.

GUESS THE FREEBIE

Goodness! Not a lot of you had much of an idea what the long wooden things were, did you? I've got one in front of me now and it's a bit of a giveaway from this angle! It's a little whiteball of course! We had a pretty good left over pile of the entries that we got, so the most laughably inaccurate also got a whiteball! Can't say later than that, eh?

KEVIN WHITE, MANCHESTER. GAVYON BARWICK, pink combs, whiz. GOSWOPOL, NINA. KORTLAIRER (he thought it was "a tooth-ache"), TIG, FINELAND. JOSEPH GARRON (aren't they a bit small for Railway Carriages?), HORNCHURCH, NICK REYNOLDS, SURREY. K L MAN, RADCLIFFE. PAUL MOORE, STAFFORD. PAUL, RAINFO. SHEFFIELD. BRUCE PHILIP, LINTHORN. JONATHAN HARTFIELD, KENT. BRIAN LITTLE, GLASGOW. TIM PROCTOR, THORNHURST. PAUL DAVIES, LETCH. MICHAEL BRUCE is missing SMITH, WELSH. JOHN HODGINS, LIVERPOOL. MARK BROWN, WALSHALL. EDDIE JOHN, ANDLEIGH. JASON PRATT, W. BROWNISH. BILL COFFY, LONDON. PHILIP WARD, YARMOUTH.

FLOOD COMPO

A top-rating, water-proof mailman up for grabs here, and it gives me great pleasure to announce that... CHRISTOPHER NEWTON of TARNWORTH gets the goods. Ten runners up packs will wing their way to...

STEVE BELLING, PLYMOUTH. NEIL HEATHER, SURREY. PAUL, BAC-VEAN. MELOTHIAN. DAVID MITCHESON. SOUTH WILKES. AL THONY ROBINSON, KETTERING. PETER KELLY, LANARCON-ONE. CALVIN HOLBROOK, ISLE OF WIGHT. J HARVEY, DERRY. L

THE C+VG CHALLENGE

Got a couple of highscores in the tables? Think you're well 'and with a joystick, do you? Sit of a flashy git with a joypad, eh? Then here's your chance to push your skills to the max in the C+VG CHALLENGE! Every month, we'll be selecting a red-hot joystick jockey to boogie on down on an all-expenses paid trip to the C+VG offices in London, to challenge one of the C+VG team - Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - on his favourite game. So get practising - the C+VG boys are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, they'll be entered into the C+VG Official Highscore Table, and if you're really good, you could be chosen to come to London to go up against one of the gang!

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A C T

HAMMERING HARRY

It's not the first cutesy game since *Legend of Hero Tensei* casts you as Hammering Harry, a mail-delivering hero who must traverse six horizontally scrolling backgrounds bombing everything that gets in his way (oo-er).

There are plenty of enemies to bash, and each level has a huge guardian to destroy: pretty usual for this type of game, but it's so nicely executed, you can't help but thoroughly enjoy the action.

The graphics are truly excellent (although the version we played had a slightly wonky monitor, hence the weird background columns on the screenshots), and there are plenty of strange sprites and some superb touches. The music is also great: really wacky tunes and effects which really adding to the already humorous atmosphere.

Hammering Harry is a very entertaining coin-op that's both addictive and fun. Look out for it next time you're in the arcade - it's well worth a go.

JULIAN RIGHALL



GRAPHICS	91%
SOUND	90%
VALUE	86%
PLAYABILITY	94%
OVERALL	91%

GRADE



COMBAT TRIBES

Technics are most famous for their Double Dragon games - so it's no surprise that their latest coin-up is another two-player beat 'em up. The story is very familiar, as you and a friend battle across a horizontally scrolling landscape infested with gangs of hoodlums who are out to smash your

bones in. Fortunately the heroes are adept at the old lung-in, hit and run kick, punch and even throw the baddies around!

The gameplay is fun for a while - there's certainly plenty of action - but the big problem is that there's nothing new or, after, it's so much like Double Dragon.

manufacturers didn't call it Double Dragon III! The graphics are colourful and bright, almost like a cartoon, and the sound is pretty average, but I found myself getting bored after a few games. If you want to play a good beat 'em up, try Violence Fight first.

JULIAN RIGNALL



GRAPHICS	84%
SOUND	77%
VALUE	79%
PLAYABILITY	82%
OVERALL 80%	

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.



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- International Soccer Challenge. It will make Gascoigne weep with joy, get Maradona excited, and have Hulls tearing his hair out.

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ARCADE



COLUMNS

Sega's Columns coin-op. (The official Megadrive conversion of which is reviewed later on in this mag) is a strange sort of colour-switching game which mixes elements of Tetris and Klax.

Using a similar split screen display to arcade Tetris, one or two players simply have to stop their actions from completely filling up with ever-dropping blocks of coloured jewels by placing three of the same colours together either diagonally, horizontally or vertically, whereupon they disappear, and the remaining jewels drop into the gaps left behind. While all this is happening, a variety of soothing and very melodic tunes play away in the background, then!

This sort of machine never seems to go down well in the UK, as Brits seem to be a race who likes to shoot or beat up things on a video screen rather than tax the old grey matter. But if you fancy giving yourself a relaxing, stress-reducing and very addictive (if you like puzzle-type games) cerebral workout, shove a couple of coins into this one and make for out, man.

JULIAN RIGNALL

GRAPHICS	77%
SOUND	91%
VALUE	95%
PLAYABILITY	88%
OVERALL	87%



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Screenshots from the Amiga



Screenshots from the Amiga



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The war on Nu-Earth continues. The Southern have created a genetically engineered fighting force, the Genetic Infantry. On their first mission, all but one of the G.I.s are wiped out. The location of the drop zone was given to the Norts. They were betrayed by one of their

own Southern Generals. The surviving G.I. (you!) finds out his buddies' big chips which are attached to and become part of his weaponry. Our G.I. joins ROGUE and has to fight both Southern and Norts in his quest to find and kill the traitor general.

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QUESTIONNAIRE

Welcome to the 1990 C+VG Questionnaire where you can let us know what you'd like to see more of in C+VG and what you don't like quite so much (if anything!) so that we can make Britain's best-selling computer mag even better! For this invaluable service we're prepared to reward you - well five of you - with £150's worth of software for your favourite machine! Yep, on November 1st we'll be selecting five questionnaires and sending off a pile of gear to the lucky respondent! So start ticking those boxes, then cut out this page and send it to: C+VG QUESTIONNAIRE COMPO '90, C+VG, PRIGRY COURT, 39-32 FARRINGTON LANE, LONDON, EC1R 3AU!

NAME _____

ADDRESS _____

☐ I AM MALE (PLEASE TICK BOX)

☐ I AM FEMALE

AGE _____

ARE YOU:

☐ AT SCHOOL/COLLEGE?

☐ IN HIGHER EDUCATION?

☐ WORKING IN A PART-TIME JOB?

☐ WORKING IN A FULL-TIME JOB?

☐ UNEMPLOYED/ON THE DOLE/NOT DOING ANYTHING IN PARTICULAR RIGHT NOW?

WHICH COMPUTER(S) DO YOU OWN AND PLAY GAME(S) ON?

☐ SPECTRUM

☐ COMMODORE 64

☐ AMSTRAD CPC

☐ AMIGA

☐ ATARI ST

☐ PC

☐ RASTERO

☐ SAGA MASTER SYSTEM

☐ SAGA MEGA DRIVE

☐ PC ENGINE

☐ GAME BOY

☐ LYNX

☐ OTHER _____

IF YOU TICKED 'OTHER', WHAT THE HECK DO YOU MEAN?

WHICH MACHINE COULD YOU POSSIBLY HATE, FOR GIVING OUT LOUD?

ARE YOU THINKING OF BUYING ANOTHER COMPUTER OR CONSOLE IN THE NEXT SIX MONTHS OR SO, AND IF SO, WHICH ONE?

WHICH DO YOU THINK IS THE BEST GAME YOU HAVE EVER PLAYED ON YOUR COMPUTER?

WHAT IS YOUR FAVOURITE TYPE OF GAME?

☐ SHOOT 'EM UP

☐ ARCADE ADVENTURES

☐ PUZZLE GAMES

☐ SPORTS SIMULATIONS

☐ FLEET/NAVIGATION SIMULATIONS

☐ ROLE PLAYING GAMES

SOMETHING ELSE, NAMELY: _____

HOW MUCH MONEY DO YOU SPEND EVERY WEEK ON COMPUTER GAMES/HARDWARE/MAGAZINES?

☐ LESS THAN £5

☐ BETWEEN £5 AND £10

☐ BETWEEN £10 AND £20

☐ MORE THAN £20

WHAT DO YOU FIND HELPS MOST WHEN IT COMES TO DECIDING WHICH GAME OR WHATEVER TO BUY?

☐ FRIEND'S RECOMMENDATION

☐ MAGAZINE REVIEW

☐ ADVERTISING

☐ MANUFACTURER'S/PROGRAMMER'S REPUTATION

☐ PRICE

WHICH OTHER MAGAZINES DO YOU BUY REGULARLY?

☐ ACE

☐ THE ONE

☐ COMMODORE USER

☐ SINGULAR USER

☐ PC LIFE/URE

☐ ZERO

☐ THE GAMES MACHINE

☐ ZOM

☐ CRASH

☐ YOUR SINGULAR

☐ AMIGA FORMAT

☐ ST FORMAT

☐ COMMODORE FORMAT

☐ S

☐ NEW COMPUTER EXPRESS

☐ POPULAR COMPUTER WEEKLY

☐ NO OTHERS

SOME OTHER MAG CALLED: _____

HOW DO YOU BUY YOUR COPY OF C+VG?

☐ OFF THE SHELF

☐ RESERVED BY THE NEWSAGENT

☐ SUBSCRIPTION

IF YOU DON'T ALREADY SUBSCRIBE, WOULD YOU CONSIDER IT IF WE GAVE YOU SOME KIND OF SPECIAL DEAL OR SOFTWARE?

☐ COULD BEAH

☐ NO THANKS

HOW MANY PEOPLE USUALLY READ YOUR COPY OF C+VG?

WHAT OTHER MAGAZINES DO YOU READ REGULARLY (WITHOUT BUYING THEM)?

☐ ACE

☐ THE ONE

☐ COMMODORE USER

☐ SINGULAR USER

☐ PC LIFE/URE

☐ ZERO

☐ THE GAMES MACHINE

☐ ZOM

☐ CRASH

☐ YOUR SINGULAR

☐ AMIGA FORMAT

☐ ST FORMAT

☐ COMMODORE FORMAT

☐ S

☐ NEW COMPUTER EXPRESS

☐ POPULAR COMPUTING WEEKLY

☐ NO OTHERS, BUT THANKS FOR ASKING

SOME OTHER MAG CALLED: _____

IF YOU DO READ OTHER MAGS, WHICH IS YOUR FAVOURITE, AND WHAT DOES YOU THINK IS ITS BEST FEATURE?

HOW MANY OF THE LAST 12 ISSUES OF C+VG HAVE YOU BOUGHT?

DO YOU THINK C+VG HAS GENERALLY IMPROVED OVER THE FIRST YEAR?

- ☐ CERTAINLY HAS
- ☐ STILL ABOUT THE SAME
- ☐ GONE DOWNHILL

ANY PARTICULAR REASON WHY YOU THINK IT'S IMPROVED OR DETERIORATED?

HOW WOULD YOU RATE THE FOLLOWING SECTIONS OF C+VG FROM 5 (FURIOUS) TO TEN (EXCELLENT)?

- ☐ ☐ REVIEWS
- ☐ ☐ MIAMI MACHINES
- ☐ ☐ UPDATES
- ☐ ☐ SUGGEST
- ☐ ☐ ARCADE ACTION
- ☐ ☐ FEATURES (SUCH AS REVIEWS OF NEW COMPUTERS, CES SHOW REPORTS, ETC)
- ☐ ☐ NEWS
- ☐ ☐ PREVIEWS
- ☐ ☐ PLAYMASTERS
- ☐ ☐ YOUR MAILBAG
- ☐ ☐ CHARTS
- ☐ ☐ THE CORPS
- ☐ ☐ COME THINGS
- ☐ ☐ HIGH SCORES
- ☐ ☐ CONTENTS PAGE

IS THERE ANY SECTION OF C+VG YOU WOULD GET RID OF, AND IF SO, WHICH?

FROM THIS LIST OF TOPICS, WHICH WOULD YOU OBJECT TO AND WHICH WOULD YOU LIKE TO SEE IN C+VG. TICK EITHER YES FOR THOSE YOU WANT OR NO FOR THOSE YOU DON'T. YES/NO

- ☐ ☐ PROGRAMMER INTERVIEWS
- ☐ ☐ SOFTWARE HOUSE PROFILES
- ☐ ☐ BASIC TECHNICAL/PROGRAMMING STUFF
- ☐ ☐ NEW TECHNOLOGY
- ☐ ☐ SMALL GAMES/RECENT PREVIEWS
- ☐ ☐ VIDEO/CINEMA REVIEWS
- ☐ ☐ COMICS
- ☐ ☐ GENERAL LEISURE ACTIVITIES FEATURES (EG THEME PARK GUIDE, PAINTBALL GAMES, ETC)

CAN YOU THINK OF ANY SUBJECTS NOT MENTIONED ABOVE WHICH YOU WOULD LIKE TO SEE COVERED IN C+VG? (A FREE GAME GUIDE TO WHENEVER COMES UP WITH THE BEST SENSIBLE SUGGESTION)

ANY OTHER CHANGES YOU'D LIKE TO SEE?

DO YOU FIND YOU AGREE WITH C+VG'S RATINGS?

- ☐ YES, ALL THE TIME
- ☐ SOMETIMES
- ☐ RARELY

IF YOU DON'T ALWAYS AGREE, WOULD YOU SAY THE RATINGS ARE USUALLY:

- ☐ TOO HIGH
- ☐ TOO LOW
- ☐ IT VARIES

HOW MUCH TEXT DO YOU THINK THE REVIEWS SHOULD CONTAIN?

- ☐ MORE THAN CURRENTLY
- ☐ LESS THAN CURRENTLY
- ☐ STAY JUST AS THEY ARE

DO YOU GET ENOUGH INFORMATION FROM A C+VG REVIEW TO HELP IN A PURCHASING DECISION?

- ☐ NO, NEED MORE INFORMATION
- ☐ YES, ENOUGH INFORMATION

ARE THERE ENOUGH SCREEN SHOTS IN A C+VG REVIEW?

- ☐ NOPE, NEED MORE
- ☐ JUST ENOUGH
- ☐ TOO MANY - I'D RATHER HAVE THE SPACE FILLED WITH TEXT

WHAT DO YOU THINK OF C+VG'S COVERS?

- ☐ GREAT
- ☐ OK
- ☐ HATE THEM

WHAT ABOUT C+VG'S PROMOTIONS (LAST YEAR'S HOLIDAYS, YIEWS, THE TURTLES POSTER AND THE STICKER BOOKLET)? DO YOU THINK THEY ARE:

- ☐ GREAT
- ☐ OK - QUITE A GOOD IDEA
- ☐ OF NO INTEREST TO ME

BEARING IN MIND THAT TAPES/CDs/CARTRIDGES WERE OUT, WHAT WOULD YOU LIKE TO SEE COMING AWAY AS A FREE GIFT? (MAGAZ, A SOFTWARE PRIZE TO WHICHEVER COMES UP WITH THE BEST USABLE IDEA)

WHICH OF THE C+VG COMPLETE GUIDES TO CONSOLES HAVE YOU READ?

- ☐ VOLUME 1
- ☐ VOLUME 2
- ☐ VOLUME 3
- ☐ NONE OF THEM

IF YOU HAVEN'T READ THEM WHAT DID YOU THINK?

- ☐ TERRIFIC
- ☐ OK
- ☐ DON'T LIKE THEM

APART FROM PLAYING COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?

- ☐ WATCH THE Telly
- ☐ HIRE VIDEOS (AND WATCH THEM)
- ☐ LISTEN TO MUSIC
- ☐ READ
- ☐ GO OUT SHOPPING
- ☐ GO TO THE CINEMA
- ☐ GO TO CONCERTS
- ☐ ENGAGE IN SPORTING ACTIVITIES
- ☐ PROGRAM YOUR COMPUTER
- ☐ SOMETHING ELSE COMPLETELY, NAMELY:

WHAT SORT OF MOVIES DO YOU LIKE?

- ☐ MODERN ACTION (EG RED HEAT)
- ☐ FANTASY (EG BATMAN)
- ☐ SCIENCE FICTION (EG ROBOCOP, TOTAL RECALL, SPAN TRIP)
- ☐ HORROR (EG NIGHTMARE ON ELM STREET SERIES)
- ☐ COMEDY (EG BIG UNCLE BUCK, GHOSTBUSTERS)
- ☐ DRAMA (EG FIELD OF DREAMS)
- ☐ SOMETHING ELSE, NAMELY:

WHAT'S YOUR FAVOURITE MOVIE YOU'VE RECENTLY SEEN TO SEE, OR WANTED TO SEE AT THE CINEMA?

WHAT'S YOUR FAVOURITE MOVIE YOU'VE SEEN RECENTLY ON VIDEO (IF YOU HAVE A VIDEO, THAT IS)?

WHAT SORT OF NOVELS DO YOU LIKE?

- ☐ ACTION
- ☐ FANTASY (SUCH AS THE RINGS, SHANNARA SERIES)
- ☐ SCIENCE FICTION (SUCH AS EPOCH, GLIDE TO THE GALAXY, ETC)
- ☐ COMEDY
- ☐ HORROR (STEPHEN KING, CLIVE BARKER, JAMES HERBERT, ETC)
- ☐ SOMETHING ELSE, NAMELY:

WHAT SORT OF MUSIC ARE YOU INTO?

AND WHO IS YOUR FAVOURITE SINGER/BAND/WHATEVER AT THE MOMENT?



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► MEGADRIVE

MEAN MACHINES

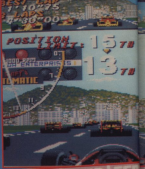


After one (eleven) long wait, there to major problems with Sega in Japan, the Megadrive version of Super Monaco GP is here! Unlike the Sega Master System version (reviewed last issue), this is a conversion of the totally spectacular car-up that had just dropping the 18 ton weights when it appeared in the arcade.

The aim of the game is to race around the top circuits of the world, pushing your Rascal Formula 1 motor to its very limits. You can equip

your car with either an automatic gearbox (which is easy to handle, but the car moves like a Shogun), a normal four-speed box, or a honking seven-speed gearbox which is a real pig to control, but leaves everything else for dead!

Before taking part in a race, you must qualify for a position on the starting grid (this is also dead handy for testing out your skills for the race to come. The action is seen from the driver's point of



BY SEGA SUPER MONACO

LAP TIME
0:00:00
0:00:00
0:00:00

LAP 1
D.P.



0
78
POINTS
785

GP

MEGADRI

DRIVER
NAME: JAMES
NATIONALITY: YOUR COUNTRY
DRIVER'S POINTS: 0



DRIVER
NAME: JAMES
NATIONALITY: YOUR COUNTRY
DRIVER'S POINTS: 0



view, with a rear view mirror at the top of the screen giving you an idea of what's coming up behind. Once you've qualified, the race begins proper, with you given a "last place" marker - if your position drops below the marker, it's game over. Manage to stay within the limit for the race, and your progress will be displayed for all to see on the high score table.

Before you start gibbering too much, there's more - as well as the main game, you get an additional World Championship game, in which you can challenge 16 different drivers to races all over the world!

WARNING!!

Due to technical difficulties, Super Monaco GP will only run on SEGA's Megadrive II. These console imposters are offering some kind of hardware fix, which will make your PAL machine compatible, so get on the phone to your favourite supplier and see what they can do. Failing that, Spacehawk of Covent Garden will make the modification free of charge when you buy Super Monaco from them. Call them on 0831 460050 for further info. Thanks to Shikana Computer Supplies of Wood Green (081 805 9412) who were kind enough to lend us the Super Monaco GP cart for this review.

C+VG
HIT!

MEGADRI
£39.00

Although the Master System game was totally different from the coin-op, it still rates as the best single game yet. Now the Megadrive version is here, it literally blows away every other racing game on any console! Almost identical to its arcade parent (apart from a slight difference in the track layout), the only real thing missing is an abundance of roadside landmarks - but it doesn't detract from the game in the slightest. The graphics in all respects are the same as the arcade, and we are talking *stunning*! The scrolling is as smooth as silk, and racing around corners at 250 km/h is gut-churning to the extreme. The sound is pretty mean, but the speech sounds like someone giggling on hydroplane acid. The playability is spot-on, and the car handles just as it should, spinning and skidding if pushed too far. With the addition of the World Championship, there's more than enough to keep any budding Nelson Pike going for more than many a season. If there's one game that could persuade anyone to shell out for a Megadrive, it's this one. What if it *is* your pet!

ROBERT SWAN

GRAPHICS	96%
SOUND	89%
VALUE	95%
PLAYABILITY	94%
OVERALL	95%





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SEGA

MEAN MACHINES

SUMMER GAMES

BY SEGA

Every four years the fastest, the world's greatest and strongest athletes go for gold (without the aid of Henry Kelly) in the Summer Games. Five events to test athletes' skill and endurance beyond belief.

The United Chrises of this world make their way straight to the 100m track, where (surprising really) their aim is simply to sprint down it as fast as their legs will carry them! Sega gamers can join in by beating the hell out of their joystick buttons.

The complete and utter show-offs usually end up at the diving pool, where their general objective is to impress their judges by putting off particularly impressive moves like triple back flips and reverse inward dives. Other water lovers get their kicks (and their points) in the 100m freestyle. A steady rhythm must be built up in order to keep your little swimming character on course for a gold (or eternal humiliation).

After the water-based antics, why not take the role of a gymnast and perform all manner of seemingly im-

possible bodily contortions around the apparatus in the gym? Rounding up the Summer Games is the pole vault event, where the participants have to jump over bars starting at four metres high (so!) with only a handy pole for assistance.

So, grab your remote, La-cascade Sport and take your national team to the Games Village. Who knows? It could be YOUR squad that walks away with a basket of medals!



SEGA
£29.99

It looks as though the *Hyper Games* series has just gone downhill all the way after the opening brilliance of *California Games*. It's not as if *Summer Games* had that much to live up to - the C&A version wasn't that technically accomplished. The original's graphics and gameplay were brilliant for their time, though, and since the Sega outpaces the C&A in the visual stakes I was expecting something better than the bubbling, retarded antics and poorly defined landscapes that we've got here. The second life the ball adequately with plenty of bounces but there isn't that much in the way of sound effects. As for the gameplay... Well, where's it gone? Events like pole vaulting and gymnastics seem more down to luck than anything else. What skill is required in events such as the diving won't keep you at the Sega for long. The smoothness and polish of the C&A events seem to have deserted this conversion, and I find it hard to recommend this lacking effort at all.

**RICHARD
LEADBETTER**

GRAPHICS	47%
SOUND	65%
VALUE	45%
PLAYABILITY	44%
OVERALL	47%

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ATARI ST • CEM AMIGA

ocean



► PC ENGINE

MEAN MACHINES

BY NAMCOT

SPLATTERHOUSE

It's pitch black and there's a storm outside. Rain is beating down and the sky is sporadically lit up with shards of lightning (see Twilight Zone music). It's a good thing that you're inside in the warm - or is it? You've stumbled into the Splatterhouse - the stomping ground of just about every ghoul and zombie that you can imagine and much more besides!

The Splatterhouse and its grounds is divided into six horizontally scrolling stages, through which you must guide your character (who takes a remarkable resemblance to Friday the 13th's Jason!), disposing of every demonic minion you may stumble across.

Thankfully though, there are plenty of weapons lying around that our masked hero can pick up. A sturdy plank is good enough to dispose of some of the lesser ghouls, and a well-placed sparrow fits the bill as far as zombie exorcism is concerned. There's even a musket that's just the business for dispatching some of the goriest

end-of-level nasties you're ever likely to find in a video game!

Each level is split up into a number of sub-stages. In amongst the scrolling stages you could find yourself trapped in a claustrophobic room, and you'll have to butcher just about everything supernatural to escape - that includes slimy worms (seriously, crazy Cullery and in one case, even the furniture is out to get you!

**C+VG
HIT!**

A sizeable "Thank you" to Spectresoft of Covent Garden (0831 469263) for the loan of the Splatterhouse cart.



PC ENGINE
£32.90

Crikey! This is a real "game-way" best 'em up that really makes it a cut above other Engine best 'em ups in the truly revolting, nasty - even more disgusting than some of the public lads in Birmingham (yes, that bad's). Your main character is superbly animated and all the moves from the coin-op original have been incorporated, even down to disgusting zombies by hitting them up against a wall (which, but the splatter, entails left behind some of the end-of-level bosses are simply astounding - the chainsaw-wielding maniac is awesome, and he's even accompanied by a devil's devil mascot! You won't complete this game in too much of a hurry either. The difficulty level is set just right allowing some progress on every attempt. What we're dealing with here is a remarkably good conversion, which stands up as a terrific Engine game in its own right. Make sure it's on the top of your shopping list.

RICHARD
LEADBETTER

GRAPHICS 93%
SOUND 90%
VALUE 92%
PLAYABILITY 93%
OVERALL 92%

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PREVIEW

BADLANDS TENGEN

This futuristic chapter of the Super Sprint saga appeared in arcades not so long ago, and pretty 'flip-ple' good it was, too. The object - burn around eight different and deadly race tracks, filled with old wrecks, moving barriers, viaducts, rubble from crumbling buildings, and falling power lines which fry your car into a crisp! These aren't the only hazards, how-

ever, as the opposition are busy trying to blast you into oblivion as well! From these Amiga and ST screenshots, it all looks pretty juicy, but we'll give you the full details in a future issue.

RELEASE: AMIGA ST
PC SPECTRUM AM-
STRAD C64, NOVEM-
BEN
PRICE: PC £24.99, ST
AMIGA £19.99, SPECTRUM
AMSTRAD C64
£9.99 CASS, £14.99
DISK



TEAM SUZUKI GREMLIN

Not content with one racer, Gremlin are currently working on a motorbike simulation based on the Grand Prix Suzuki 500. It's a mixture of bitmap and filled vector graphics, and believe us - it's 'flipple' fast. The game takes place over a complete Grand Prix season, with all the things

you'd expect from something of this nature. Even at this stage, the bike handles as you'd expect it to with clutch and gear change controls, all sorts of various viewpoints (off or on the bike) and action replays - plenty. Watch out next ish, when we'll be giving you the exclusive and best review going - only in C+VG.

RELEASE: AMIGA ST,
EARLY DECEMBER
PRICE: £24.99

LOTUS ESPRIT TURBO SE CHALLENGE GREMLIN

Self-confessed boy racer, Jac, took a lovely Lotus Esprit out for a spin in a recent press do sponsored by Gremlin, to promote their new racer. Now all you potential motorway marauders will soon have the chance to do the same, with Lotus Esprit Challenge. A split screen view (that's why it's called 'challenge'!) shows both cars, which tear around massive tracks filled with twists,



turns, hills and straights in order to win a race and progress to the next round. We've had a good look at the Amiga version, and to say it's

fast risks severe understatement. The graphics are mouth-watering, and the sheer amount of technical information put into this game en-



sure this should be one stonking good game. Watch for a full review next issue!

RELEASE: ST AMIGA
SPECTRUM C64 AM-



SHADOW OF THE BEAST GREMLIN

When this first appeared a year ago on the Amiga (on the Psygnosis label), this game caused a lot of fuss - beautiful graphics, amazing sound but extremely limited and highly repetitive gameplay. The story was that you, as a child, were kidnapped by the evil Beast Mage and transformed into a creature of hideous appearance, with awesome

power. Now you've discovered the truth, and want vengeance. Now Beast is ready to spring onto the Amstrad and Spectrum, and from what we've seen, looks pretty damned amazing, even by 8 bit standards - parallax scrolling, indeed! The big question remains, what about the playability? That's yet to be seen, but rest assured, as soon as we know, you will too. **RELEASE: SPECTRUM AMSTRAD, OCTOBER** **PRICE: CASS £12.99 DISK £15.99**

E-SWAT US GOLD

We've seen the fab Magazine version, and the not-so-fab Sega Master version. Now, US Gold have grabbed the computer license to Sega's natty coin-op E-SWAT, otherwise known as Cyber Police. You (and an optional friend, if you have any optional friends, that is) have to clear up Cyber City, terminating thugs and crooks with extreme prejudice (yeahhh). After five levels of such fun and games, you earn your stripes, and the much-prized E-SWAT armour, and set out again, armed to the teeth. As you can see from these exclusive early screens on the C64 and Amiga, things are progressing nicely. With the Creative Materials team (ROCK, Operation Harrier) behind all this, we think this should be one hum-dinger of a game.



RELEASE: ST AMIGA, SPECTRUM AMSTRAD C64, END OF NOVEMBER **PRICE: TBA (PROBABLY ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99)**



STRAD, END OF OCTOBER **PRICE: AMIGA ST £24.99, SPECTRUM AMSTRAD C64 £10.99 CASS £14.99 DISK**

BATTLE CHESS II ELECTRONIC ARTS

Crikey O'Reilly, another EA title! Battle Chess II, the sequel to the best-

selling Interplay title (as if you hadn't guessed), should be out and about real soon now, and - according to the press blurb - centres around Chinese Chess, an oriental counterpart of the normal game. Quite frankly, it all sounds

Greek to us, but it looks nice, doesn't it? All will be revealed at a later date, so as a wise man once said, stick with us, true believers! **RELEASE: TBA (PROBABLY AMIGA, ST, PC, C64)** **PRICE: TBA**



MOON WALKER

by Mark A. Appel He's back! You can't keep a man and his thing down, so Michael Jackson is back, to save the children of the world from the clutches of the evil Mr Big (scream!) What this means is an excuse for a rather large multi-level platform extravaganza,

featuring our Mike (and his rattle 'n' shine) who prances about, dishing out a little justice and a lot of Mr Big's cronies. As you can see from the screenshots, it all looks like a lotta fun, but as for the gameplay, keep reading - we'll be bringing you a full review next issue!!
RELEASE: MEGA-DRIVE, SEPTEMBER
PRICE: £35.00



ROUND 1-2

CLUB 30



NEVERENDING STORY 2

LINE

This film certainly lives up to it's name, because just when you thought the magical land of Fantasia was saved from the evil "Nothing" in the first instalment, back it

comes in the company of an evil witch for the second. Once again you play Bastien, a boy with a mission to retrieve the disappearing landscapes, with the help of Falcor, the Luck Dragon and A-

reys, the man with the funny name. Line's interpretation of the film (the first foreign film to get a royal premiere, incidentally) is in the form of a multi-part arcade adventure in which Bastien has to fight giants, ride

horses, climb towers and collect the spells which will do over the top battle in the game's climax. Ooh, indeed!
RELEASE: ST AMIGA, PC SPECTRUM, AMSTRAD, OCTOBER
PRICES: TBA



THE IMMORTAL ELECTRONIC ARTS

(again) Remember Will Harvey? He was the guy responsible for the conversions of Marble Madness, one of the team's all-time fave raves and EA's corking Carry Golf. This is his latest place of work, a 3D perspective fantasy adventure, with the player taking the part of a wizard search-

ing for his mentor. As you'd expect, though, lots and lots of beasts, monsters and other wickedness will try to stop you, but you have a few magic tricks up your sleeves, too. Paul Glancey, that debonair man about town, had a sneaky peek at it a little while ago, and verily, he was impressed muchly. Watch out for a full review next issue.
RELEASE: ST AMIGA, SEPTEMBER
PRICE: £34.99





STORMOVIK ELECTRONIC ARTS

Electronic Arts are all systems go at the moment, with multiple loveliness coming up, including this - a simulation of one of Russia's top attack fighters, the Stormovik SU-26. The sheer thought of this was enough to start Rob tearing at the mouth, he being a big right sin-ter and all (No bigger than 5 feet 8, though, surely - Ed). Based in present times, your task is to eliminate a group of politically controlled "bunks" - military people (on both sides) so licensed by the outbreak of Glasnost, they will do anything to see relations break down between the superpowers. No news on what it hands like at this time, but rest assured we'll bring you full details as soon as we have them.

RELEASE: PC, OCTOBER
PRICE: £29.99

POWER-MONGER ELECTRONIC ARTS

There's no keeping a good Bullfrog down, we always say. And as if to prove it, those wild n' wacky Bullfrog boys,

fresh from their success with Flood, are ready to unleash their latest, and possibly greatest game to date - Powermonger. Looking somewhat like a massively enhanced version of Populous (no bad thing by any means), Powermonger should be just as suc-

cessful as its predecessor, if not mind-bogglingly more so, so watch out for a review in a future ish - this is one we await with bated breath (and clenched elbows).
RELEASE: ST AMIGA PC, TBA
PRICE: TBA (PROBABLY £24.99 ALL VERSIONS)



JAMES POND - UNDER- WATER AGENT MILLENNIUM

Holy mackerel, did you believe it? When danger threatens the icy deep, it's time for James Pond, Underwater Agent, to get his skates on. He's a well-hand tad-dock with a mission, and he's completely environmentally friendly (or so the saying goes). Thing is, several oil tankers, carrying radioactive materials, have been holed, and it's your job to ensure the safety



of the underwater denizens, whilst fighting off myriad hordes of bad guys! Sounds all rather fishy (punish) to us, but we'll throw you a hook, line and maybe even a sinker real soon, so

make sure you're in the right place (any more of those fish jokes and you're fired - Ed).
RELEASE: ST AMIGA, END OF OCTOBER
PRICE: £24.99

ROBOCOP II

BY OCEAN

Robocop is back! That half-man, half-machine, all-cop hero returns once again to right wrong and kick some criminal ass in the blockbuster movie, *Robocop II*. And just like they did with the first film, Ocean have snapped up the rights to produce a computer game version.

The action is set over a variety of levels, featuring horizontally scrolling platforms and ladders screens, an Operation Blot-style shooting gallery, plus bonus levels in the form of sliding-block puzzles and a safe-cracking scene, very similar in concept to the (believe it or not) Nintendo version.



chemical analysis puzzle in the Batman game.

The graphics are excellent, the sound is very good, with plenty of meaty effects and a good rendition of the movie title tune, and playability is very high.

Ocean have spent a lot of time tweaking the gameplay for maximum enjoyment.

Robocop II is one of the biggest selling titles of recent years (it stayed in the charts for well over twelve months).

Special FX's Amiga game.

and Ocean think that they'll repeat that success with *Robocop III* (it's certainly a better game than the first - so they might just be right).

JULIAN RIGNALL

UPDATE

Robocop II is out on Amiga, ST, Spectrum, C64 and Amstrad Consoles in November. The Nintendo version won't be out until later on next year - we'll keep you posted.

THE FILM

The film is set once again in a Detroit of the future, and once again criminals are causing major problems. Nuke, an incredibly addictive drug is being sold on the streets and the drug barons are getting rich. Time for Robocop to burst onto the scene and deal out some lead lined law and order.

But it's not all plain sailing since the evil OCP Corporation are again up to more fi-

links in the form of the Robocop II project, a giant mechanical creature codenamed Kane, designed to replace Robocop (and the OCP). It's an evil looking creature which has more arms than an octopus and carries more weaponry than an average army. And when it goes berserk and decides to eliminate the original Robocop, our bionic body has his work cut out trying to keep the peace and save his metal skin!





SIM CITY



SIN CITY



What you should know about the game of the year.



Size. Laptop screens naturally influence the life of your team. It is a special media, you can't read some newspapers, books, find and share documents as you wish. One can find freedom from the great multitasking of PCs. It uses laptop of publication and then for business, I mean, monitor. One can't avoid scheduling, using space with content, pre-defined windows, e.g. One Function, laptop life is better. With 17" exceptional length display, it's still simple to play with content and graphics, without



WILLIAMS: "I think there's a 'Ringside' going on. It's an extremely plugged-in, into the world New York, happening for sure."
 WYLLIE: "The model is very sophisticated, yet understandable. It just is important. It's like, 'No!'"



INFOGRAMES



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