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NOVEMBER No 108

ISSN 0950-9487

COMPUTER +video GAMES

EXCLUSIVE!!!
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WALKER!!**
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EXCLUSIVE!!
BADLANDS!!
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'N'
BOOM!
IN YOUR
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EXCLUSIVE!!
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YOU'RE NOT YOU -

YOU'RE ME

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YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE

OP **M** MOVIE



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CONTENT

ARCADE ACTION

112

Jax is back in cartoon land, with Hydras from Atari and Captain's new role-playing fiddle, Magic Sword!



PREVIEWS

122

More previews than you could tell your granny about, including Golden Axe from Virgin, Autogenic's Exterminator, Toyota Celica GTi Rally from Gemin, Microsoft's Conant Action and Knights of the Sky, and NARC and Ego from Ocean!

MEAN MACHINES...?

We fooled you! We're mean, mean, mean! The computer reviews into the red of the way! Why? Check out the News section for the full lowdown!

PLAYMASTERS

29

Help! Exclamations of shock and surprise, Batman! Here come POLES, R&B, chess and more than we could ever possibly deliver! AMG!



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KINGFISH EDITOR JULIAN RIGNALL After many years of devoted service, the youngest graduate of Kentland Institute has to spend a short time away as business editor of CMC, and more precisely, his time is looking forward, and other than the usual day of the week.



COMPS-A-GO-GO!
COMPUTER
SHOPPERAMA!
You want the chance to
show and

SHOPPERAMA!
You want the chance to race around the Computer Shopper Show and grab some goodies? Then check this out, y'all!

IT'S DEM HOTLINES

AGIN!
You want the chance to win a \$1000 prize? Then check this out, y'all!

AGIN! You want the chance to win some computer? Then call 26

THE C+VG CHALLENGE!

At last, the Challenge is on! And to start the ball rolling, we bring you the full report on the International Video Games Championships, held at last month's Computer Entertainment Show at Earl's Court.



THE CORPS! 108

The astonishing four-page conclusion (reprint!) will the Corps be able to save themselves? Or will they become a barbecued nation?

REVIEWED THIS MONTH
NOVEMBER No. 108
DRAGON MAGAZINE

DRAGON BREED	16
LOTUS ESPRIT TURBO SE CHALLENGE	46
SPINDRIZY 3	46
BADLANDS	46
OPERATION HARBOR	52
FESTER'S QUEST	55
VAXINE	57
ATOMIC MEGABOX	65
BOFF AND REDDY	63
GO-KARTING RALLY	70
QUESTION OF SPORT	70
ACEFACE 3	70
BYO BASH NUCLEUS	71
MI TANK PLATFORM	71
MATRIX MARAUDERS	74
SHADOW OF THE BEAST 2	74
INDIANAPOLIS 500	74
INARCY	75
DOPEZ	76
PODWALKER	77
LAX	80
UNBUTED	83
THE IMMORTAL	85
N SQUADRON	87
MAGIC FLY	89
SEAN STREETS	91
SENT DRAGON	93
THE SPT WHO LOVED ME	95
SECTOR x	98
PODOD NIGHTMARE	101



ASSOCIATE EDITOR PAUL
"SPACK BLANKET"
has taught right-
turners. Paul now
uses his anthropo-
logic mind to analyze
leftist theories for
playing these games
using the "there are
no sides" game. What
controlled with a
strong game to it
often turned to say
that "there are
sides" are not legi-

[illegible]

REVIEWS INDEX

THE RATINGS

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

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites blurry? Is the animation realistic? This chart covers all visual aspects of the game.

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE MARKS

85+

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

70-85

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

55-69

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

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that might not even appeal to the most ardent fans.

1-4

Ugh! Biting message that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG is a steady player who loves the colorful cartoons, shoot 'em ups and arcade adventures.

PAUL GLANCEY

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

ROBERT SWAN

He is easy to please and will play anything, but loves a good fight arc.

RICHARD LEADBETTER

C+VG is now led on the block by "the right stuff" for most games, but prefers to "hang tough" with a good beat 'em up.



REVIEWS

SPECTRUM

DRAGON BREED 76
HUFF AND PUFF 79
GUARANTING BALLY 70
ACCEDE 2 71
UN SQUADRON 66

CGA

DRAGON BREED 76
AGE AGE 2 71

ST

DRAGON BREED 76
SPINDICZY 2 70
BADLANDS 62
OPERATION WARRIOR 66
VAXINE 66

LOVE ME 77
QUESTION OF SPORT 79
UN SQUADRON 69
MAGIC FLY 64
MEAN STREETS 60
VOODOO NIGHTMARE 103

AMIGA

DRAGON BREED 76
LOTUS ESPRIT TURBO 52
CHALLENGE 66

BADLANDS 62
OPERATION WARRIOR 66
VAXINE 66
ATOMIC HOBBED 62
QUESTION OF SPORT 71
BUG BASH NUCLEUS 71
WH TANK PLATFORM 74
MATHS MARAUDERS 74
SHADOW OF THE BEAST 2 74
WHEELSPOLE 66
WAGGISH 76
SUBMITTED 66
THE IMMORTAL 67
SEAS STREETS 66
SAINT DRAGON 66
THE SPY WHO LOVES ME 66
VOODOO NIGHTMARE 103

MEGADRIVE

VOODOO WALKER 66
INSECTOR 2 101

PC ENGINE

KLAX 63

NINTENDO

FESTER'S QUEST 67

C+VG HIT! REVIEWS

DRAGON BREED 76

Here's a color-up action, courtesy of Activision!

LOTUS ESPRIT TURBO 52

Take a Lotus for a spin, with Graphics astounding twin-processor!

SPINDICZY 2 48

GERALD's team, and he's better than ever, in Activision's 16-bit sequel!

BADLANDS 52

The wild is ready sequel to Super Sprint smashes onto computer screens - it's the best!

VAXINE 60

US Gold's second "New Age" game, and it's a poster!

MOONWALKER 60

Became that works Jackie person, and about your family stuff with this amazing Magazine hit!

KLAX 63

The brilliant PC Engine version of the Tengen color-up gets a HIT!

THE IMMORTAL 67

Check out Electronic Art's 16-bit extravaganza - it's incredible!

UN SQUADRON 69

Tap 87 arcade action, Capcom-style, from US Gold.

MEAN STREETS 60

US Gold's futuristic detective thriller gets a HIT!

THE SPY WHO LOVED ME 66

Quentin's latest Bond venture - and it's the best of the lot!

VOODOO

NIGHTMARE 103

Palace Source back with a tale of the Congo, and get a HIT in the longest!



Tournament Golf™



SEGA

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NEWS



DOMARK'S COIN-OP CAPERS

Domark have just announced they have grabbed the licenses to four new Atari coin ops, to be published on the Tengen label during next year. The four are: Skull and Crossbones (a pirate adventure), Hydra (Roadkillers on water), Thunderjaws, and FBI Base Jail B. As far as Atari's newest coin-

ops, Pit Fighter (a beat 'em up with digitized graphics and sound for added realism) and Race Driven (the sequel to Hard Drive), with new tracks and cars are concerned, check the pics out on this page. No news of those being snapped up yet, but you can rest assured we'll keep you informed.

ACTI-VISIONS

Before they depart our fair shores, Activision have announced the release of two of their last UK-sourced products, both of which are 16 bit. Hunter is a weird but impressive 3D adventure in which you have to walk, swim, sail and even windsurf around an archipelago of islands in the search for a missing person. Outlaws (pictured) is the sequel to that successful strategy game, Millennium 2.2, by the same author, but with many improvements over the original and even more death. Watch out for reviews in the next couple of months.

From next year Activision will be concentrating on marketing their American products, and their first such releases will be two Nintendo games.



Fast Gravity (a cartoony sort of arcade adventure set in space) and Ghostbusters II (a shoot 'em up based on the film of the same name). We've had an early look at both of them, and both of them look pretty tasty, but, again, for the final verdict check out the reviews in C&VG early in '91.

COMPUTER SHOW OR MOTOR SHOW?

With the amount of motor cars on display at the CES show, you could have easily been fooled that you were walking around a motor show. Resplendent on the US Gold stand was a brand spanking new Lamborghini (yep, we don't know) and Geminis had a large, shiny red Lotus Esprit S3 (30 to go in with their licence - see the review later in



WERE YOU THERE?

For those of you that missed last month's CES at Earl's Court, where were you? We were there, and so were those wacky Turles, along with RoboCop, Frank Bruno, Esther Rantzen, Betty Boop and many others (where were you Maiden? - Rob).

Amongst many of the events happening was the International Video Game Championships (see the feature later in this issue), as well as Geminis's Lotus Esprit Turbo Challenge, with a massive two-wheeler console and steering wheels!



this shift) and the 600cc Suzuki bike that Kevin Schwantz rode at Donington and slung down the road the following week (although the mechanics had got it all fixed and brought it along specially for the show). A NASCAR automobile was gracing a distributor's stand to promote Ford's

souper's Days of Thunder and there was also a rally Porsche, just parked by the main stage - what that was representing is anyone's guess.

Show trivia fact: the most valuable single item at the show was Kevin Schwantz' Suzuki bike - worth a cool £250,000!

PC, OR NOT PC

Last month, you'll remember that we announced Digital Entertainment were promoting the PC Engine for the TurboGrafx 16 as it's less known in this country) on behalf of NEC, as well the hand-held version, the TurboExpress (which can use the same software as its big brother, and will be available in the first quarter of next year - yeehaw). Digital will be releasing a wide range of

whole bundle of other neat stuff. They also had a gold-bracking P19 Strike Eagle coin-op on the stand, set on free play! This caused large amounts of chaos, especially when we tried to get Richard off the 'loper' thing - check the pic out if I don't care, I was enjoying myself! - Nicky

A 'BOY IN THE HAND...

At the CES, Nintendo were plugging their Game Boy, now officially available in this country and the Mutant NES Pack, containing the Nintendo console and a copy of Teenage Mutant Hero Turtles (fairly surprising). The Game Boy will retail for a grand total of £88.99 (the pack includes a two-player adapter, stereo head-



phones, a copy of the utterly brilliant Teiry and better yet), and there are six games available for it, including Super Mario Land (yesss!), Golf and Solar Senkai. Mario himself made an appearance, along with the very interesting Miss Nintendo, and was seen on many occasions strolling around the show.

SEE SEGA

Wings Games (who used to be Virgin Mastertronic), and Sega were a very strong force at the show, showing off the Megadrive, which has finally been officially released in this country. The first batch of Megadrive games were also on display, as well as loads of new Master System goodies. On the computer front, the 16 bit version of Golden Axe were on display (looking pretty dished every too), as well as versions of the soon-to-be-released Judge Dredd, and the superlative Super Off-Road Racer.

SUPER FAMICOM FROLICS

Microsoft have managed to grab the licence to write and publish software for Nintendo's eagerly-awaited Super Famicom, and their eagerly puzzle game Bomblax is to be one of the



first batch of games to be launched in Japan on October 21st.

On October 22nd, the first imported machines will doubtless be on sale in the UK. In Japan the machine is to sell for around £126, but only time will tell what kind of markup the importers will impose on the machines they sell. However, having seen previous pics of stuff like Strider (looks amazing), R-Type II (looks even more amazing) and Super Mario 4 (yabber), it definitely looks like a machine that will be giving the Megadrive and PC Engine a run for their money.

games with the TurboGrafx, including Blazing Lazers (Shinobi), Bank's Adventure (that's a PC kid, before you get any funny ideas), R-Type, TV Sports Football, Alien Crush, Pac-Land, Legionsary Ace, Galaga '90 and a whole lot more! No price has yet to be established, but the TurboGrafx's probably set you back around £180.00.

MICROPROSE SHOWS ITS TACKLE

MicroProse were plugging their new stuff for Christmas, including Knights of the Sky vs Wings (yes Will! simulation), Rock Rangers II, M1 Tank Platoon for the ST and Amiga, and a



NEWS



A NEW KIND OF MAGIK

Technik are a new force in the software industry, and they certainly aren't hanging about! They've already signed up with Sega to release three titles for the Master System - the brilliant Pac-Mania, Shadow of the Beast (joint), and the mega God-em, Populous! Quite how Technik intend to cram all of this fantasy footballness into the 64K is yet to be seen, but according to their PR person, Nikki Harrowing, all three should be out some time next year, and "should be nothing short of amazing". We reserve judgement on that, but at the same, it should be rather interesting, eh?



ELECTRONIC ARTS STARTS ON CARTS

Now that the Megadrive has officially "hit the streets", Electronic Arts are wasting no time in bunting out their new line in official Sega carts, all of which are conversions of Amiga products. Coming up before Christmas are Populous (fantastic God game), Quicken (very detailed martial arts

sim), Zany Golf (fantastic game of Crazy Golf, with lots of bizarre hazards), Sword of Sodan (fantastic fantasy beat 'em up), Battle Squadron (space-ship space blast) and best of all, John Madden's Mud and Guts Football, a fantastic American Football sim with the best 3D graphics ever to grace such a game! Watch out for reviews of all these in the next couple of issues.



STAVVY'S BACK IN TOWN

Remember Stavvy's Fascination? The C64 hit behind such classics as Delta, Sermon and Quaden? Well, after his stint with the Finnish Army (doing his National Service), a period of busy building training, and writing a science fiction novel, he's back on the programming scene, and is now in the middle of writing a brand new shoot 'em up for the Amiga! He's not giving any details away at the moment, but you can bet your bottom dollar that it's bound to be nothing short of amazing. As soon as we have any more info on it, you'll be the first to know.

OCEAN GET THE 8 BIT HINT

After reading our review of the superb Posing (which received a whopping 94% in issue 106), those lovely people at Ocean took the hint, and are now releasing versions for the Spectrum and C64! Due to be released any day now, Posing should be £9.99 for both machines, so keep your eye on the updates section for a review. That's C64G for you - a force to be reckoned with!

WORLD CHAMPIONSHIP™ SOCCER

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NEWS

WHERE'S THE SPECIAL TURTLE STICKER?

As you may have read in the Mega-Book 89 attached to the cover of last month's C+VD, the competition to win a Teenage Mutant Ninja Turtle coin-op involved sticking two special Turtle stickers on to the entry form, which will be printed in the December issue. The winner in question was in fact the number four (four turtles, see?) on the sticker sheet, so cut it, and keep both stickers safe until next month. For those of you that were daft enough to throw the backing sheet away, pound your head against the nearest wall several times, and say "I must not throw anything away that C+VD are kind enough to give me".

12



THIRD LAST NINJA

After the phenomenal success of Last Ninja and Last Ninja II on the 8-bit computers, System 3 are now about to unleash Ninja Remix and Last Ninja III. Ninja Remix is aimed at the new generation of C64 owners, and although the actual game is exactly the same as Last Ninja II, the music on all seven levels has been reworked and an enhanced status area and an 'exciting film-like animated intro' have been added. Remix will be available for the C64, Spectrum and Amstrad real soon, for £9.99 cassette and £14.99 disk so keep reading the Updates section for a review.

Meanwhile, Ninja III is set in Tibet, where five shopgums are terrorising the population with their mystic powers. Once again, it's up to Sir Ninja to sort the problem out in his usual puzzle-solving, butt-kicking fashion. This latest installment has been put together by Robin Levy who was one of the team behind 'Tatarus' (spoiling that! let's get it up, Armalyte, and his superb



graphics make Ninja III look something really special as you can see from the screenshots.

However, there's always a price to be paid for quality and Ninja III will be appearing on cartridge only (so it will be compatible with the new Commodore C64GS console) priced at £24.99! This means no long-winded multiloops, and much to System 3 boss, Mark Collier's satisfaction, a decreased risk of piracy. Other companies seem to concur with this strategy, one example being Ocean, whose Commodore version of Special Criminal Investigations will also be cartridge only!

NO MORE MEAN MACHINES?

The more obvious among you may have noticed that the Mean Machines section no longer appears on the Coverline pages. The reason for this is twofold - firstly, we're integrating the console reviews into the rest of the mag, so the number of console reviews isn't restricted to a few pages in the back of the mag any more - so that means more Console coverage.

And secondly, we are proud to announce the arrival of the definitive console mag - Mean Machines. Yes, at last, console owners are going to have a mag all of their own! Featuring all the latest in the console world, Mean Machines will cost £1.75 and should already be giving the newsstands as you read this. Don't miss it, console fans!

BITMAP BROTHERS TURN RENEGADE

Instead of just producing great games and letting other companies take a cut of the cash, the Bitmap Brothers (producers of Kannon II and Castles) have decided to start publishing their own titles under a new label, Renegade. Two games are currently under production for release early next year, and they are a jolly arcade adventure entitled Magic Pockets and a hard-and-raw action-investigative going by the name of Code.



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COMPUTER SHOPPERAMA

WIN A TROLLEY FULL OF GAMES!!



Hey! You! Yes, you, sitting there, reading this mag! Do you know what's going on between December 8-9, at the Wembley Conference Centre? The Computer Shopper Show is, that's what! Over 200 companies will be there (gasp!), including Ocean, Sega, Nintendo and Atari (in the shape of their software arms, ARC!) To celebrate this, C+VG, Computer Shopper, Andromeda Software, Amco, ARC, Sega, Nintendo and Ocean have teamed up to bring you the most AMAZING reegeeomp!

What's the prize? Well, the winner will be provided with a supermarket trolley, and given two minutes to dash around the controlling exhibitors' stands in the entertainment hall, grabbing all sorts of goodies on the way! Just think - a trolley piled high with a Sega Master System, a Nintendo and loads of lovely games! And all for FREE!

Right, you can peel yourself off the ceiling now, and listen up, 'cos here's how to enter. On this page are two cartoons depicting the moments of frantic amusement the winner will experience at the show. But before anyone starts accusing us of printing the same picture twice or something (as if that could ever happen!), have a closer look because lovely art person, Andrea, has made ten fiendishly subtle changes to the pic on the bottom. Scrutinise the fixed pic, and then "ring the changes" on the bottom one, cut it out for photocopy it, then cut it out! and send it to:

**THE COMPUTER SHOPPER
FREE-FOR-ALL, C+VG,
PRIORITY COURT,
30-32 FARRINGTON LANE,
LONDON, EC1R 3AU.**

Get your entries in by 15th November, as that's when we'll be pulling the winning entry and those of the three runners-up get who each get a free pair of tickets to the show!



I've "spotted the difference" so here's my name and address!

NAME

ADDRESS

.....

TEL



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*The 128 Plus comes with the game "Burning Rubber" free of charge. Information is given. Product subject to availability. 0077 Free Charge without value. Amstrad, Amstrad Plus and Amstrad 128 Plus are trade names or service marks of Amstrad PLC. All rights reserved. Available from selected dealers at Amstrad, Buxton, Derbyshire. Distributors: Amstrad, Europe, America and other worldwide.

DRAGON BREED

**C+VG
HIT!**

BY ACTIVISION

Here, the creators of that classic shoot 'em up, *R-Type*, took a quick butcher's at their failed creation and thought, "Well, yep! What if we took out the R's and put a huge dragon in its place?" *Dragon Breed* was the result (although I'm not too sure where the "Breed" comes into it).

The scenario concerns the young king and all-out hero, Kayus. He's pretty miffed at having his kingdom stomped on by the forces of darkness and so decides to do something about it. Thus, in a fit of terrifying rage he takes to the skies beside the mighty Dragon of Light - Bahamut (it's).

► **DISCERN** Another and level rarely caps it.

The problem is, the forces of darkness suspended something large and destructive was about to be launched their way, and so decided to send a phalanx laden with winged creatures. What they didn't know was that the dragon itself is invulnerable to any kind of attack. Having said that, once he's the rider means instant disaster and life-losing doom. It's a good thing that Kayus has total control of his dragon, as he can control the tail as a kind of shield. Also, any aliens that wander into the dragon's tail meet with instant annihilation.

Kayus sometimes likes to do his blasting solo, so if any land is found, he can jump down to terra firma, perhaps picking up some useful

► I've heard of dragon breath, but this?



► Crawl up high to guard Kayus





▲ Alien blasting - Space style!



▲ Chase I Mind your head
power up while creating
some ground-based blast.

Various power ups can be collected and added on to the dragon's arsenal, enabling Payne and old death-brain to get their hands (and claws) on the latest tools of destruction, including the likes of homing missiles and extra alien-frying laser bolts. The dragon also has an R.T. typist's beam weapon at his disposal, enabling one long press of the joystick fire button to be turned into a blasting laser trail, destroying everything along looking in its path.

The forces of darkness at this point may sound totally outgunned, but they have a rather nasty trick up their alien sleeves. At the end of each level, Rayex and his die game mate have to take a very

large (sometimes over a couple of screens) and at first guardians, and only by destroying these bastions of terror will Payne be able to continue his tale of destruction...

C64

£9.99

Dragon Breed makes this a bit weak graphically, but fortunately the playability remains intact.

OVERALL 79%

SPECTRUM

£9.99

One of the best Space shoot 'em ups you'll find, with liberal use of colour and sparkling good playability.

OVERALL 89%

UPDATE

Expect an Amstrad version to hit the streets, which should hopefully be a graphically enhanced version of the old Spacey game, priced at £9.99.

REVIEW

ST

£24.95

Slower than the Amiga version, but Dragon Breed on the ST still packs a powerful punch in the shoot 'em up arena.

OVERALL 90%

AMIGA

£24.99

Okay, I admit it - I never actually got to play the Amiga original, but if this conversion is anything to go by, then it looks like another trip to the annals is on the cards! It's the inclusion of the dragon as well as the rider that adds a whole new level of playability to the shoot 'em up genre. The ability to zap aliens with one swing of the dragon's tail, or call it around your rider for temporary invulnerability adds an element of novelty to the gameplay and it'll take ages just to master the control method, let alone blow away the magnificent end-of-level guardians! The graphics are fairly terrific, as are the smooth-scrolling backdrops (with perfect parallax, jolly). The programmers at Arc put Golden Worlds fame have also worked wonders in keeping the conversion as faithful to the original, so take my advice: drag shoot 'em up fans, and buy this quick!

RICHARD
LEADBETTER

GRAPHICS 93%

SOUND 86%

VALUE 89%

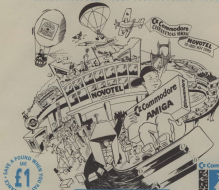
PLAYABILITY 92%

OVERALL 90%

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Card number _____

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Please send your application form and cheque or credit card details to: Commodore Christmas Show, Deodarum Street, FREEPORT, Elmwood Park, South Wood, L40 3ES.

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Mail Bag



Blimey! Have I been busy this month or what? I mean, there I am, slogging my guts out for you C+VG readers, and then they drag me into doing the letters page for that new Mean Machines mag! If you want to overburden me even further, you might as well write to me at YOB'S MAIL-BAG, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. If I'm feeling nice and your letter isn't just 1,001 questions about UK Megadrive compatibility then I might even send you a software prize. Generous to a fault, that's me.

THE PEGASUS DECISION

Dear YOB,

I have got a choice of buying a Sega Master System, a Nintendo, or a Pegasus so what do you recommend? And if I add a Sega Megadrive to the list then what would you say? I think that such a cool computer wizard can answer these simple questions. Michael Jackson. Ah! (Shout YOB! Well, Michael, when it comes to a choice between a Sega, Nintendo or a Pegasus, I advise the mythical flying horse every time. In-

ally because you get much better fuel consumption out of it, and secondly, the thrifty gardener gets something to put on his shrubs at the end of the day.

A RIGHT LOAD OF WARLOCKS

To YOB

So hiwz the dude? Anyway, here's the Warlock of Tiddie here wiv some words about da 64. 64 is not dead but pretty much alive and kickin' the butt of the LJAmiga. Loads of ex-critics are doin' games

under labels like 3D, Amib, Digital Marketing etc.

There are loads of ex-mags like Sea 'n' Storm, Manta and even my own Kai-Ho (which is Swedish for naked cow - don't ask if it's personally I can imagine - YOB).

Most games are good legal (such as the best but don't demand I've seen on cost demo) that it's like looking at a LJAmiga demo!

Rapidly, software houses are seeing their chance and gettin' ex-critics and demo crews to do games for them, and who else is better?

Also, here's an advanced notice: In the 64 Mag of Fame are people like Jeff Miller, Andy Braybrook, Martin Walton. If these are the best, well I'll be back out for me at the next show and you'll see why I'm one of the best around. (sneering) I can get access to a 64 or a VCR.

Anyway, here's my point in brief:

1. The 64 is not dead by a long shot.
 2. There are 'new wave' programmers around (some do code and graphics - I do the whole lot).
 3. Software houses are getting rid of the old programmers. (bye Benetton that was going!) and getting better games!
 4. Games are getting better as they're doing their own games.
- So print this letter 'cos the 64 is still going strong and

everyone should know it. There and later on Gade, Warlock. Address: Rasmus of the MOON Masters, Herts YOB. Of course the Cat isn't dead! But I just hope the entire user base isn't made up of people who occasionally replace the letter 'a' with 'v', say 'Pavac' and call themselves Warlock. Address: Rasmus. (silly can't you have a sensible name, like I do for goodness sake?)

C+VG COVER-UP

Dear YOB,

I thought I'd state my opinion on 'Completing Cain'. I disagreed with the things that he said about C+VG, but one thing I don't like (Cain didn't mention it) is that the covers

keep coming off. No matter how careful I am I end up with a countless C+VG. I think they should be rationed.

Editor C. Sommers, London.
YOB: Maybe it's just you Rellie, but our office copies get some fairly rough treatment and the covers never come off them. But in future we'll print one issue of the mag with the cover chained on just for you. Unfortunately our distribution company can't guarantee that it'll get to your newspaper so you'll just have to hunt around the kiosk for it.

FRANK BLAMES JAMES GAMES

Dear YOB,

I would like to raise a point about the James Bond games that have been released over the past few years - they are all totally crap! Domark have given James Bond a bad name! I'm not saying Domark are no good, because they have made some pretty brilliant games. Yet when it comes to 007 adventures like Licence to Kill and Live and Let Die, they're bloody terrible.

How can a totally terrible movie be the complete opposite of the game?!! Software houses, hear my word! Get the rights and start writing up classic Bond games!! Have all the parts of a real Bond movie as in the sampled 007 theme music and the classic gun barrel scene with Timothy Dalton (Bleeders and Cemetery were better, though) walking and firing and blood comes all over the screen at the start of every file (remember A View to a Kill on the GB4?). Could you imagine how hot that starting sequence would look on the Amiga?

Well what do you think guys? At I ask of you is to print this out in your totally hot mag, it don't care about any prize, all I want to do is get the message across to the software houses...

PS I've seen Sly Spy: Secret Agent, so how about it, Domark? Get writing a Cathy Broccoli novel! Frank (Jogajogovs) Perth, Australia

YOB: What Well, funny you should mention this Frank, because Domark's latest Bond game, the Sly Spy Who Loved Me, (which is reviewed on page 86) is the best of the lot, with lots of playability and Bond-type car chases and destruction. You'll be pleased to hear it even has the view-down-the-gun-barrel opening sequence, so if you're that Sly a Bond fan you'll best get hold of it as soon as hits those Aussie shelves!

SHADOWS WORRIER

Dear YOB,

I don't mean to offend but Tony Masters was the drum major with the Shadows originally. Now that initial point is out of the way, down to my one and only question, is there a steering wheel or something similar that can plug into the Amiga's mouse port because controlling games like Hard Drive and the like is quite hard using a mouse or trackball. Also, can I use the steering wheel for the Sega Master System in my Amiga's joystick port for games which use a joystick normally?

NO PUBLICITY

Dear YOB,

I was wondering, could you place a photograph of yourself in C+VG as I am sure many 'trial slaves' who read the Mailbag wonder what you look like.

Justin Carter (your dude), Manchester, Essex.
PS: What's your second birthday, YOB?

YOB: My second birthday was the day on which I had been alive for exactly two years. As for pictures, sorry, but I only give those out to very close relatives, and if I started having my

If you don't answer this question, then I may be forced to write in a mag like ACE or Zero in which case I'd have to buy their mag instead of C+VG, which I wouldn't want to do. Gavin Saxon, West Yorkshire.

YOB: Phew! Threats! The Master System Yoke does work on the Amiga but although it is the cheapest unit of its type I wouldn't call it a brilliant piece of game control technology and it's only worth getting if you're really into about driving and flying games.

face printed at the top of the page, the Mailbag section would instantly become the most popular part of the mag, and they would want me to write even more than I do now.

TONY HART FASHION STATEMENT

Dear YOB,

I own a Sega Master System which is completely crap (except as bad as Tony Hart's rancid clothes) compared to the Megadrive which I am getting very soon. So could you ask our friends questions on the official Megadrive?

1. Which high street shops will be able to buy it from?
2. In the first adult, there were photographs of just six games. Are these the only ones available for it at the moment?
3. How long will it be before games like Super Monaco GP and Batman come out for it?

Thanks for answering the questions...
Ryan, Manchester.

YOB: Thanks for your letter, Ryan, I've passed your letter on to Tony Hart's father, and he should be knocking on your door pretty soon. With an axe.

CAUGHT WITH OUR PANTS UP

Dear YOB,

The games up! I've discovered your secret, the reason why C+VG reviewers have been caught reviewing in ACE magazine. The answer is that C+VG is ACE magazine!

Stop! There's no denying it - if you do, then answer me

this. Why is ACE magazine's address exactly the same as C+VG's? And if you don't print this letter I'll know you're just a weedy little coward who doesn't want the truth unveiled.

James Holt, Maidenhead, Berkshire.

YOB: Unbelievable as it may sound to someone of your mental capacity, ACE's address is the same as C+VG's because they're both produced by the same publishing company. I hope there aren't any more at home like you.

COUNTRY DIARY OF AN AUSTRALIAN PSYCHO

Yo YOB,

This is a page on all my diary. May 1981 1980 - today I go to my practice bombing and shooting range. I got one Penetration soldier and five incendiary grenades. Today I de-

cide to stay home and count my MK 34 hand guns, LAW rockets and my budget MK 3 nuclear warheads.
May 1981 1980 - I go and steal my friend an armoured car for his birthday.
May 1981 1980 - Stayed home and watched the game some and totally tubular

Teenage Mutant Ninja Turtles. Also YOB is there any chance of a better game for the Atari?

Kim Chatterley, Wang, Australia

YOB: Don't ask me how I can help, but I've a feeling that this isn't REALLY a page out of your diary.

Mail Bag



Kris. Trying to fool me, eh? Well, you have to get up pretty early in the morning to pull the wool over YOB's eyes. Unless you're my granny, 'cos she's always fitting me up for the jumper she knits - about which the lass said, the better I think.

GAME BOY GEEZER

Dear YOB,

By the time you print this letter (please, please, please do) I will be the proud owner of a Game Boy. I will be getting this Gamenoid from my friend's Dad who is in Japan as they are a lot cheaper over there. Anyway, the reason I'm writing to you is to get these questions about the Game Boy answered:

1. Now that the Game Boy has been officially released over here, will the games released over here be compatible with the Gamenoid bought in Japan? If not, so I have to send off to Japan to get new games?
2. Do English retail order companies sell Japanese Gameboy compatible cartridges?
3. C+VG is brill, keep up the good work.

Thanks for answering my questions.

Steven Magravia, Dover PS. Have you heard about the light boy that lights up and magnifies the Game

Boy? Hopefully I'm getting one.

YOB: Unlike the PC Engine and Megadrive, foreign Game Boys don't have to be converted to UK TV format and voltage, simply because they have their own screens and run off batteries, so there is nothing to stop a Japanese Game Boy working in the UK. This also means that there should be no compatibility problems between foreign machines and cartridges, apart from the fact that any games with lots of Japanese text will either be reprogrammed for the English-speaking market or not produced at all. Most imports sell Japanese carts, mainly because that's where the games come out first.

REPLAY RETARD

Dear Whodunnit,

I have recently bought the game Risk Off 2 for the Atari ST and I cannot work out how to get a replay. I have read through the instructions through and through and still don't understand. It says when I score a goal I should press R for a replay before the next kick off. But when I press the R button nothing happens except the crowd cheer louder. I have tried everything possible but nothing

happens! So please send me some detailed instructions on how to do a replay! Richard Clancy, Sharnford, Birmingham.

YOB: Dear Richard, here are some instructions from C+VG's panel of ST Risk Off 2 experts.

1. Grasp the joystick firmly in your hands.
2. Use your skill to manoeuvre your players up to the opposing goal.
3. Press the fire button when in front of the goal.
4. If the ball goes into the net, go to point 5.
5. If you miss, try to regain possession of the ball and go back to point 2.
6. As your players run towards the centre of the pitch, keeping in jubilation at having just scored a goal, press the "R" key (that's on the keyboard).
7. Do not press the "U" key, as that will not do anything useful.
8. You should now be able to watch the replay.
9. Is that detailed enough? Actually, have you checked that the "R" key on your keyboard actually works? Well, just a thought...

TURTLES ARE TOPS!

Hiya YOB,

I'm Adam, I'm 16 and in three months I'll be the proud owner of a Nintendo Turtle

Power Pack. I've been following the antics of Jax, Hobbes and all you lot since December last month and I've enjoyed every minute of reading your reviews.

So, yesterday I went down to the newsagents to get my monthly copy of C+VG - but when I got there I realised that I already had it! As I was leaving I noticed sitting on the shelf in front of me, the Complete Guide to Consoles Volume 5.

I bought it and rushed home. I sat down, stuck my nose in and read! Mum explained there wouldn't be another pep talk out of me for hours - but when I turned to page 13 I was up like a shot - and there page 15 - oh wow! It was decided that I am to get the Nintendo Turtle Pack for Christmas - so could you answer a few questions?

1. Is TMNT a fun player game?

Mail Bag



Q: Are there any back issues of the Complete Guide to Computers?

A: And could you recommend some games - I've already got my heart set on Mega-man 3 and Double Dragon 2. Thanks a lot guys, see ya! Adam Dawson, Westham, VICB. Unlike the arcade game (which it is completely unlike, actually), the Nintendo Turtles game is for one player only. We've still got some copies of Console Book One in the office, but issue two has been sold out for quite a while. If you want a copy of the first one, send a cheque or postal order for £3.45, that's £3.99+99p post and packing payable to Computer and Video Games to the address in the front of this mag, marking it "CONSOLE BOOK ONE ORDER". If you buy one of the current batch of Nintendo games you can't really go wrong. Our top three are Light Force, Contra Triangle and the Super Mario games.

DULL TECHNICAL BIT

Dear VICB,

Firstly I would like to say that your magazine is great. I have been reading it for 3 years, now as well as another Spectrum magazine (Smiler User). What I am actually writing to

you is to find out if there is anybody who can help me with my +D interface and Star Gemini 180 printer. The problem is that it won't print double size when asked to by the +D. Instead it just prints a lot of garbage and the out-of-paper bell rings after each line of garbage.

If there is somebody who can help me, please can they write to my address as soon as possible.

How about a few competitions for us people overseas. We would appreciate it. Maybe your other overseas readers would agree.

Lastly, not all of us South Africans are like that character from Outlawry (Michael Latham) some of us are quite intelligent computer users (and not as rude as him). Keep up with the great magazine.

Gavin Kite, PO Box 269, Winton, 5500, Republic of South Africa.

VICB: If anyone out there is boring enough to know about Gavin's +D interface, would you mind writing to him, 'cos I don't think I could cope with another of his letters. Sorry, Gavin, but they wouldn't call me the VICB if I was nice to people.

POINTLESS TECHNICAL BIT

Dear Sir,

I was wondering if you would print this letter in Playmag.

ers. Me and my friend Graham have discovered a simple link up. The link up is below.



Allen Kennedy and Graham of Mains of Gallery.

VICB: Well, it certainly fulfils all the qualifications of being described as "simple", just like it's inventors. Come on kids, put old VICB out of his misery and let him know what useful purpose this is supposed to serve.

QUESTION TIME REVISED

Dear VICB,

I don't want to be a cranky buntick, so I'll just ask you three questions.

1. Do you think that the Sega conversion of Double Dragon is better than the Amiga one?
2. Can you get Double Dragon 2, Beast Busters, Final Fight or NATE for the Sega Master System?
3. Ryan Murphy's, West Yorkshire.

VICB: Asaah! It's one of



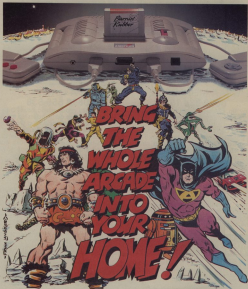
these question letters! I hate these question letters and the sender of the next one gets a punch in the face. Well, at least this one's not about Mega-drives, so I suppose while I'm here I might as well tell you that none of those games are available for the Master System, and I think most things are better than the Amiga version of Double Dragon.

THE LAST STRAW

Dear VICB,

Would you please answer some questions about Mega-drives.

Matthew Ash, Australia
VICB: Right there's all I warned you! SMACK!



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HOTLINES

WIN A MEGADRIVE

0898 334 150

Crikey flip, chief! Not yet another of those cool and trendy 16 bit wonders being given away by those mean, strutting dudes at C+VG! Well, less of the "mean", 'cos phoning up this line may make you walk away with a hundred and ninety quid's worth of topper Megadrive gear!

WIN A LYNX

0898 555 537

Not another groovy Atari Lynx being put "up for grabs" by those big spenders at C+VG? Yep, it sure is and it could be you sampling the delights of California Games, Gauntlet 3 and Blue Lightning! This pinnacle of handheld technology may end up winging its way to YOUR home, so dial now to avoid the rush!

WIN A GAMEBOY

0898 555 538

What a totally groovadelic prize! Only at C+VG do we give our readership the opportunity to walk away with a Gameboy every single month and this month's no exception. So as quickly as possible, grab that red-hot phone and dial those numbers. You may be the lucky one saying goodbye to those handheld blues!

WIN A PC ENGINE

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Fuel inject your gameplaying lifestyle with the PC Engine! Play your cards right by phoning up our hotline and listening carefully and who knows? One day, it could be you that wakes up to find a PC Engine blocking up the letterbox!

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PLAYMASTERS



Well, here we are once again in with a fine selection of the greatest cheats, hints and tips in the cosmos, including three (gasp!) solutions to Ga-mooles, players guides for F-29 Retaliator and Escape from the Planet of the Robot Monsters (phew!) If you've got a map, hint, tip or POKE and want to get your name in print, and possibly win yourself a bumper bounty-bag of software, why delay? Send it in to **PLAYMASTERS, C.V.O., 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**



ALL FORMATS

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Paul Ashcroft - the tipster dude from Gollums, near Watlington, has come up trumps in providing the correct paths through the test fire canal sections in this terrific game!

FIRST WAVE

First left, next right, straight up. Choose the middle route because it's easiest.

SECOND WAVE

Second right, straight up, choose the far right route.

THIRD WAVE

Straight away turn left, then up, first right, first left, straight up and choose the end line again. Paul has also given us a pretty cunning cheat for the end of level questions. Simply hold down fire until you're killed and then when you're reincarnated you'll be invincible - but only as you hold down fire!

ST FLOOD

Having trouble with EA's corking Bullfrog plant? The password MEER will get you onto

any level you want! Thanks to Mark Russell of Ipswich for that little wonder.

RETALIATOR

Are you master of the skies? Or are you still having problems taking your ASI-440s from your test dummy? Well, whatever your rank, Sam Collins has provided us with this invaluable player's guide to Cohen's F29 Retaliator which you may well find useful.

- leave it a moment too late and the wheels will be ripped off!

TANK BATTLES

Pack on board an external fuel tank, COWs and missiles. Fly in slow and low, lining up the tanks when they first appear as tiny dots. When they change to the real



TAKING OFF

Change your MFD to systems so you can easily see your speed and thrust. You can immediately take off your brakes without moving, increase your thrust to 80% and take off at 200mph. Retract your landing gear as soon as you leave the ground

thing let loose with a COW which will effectively blanket bomb the entire area. Don't worry about hitting your own tanks because you can't!

SEA BATTLES

Take a fuel tank, ASI-440s, COWs, Mavericks or 8 ASI-440s. Fly in at 200-300 feet in stealth mode. Wait





until you're really close then fire a SPADAM at the ship's hull. If all's well, it should sink. If the mission involves planes use ASPAAMs. Enemy ships have red stars on the decks.

PLANE BATTLES.

Take 17 ASPAAMs on board, switch to stealth and fly in at 200 feet. Fly straight for a MIG which will appear as a flying dot. It should be tracked with the target designator. When it turns into a plane fire two ASPAAMs. This should get them, but if it doesn't they will suddenly go into Rambo mode and fly straight for you. Take evasive action!

BRIDGES, BUILDINGS AND OTHER GROUND TARGETS

Take a fuel tank, CSWs and

some Mavericks. Fly in stealth mode to avoid the SAMs. Fly straight to the target and let 'er rip. Easy!

MISSILES

Watch out for the warning, reduce your speed and go into a dive releasing chaff and flares. Dive and spin and you should be alright.

LANDING

Centre your aircraft on the middle of the runway and slow down to 140mph, then lower your flaps and landing gear. Reduce your altitude to 200 feet. When you're directly over the runway slowly reduce your height until you touch down. Reduce speed and put on the brakes and your mission is complete!

AMIGA DAMOCLES

Lee Ellershaw has taken us



DAMOCLES

up on our challenge of solving Maverick's 3D epic Damocles in a different way to the solution shown in issue 108, by coming up with three different solutions. Take it away, Lee!

Finally, go to 09-08 Capital City and collect the antigrav. Fly to 11-08, leave the ship and pick it up. Go to the basement, and enter the transporter (the side with no arrow). Press 4 to travel to the 'Hansa Parliament'. Go to floor 3, pick up the briefcase, and go back to the transporter. Press 1 to go to Hansen Isles (08-08 Sans Island). Pick up the transporter and go to the basement. Pick up the detonator. Leave the building, drop the ship and board it. Fly to Hansen Lab (08-08), leave the ship, go to floor 3 and pick up the explosives. Go to the basement, pick up key B, and leave the building. Fly to

Snow Island, and Hawthorn's Mine Bar (08-08), and collect





Democles, where you should land. Fly backwards at the slowest speed, dropping all but one of the explosives along the way. Stop when this has been done, activate the detonator, and get power to it using the keypad. Set the timer so that you have enough time to escape the explosion. Select the last explosive and press " on the keypad, then stop timing the explosive. Drop the explosive, and get the heck out of there - once again, it's goodbye Democles!

Lee says that another way of completing the game is to divert the comet (which is far more profitable). Instead of landing on Democles, instead land on the planet Isosus, and blow that up instead, either using the explosives, or the Houdibomb as described in issue 136, so now all you would be maintaining can get right to it!

TURRICAN

James Outer of Bishop's Stamford has sent in the cheat code for Turrican Art's latest shot. Type in **BLUES-MODEL** on the high score table for 99 level! Grapes!

SKIDZ

Hold down the ALT key and press the fire button. While doing this press M to stop levels or C for infinite energy. Go save Darren Hickey of Middlesbrough and who are we to deny his word?

SHADOW OF THE BEAST 2

If you want to cheat and gain infinite energy, walk right until you come to the first man, where you press A and type **TEN PINTS**. Cheers to James! (What? No surname?) from Glasgow

SHADOW WARRIORS

Trevor of Birmingham reckons that just pressing **HELP** will get you through to the next level. Could come in handy!

SPECTRUM

TARGET RENEGADE

Paul Robinson (that from Neighbours, hopefully) of New Cross, London, informs you can get infinite lives by following this course of action. On the highscore table enter your name as PA. Now press delete twenty times. Now just press enter and all those lives will be yours!

GAUNTLET

A bit crumbly is this US Gold game and no mistake. Still, the word is that if you start the game and hold the full stop button down, you will be able to walk through walls. Andrew Gainsley from Barnsley sent us that priceless gem.

PC XENON 2

"I have a totally wicked cheat for Xenon 2 on the PC," writes Justin Orr (Glasgow) of Surrey. And here it is! All you have to do is wait for the game options to appear, move the highlight to the appropriate selection and press **RT**. Play the game as normal, but if you fancy being invincible, just press the I key! Unbelievable!

ULTIMA VI

We couldn't try this cheat but why not give it a whirl? First of all, left to left. Type **SPHAM** (enter) three times and then **HUMBURG** (enter). Now you should be able to change all your stats and items!



the explosive from the basement. Leave Cns, and fly to Thion. Go to Thion Base

Camp (002-004), and go to Burdock Media Link (00-00). Pick up the explosive, drop the transporter, leave the ship, and pick it up. Enter the transporter, press 2 to transport to Madland Party HQ (00-14 Birmingham Island, Dene). Pick up the transporter, leave the building, and drop the ship. Board the ship, and fly to Dion North, and to the windmill at 00-05. Leave the ship, pick up the explosives, and then pick up the ship. Drop the transporter, enter and press 8 to go to Hammar's New House (07-01 Ur City, Dene). Leave the house (that's what key 8 is needed for), and drop the ship. Fly to Industrial Coop House 1 (01-00), go to the basement and pick up the explosive. Leave the building, and fly to Vulkan Island. Go to location 00-00, and pick up the explosives. Leave the planet, and fly to



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Richard Steven Adams

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C64 PRO BOXING SIMULATOR

Steve Wilson from Bristol has provided us with this devious set of passwords for Code Masters' recent chart-topping effort.

STEVE WILSON: PARITY
GARY LARRY: TALON
FRED FRADY: SWORD
ROMIE RAZOR: LUCKY
DREDDY DAX: UNION

TEST DRIVE 2

This street buster's guide - A Pritchard of Farnham - sent us a tip to complete courses incredibly quickly. Just press D whilst accelerating and watch what happens!

PHOBIA

A Pritchard's return again! On the tapeless version of the game, if you die don't reload the tape! Just leave your deck playing and the next level should load in. If you know the counter readings you can even wind on to your desired level! Crazy!

SIM CITY

Press F1 at any time and your cash is reset to the tune of four thousand pounds! Thanks to Matt Fowler of Birkenhead for that little tip.

AMSTRAD TREASURE ISLAND DIZZY

Steven Whitehead from Forest Hill, London, has sent us to write in with this little cheat inside for this Code Masters offering. Hold down the keys A, O, P and ENTER on the title screen. Keeping these keys held down start

the game. When the game starts let go of the keys. Try some of these:

C - Makes Dizzy disappear.
Z - Move the screen to the left.
X - Move the screen to the right.
M - Move the screen up.
K - Move the screen down.
SPACE - Makes Dizzy disappear.
Speedy Centers take note: This should work on your machine as well. Two cheats for the price of one!

IMPOSSIMOLE

Absolutely brilliant if you wrote it with this one. Pause the game and hold down the keys M, O, L, and E. Unpause the game for a full supply of money! Spectrum notes shouldn't feel left out either - this cheat works on that game!

HUMAN KILLING MACHINE

When you start the game, hold down G and O (that's G - not GO!). Pressing F takes you to the next level! Thanks to Jason Henry of Salford for that cheat.

SPACE HARRIER

Okay, so it's getting on a bit old. I bet you didn't know that pausing the game and pressing + will give you an extra life. Jason Henry from Scotland does it again!

SHADOW WARRIORS

Iman Khan (what? Not THE Iman Khan?) has sent us this pretty lethal means of killing the first and-of-level guard.



Just make him shove you into the pit and then jump in. When the game restarts the boss will have jumped down the hole and won't trouble you any longer!

SEGA NINJA

Also, some naughty man has pinched our copy of Ninja. But I thought I'd pass on this information from Erik and Hills Watson from Buxton. By the way, you'll need an autolife unit or a Sega Commander played to make it work.

1. Turn on your autolife and put your rings in a position where he's firing right at an obstacle (a tree for example).

2. Put something heavy on the first button (a set of PlayStation speakers for instance).
3. Do your homework on something for an hour or so.
4. Return to the game, and once you've cleared a stage, Erik and Erik reckon that, quote: "your eyes will probably pop out of your head"...

THUNDER BLADE

A pretty decent interpretation of the coin-op, and here's a H.W. with a cheat to make you indestructible! Yes please, chief! When the title screen appears, simply press up, down, left and then right then start the game with an invincible chopper (obituary ringers all round).



GANGSTER TOWN

Joely Hollands from Bournemouth has discovered a cheat good cheat for this game. When you die and your car is shot off, shoot it yourself and it'll turn around and it will land back on your head, enabling you to continue from where you left off!

MEGA DRIVE SUPER MONACO GP

An incredibly decent road racer... and if you fancy a butcher's at the last leg of the World Championship, try this code, courtesy of veteran tipster Dave Moore of Southend. This'll place you three races from the end of the second season and even if you completely screw up the last few races, you're guaranteed to win Chivers, David!

04C6 01J8 0007 0000
0015 0010 0027 04C6
0009 0000 0163 0002
0000 0000 0000 0000

THUNDER FORCE 3

A totally brilliant game with a fantastic cheat to match it if you fancy killing out your Thunderforce fighter with every single weapon available in the game then read on... Play the game as usual and pause the game whenever you feel like it. Now then, press UP ten times. After that, quickly press DOWN and then button B alternately and watch that weapons window fill up! But there's more! Unpause the game whilst pressing button A for equip yourself with some multiples. Even more destructive powers, gu'n'ner! We've got George Haggart to thank for that persistently amazing cheat!

NINTENDO MEGAMAN

James Cosentino from Victoria, Australia has sent in

these fab tips for this terrific platform adventure. Take it away, James!

CUTMAN: He's the easiest of the end-of-level baddies. Just use your normal weapon on him.

BONEMAN: Use the normal weapon on him as well.

SUTEMAN: Three hits with

bombs will dispose of this character.

FIREMAN: Just stand in one spot and blast away with your normal weapon.

ELECMAN: Use Cutman's blades. Three hits should do the trick.

ICEMAN: Three hits with Elecman's tools should get



the job done.

DR WILLY: This is open to any suggestions...

Get the mutant beat in the Elecman level by using Cutman's power. You'll add a different sense mode. Just throw them out of the way and it's all yours.

The Cutman on Dr Wily's level is very tough at first. Work out it's pattern of forming and then you'll know when to jump. Use your Elecman weapon on its eyes. When you come up against another Megaman on the Wily level, use your normal weapon to enable him.

GAMEBOY TEENAGE MUTANT NINJA TURTLES

If you're low on power (the game by pressing START and then press UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, B and then A. Your energy will now be full. And that's not all. On the second sewer section of level one, walk off the wall into the footpath then into the sewer. Keep on walking. There will be a pipe above your head with Foot soldiers on it. You will come to a wall. Stand against this. The turtle will flash and a secret bonus stage will be unveiled... We've got John Delaplan of Worthing to thank for those brilliant tips.

NEMESIS

Paul Bush from Reddington reminds that pausing the game and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. A will give you huge gains for boosting machines. Sounds like fun to us!

AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA

Hicksville branch	Sung, December 18
Brooklyn branch	Sung, Sept. 1977
New Rochelle branch	Sung, September 1976
Long Beach branch	Sung, November 1976



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Welcome to the Official UK Highscores Table, the only place where the nation's highscores can join the ranks of the champions. If you reckon your score can only be described as awesome then scroll it down on a POSTCARD or sealed down envelope and send it to OFFICIAL UK HIGHSCORE TABLE, C-VIS, PRIORY COURT, 35-37 FARRINGTON LANE, LONDON EC1R 3AU. Our panel of experts will consider your entry, so get scoring - now!

SEGA

ACTION FIGHTER
1,500,000 Nigel Wright, Lancashire, Scotland

ASTEROID
17,400,000 Kenneth Rowe, Croydon, London

ALEX KANE (LAST STAND)
1,074,000 Dennis Watts, London
ALEX KANE (LAST STAND)
275,000 Steven Taylor, Manchester

ATARI BREAK
10,000,000 Simon Williams, Harlow, Essex

AMERICAN FOOTBALL
100,000 Neil Cline, Cornwall
ASTRO WARRIOR
1,000,000 David Widdowson, Bournemouth, Dorset

ATARI ADVENTURE
200,000 Peter Samuels, Stafford

BLACK BELT
4,000,000 Terry Webb, Glasgow
BLACK EAGLE 3D
80,000 Richard Bell, Biddenden, Kent

BURNER RING
1,000,000 Peter Cousins, Cheshire

CACTUS AND GAMES
2,000,000 David, London

CACTUS
10,000,000 Scott Wright, London

FOOTBALL
100,000 and James May, Birmingham, Kent

STUNNED
10,000,000 Nigel Wright, Leamington, Stafford

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STUNT BOOP
10,000,000 Peter Williams, London

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HIGH SCORES

THE BOY
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GAMEBOY

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PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

Plotting



"...plays brilliantly. An absolute must for puzzle fans!" *Social Star*
 "...it's simple, but it's dead hard... more exciting than many other puzzle games... sticky, but also very addictive." *Crash*
 "...fun to play and will keep you addicted for hours on end. A good game that is sure to please." *Amiga Action*

C+VG CHALLENGE

Hang out the flags, blow up the balloons, pass round the Mr Kipling Apple and Custard Pies (mmm, yummy! - Ed), because at last The Stupendous C+VG Challenge has arrived! We thought we'd get the ball rolling this month with a full report on the recent International Computer Games Championship, which took place at the Earls Court Computer Entertainment Show on Saturday, 15th September. The likeable rogues from C+VG were there and actually made up a sizeable contingent of the US Gold-sponsored British team.

THE UK LINEUP

Managing Ed, Julian Rignall, took the role of team leader, and he was to be assisted by his C+VG colleagues, Richard Leadbetter and (at the last minute) Robert "The Beard" Swan. Last but not least was Simon Haslington, the man who proved invaluable during last year's competition in Paris, and was to prove equally key to the team's performance in the 1990 championship.

THE COMPETITION

The competition was provided by teams from the USA, Italy, and France, each with four members. However, when the competitors assembled on Saturday morning the French team, backed by Infogrames were nowhere to be found!

A top scout runner was dispatched to the Infogrames stand only to discover that it was all closed up! The entire team and Infogrames staff had *been hijacked* themselves and run off with a load of colour-and-silly-stripy-jumper-wearing, garlic-n'-onion chompin', sheep-burnin' cowards!

GAME 1 - COLUMNS

With half the opposition out of the way, the teams got to work on the British game choice, Megadrive Columns, in which each player had to go for the highest score in the three minute timed game.

A further complication arose when it was discovered that the processor in the Italian Megadrive was running faster than those in the other machines, so their on-screen timer had run out about half a minute before the others! A replay was demanded and the Italians came away with respectable scores.

However, they were no match for our brave Tommies, who had been practising furiously, though, and Julian and Simon clocked up the top scores of 18,166 and 16,213. The Italian team took third and fourth place, leaving the American team (sponsored by US software, *Accolade*) to bring up the rear. But they were about to play their Joker, because the next game up was their choice - the Amiga version of *Accolade's* own Test Drive II.

GAME 2 - TEST DRIVE II

As the disk booted, and the Italian team complained about the sandwiches, the British team discussed tactics. Only Richard had played the game before, but he rubbed his hands gleefully when he discovered that the competition was to go the fastest time to the first gas station. "There's only one bend to worry about," he told his team-mates.

Armed with this vital info, the Brits got ready to drive all over the opposition. But! Another twist came in a fit of nationalistic fervour the Italian team had chosen to drive the Ferrari F40. Instead of the rather slower Porsche 959 which the

Man of the Match! Fabio Rignall, no happy lad, it seems his cap the wrong way round!



CHALLENGE

CHAMPIONS!

After teams had been told to select, giving them an instant speed advantage.

With that problem corrected, the teams took off over the highways of California. The American team turned in some incredible times, and all their players finished the course in just over 51 seconds. While the Italians seemed rather flummoxed by the game, the British lads soldiered on, and turned in two mediocre times after some catastrophic overtaking. Ben Flob ruined a potential winning run when he forgot to fill in front of the garage and ran out of fuel! "Why didn't anyone tell me?" wailed the beleaguered one.

Luckily, Simon was learning from the mistakes of his comrades, and he finished the race in the fastest time of all, beating the best American time by 0.2 seconds!

GAME 3 - E-MOTION

Following a short lunch break, the teams reassembled to take on the final game of the competition, US: Gaid's E-motion, which had been chosen by the Italian team. Little did they know that both Richard and Simon were experts at the game, and during lunch they had been trading various secret bonuses and time-saving shortcuts. Unfortunately, the American team had been watching over their shoulders and were soon passing the same tricks themselves!

Each player had three minutes to get the highest score in his final round, throughout which the screaming compare who just happened to be Larry Sparks, co-marketing manager of Activision UK, continually exhorted the players to "give some EMOTION!" while the players continually whispered rude things about him under their breath. "Come on! We want the numbers!" he yelled into his falling microphone. Sparks have yet to decipher this.

With Larry Sparks yelling in his ear, Richard wasn't doing so well, and he was forced to quit the game and restart three times, losing him a minute of time! But on the fourth game everything seemed to click, and he suddenly began ramping through the levels with pinpoint accuracy, collecting special bonuses at every turn, and finally finishing the game with a top-winning score of 41,260!

However the best was yet to come, and when Simon stepped up for his final he showed himself to be a true E-motion maestro and knocked up a vast score of 46,960, which sat in and away the best score of the round!

► Fresh from meeting the cast of Grange Hill, The champions pause only for posing!



Hurrah! and Hurrah! After breaching the French and Spanish teams in last year's European Championship, the British team proved they're world-leading gameplayers! Each team was ushered up to the stage to be congratulated by the outstandingly famous stars of Grange Hill, a slightly less famous Cockney comedian (whose name eluded everyone), and of course the vast crowd of show-going punters who had gathered around. After a rousing chorus of Land of Hope and Glory, everyone held matches in the air and began to sway with patriotic passion, and the team marched boldly off-stage to collect their prizes, and think of next year.

LET'S HAVE A LOOK AT THE OLD SCOREBOARD...

And so the competition was over. Each team's top two scores on each game were noted and each player was allocated the following points according to his score.

THE OLD SCOREBOARD

COLUMNS

UK	1ST	18,180	10 POINTS
UK	2ND	16,210	8 POINTS
ITALY	3RD	13,970	7 POINTS
ITALY	4TH	10,280	6 POINTS
USA	5TH	6,930	5 POINTS
USA	6TH	6,830	4 POINTS

TEST DRIVE II - THE DUEL

UK	1ST	51,488CS	10 POINTS
USA	2ND	51,638CS	8 POINTS
USA	3RD	51,938CS	7 POINTS
ITALY	4TH	47,98CS	6 POINTS
ITALY	5TH	72,88CS	5 POINTS
ITALY	6TH	73,88CS	4 POINTS

E-MOTION

UK	1ST	49,960	10 POINTS
ITALY	2ND	49,250	8 POINTS
US	3RD	43,000	7 POINTS
ITALY	4TH	42,000	6 POINTS
UK	5TH	41,260	5 POINTS
US	6TH	37,700	4 POINTS

TOTALS

UK	WINNERS WITH 16 POINTS
ITALY	SECOND WITH 14 POINTS
USA	THIRD WITH 11 POINTS

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PC ENGINE
SUPER GRAFX
CORE GRAFX
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IMPORTING & EXPORTING



LOTUS ESPRIMO

BY GREMLIN

The Lotus Esprit SE Turbo is one of the fastest cars on the road, and with a 254 bhp engine and a top speed of 163 mph it can "out-run" (generally) almost anything on four wheels.

Gremlin first acquired the license for this amazing marque, and produced this - a one or two-player Lotus challenge game, in which you



GET IN THE FAST LANE

The Lotus Esprit Turbo SE is one look of a car, and the space behind are nothing short of amazing. Check these out!

MAXIMUM SPEED ACCORDING TO GEAR

1ST - 41 mph
2ND - 63 mph
3RD - 100 mph
4TH - 133 mph
5TH - 163 mph

ACCELERATION

TIMES TO 60/100 MPH

0 - 60 mph in 4.7 secs
0 - 100 mph in 11.8 secs



take either the computer or a friend around one of 32 different tracks, whilst trying to keep ahead of 16 other random Lotus drivers.

At the start of the game you can adjust game parameters such as the difficulty level, number of laps, control method and whether the car has manual or automatic gears. After that, select one of four tracks from the in-car CD player, or just switch it off and listen to the sound of speeding tyres.

Then it's onto the race itself - zoom down the twisting track over hills and down dips

DIMENSIONS

TURNING CIRCLE: 24.0 METERS
TOP SPEED: 163 MPH
GEAR: 5
GEAR RATIO: 1.00
FRONT TRACK: 50.0 IN. REAR TRACK: 48.0 IN.

DIMENSIONS IN INCHES



SPRIT TURBO

AMIGA
£24.99

Lexus Sprint Turbo Challenge's emphasis is on speed and realism, with highly detailed vehicles, roadside signs, track hazards, hills and bends whipping past at an incredible rate, creating a real sense of screaming around a track at gut-wrenching speeds. The sound is excellent, with four thumping tracks which blast out along with the roaring effects, which only serve to enhance the atmosphere. Along with all this, Lexus is full of overloading with game options, which give heaps of testing appeal. Challenging gameplay (especially with two players) and astounding audio-visuals combine to make Lexus Sprint Challenge a brilliant game, and one that demands immediate purchase.

ROBERT SWAN

GRAPHICS 94%
SOUND 93%
VALUE 89%
PLAYABILITY 92%
OVERALL 94%



UPDATE

Lexus Sprint Turbo Challenge should be approaching onto an AT, Amstrad, Spectrum or C64 near you soon, and it'll be interesting to see exactly how the other versions compare against this. Watch the Updates section for reviews as soon as we have them.

C+VG
HIT!

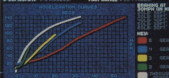
avoiding rocks, road signs and other cars to come in the top ten. If you're over-work or worse at the end of the race, you're out.

During a race photos are available to refuel and repair damaged parts - but spend too much time in the pits, and everyone else will leave you for dead!

PERFORMANCE

PERFORMER SPEED (T/MODES)
SPEED (T/MODES)
SPEED (T/MODES)
SPEED (T/MODES)

GOVERNMENT TEST MODE (L/100)
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*BASED ON GOVERNMENT FUEL ECONOMY FIGURES: 50 MPG/GAL OF 90% OIL
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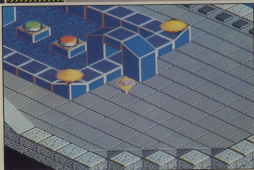


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▲ Guide GERALD through Cluster III

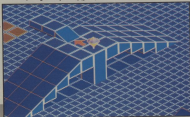
SPINDIZZY

BY ACTIVISION

▼ All this spinning makes you dizzy (groan!)

Spindizzy is back! Paul Otterley's classic mixture of Marble Madness with a huge dollop of exploration elements went down a storm with 8-bit gamers across the globe, but the hero of the piece, GERALD, has never appeared on a 16-bit system... until now!

The original author has taken Spindizzy into the 21st Century and beyond! Here, GERALD takes to the stars! The vast playing areas have been split up into worlds and solar systems, and for each world a different quest





Get the flag and reach the exit



**C+VG
HIT!**

avoids. Generally, the objective is to collect a number of energy crystals scattered around the scrolling isometric 3D environment, and then making your way to the exit. Complete this for all sectors in a single world, and another even more herculean one awaits.

If that sounds ridiculously simple, re-adjust your thinking! Your greatest challenge will be the terrain itself. The contoured hills and bumps all have an effect on GERALD. Shallow hills can be negotiated with ease, but GERALD's turbo boost facilities will be limited to the max in order to conquer some of Spindizzy's steeper peaks!

On some worlds a time trial comes into operation. Here, you'd better have your Spindizzy skills honed to perfection, as you're going to

have to collect all those crystals AND escape before the crushing time limit spells an end to your game-conquering aspirations.

Different coloured switches also alter the landscape. These all have some kind of effect over the lifts and pathways that can be found around each of the worlds. Some switches will turn on lifts. Others may create pathways that'll lead the way to that previously unreachable crystal. Almost lethal cunning is required in order to reach every crystal on every level.

But remember, when you're in control of GERALD, it's a matter of life and death! Flawless dexterity is needed in order to conquer the terrain and remember: if you fall too far, GERALD has a tendency to explode and lose you some energy! The

▼ GERALD: a probe with a mission.



REVIEW

assorted enemies that inhabit the worlds are also out for blood (or rather, energy), so it's a good idea to give them something of a wide berth in order to succeed.

UPDATE

Priced at £24.99, you'll find that Amiga Spindizzy 2 is every bit as good, if not better than the ST game, with smooth scrolling replacing the ST chip 'n' scroll system.

**ST
£24.99**

Spindizzy ranked as the greatest 1-bit thrills machine game ever - and you discerning ST owners have a new, improved version! It's not just a rapid port-across either. Spindizzy was noted for its sheer madness, but in this sequel it's been increased tenfold with hundreds of huge worlds to explore and enjoy. My current fav is Paulback, where Spindizzy 2 doubles up as a 3D version of the classic Namco coin-up, only this time Namco's out to get you! The surreal graphics are all superb and the use of colour is exceptional. The sound is great too - swing your punts to a totally groovy hard-rock soundtrack and keep your ears pinned back for the delectable FX. The madness of the quest, coupled with the different objectives will keep your interest up for weeks on end. You'd have to be a driving pithead to barge about purchasing this classic game - so don't!

**RICHARD
LEADBETTER**

GRAPHICS	94%
SOUND	87%
VALUE	94%
PLAYABILITY	93%
OVERALL	93%

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REVIEW

► AMIGA ST



10 0 X LAP 2 3 DROG LAP 1 1 132

BY DOMARK
/TENGEN

In the nuclear blasted wastelands of the future, only one form of competition exists - the Badlands hot-rod racing championships! Here, the meanest and moodiest drivers take their custom-designed motors along to eight of the worst-hit zones and test them to the limits of hard-ship and endurance.

Three players race along the eight circuits, and their aim is simple. Winning is the aim of the game, because prizes mean money and money means upgrading your vehicle. The currency of the future is wrenches, and at the Badlands Garage wrenches can buy you speed, extra acceleration, shields and best of all, weaponry!

At the Badlands courses, not only are the courses out

C+VG
HIT!

BADLANDS



2610 0 X LAP 1 10 10 LAP 1 10 3254



470 0 X LAP 2 1



LANDS



to get you (aware of pushing electrifying fields and gun emplacements), but the competitors can fool themselves up with vehicle-mounted death-dealers including guided missiles and machine guns!

Across testing tracks like the Prison Yard, the Highway Overpass, and the Desert you're going to need all the low-down dirty tricks you can muster, so take your air-mounted speed machine to the Lands' state and safety that need for speed!

AMIGA £19.99

Well, I just don't know what to say! One report we've discovered the lack of quality Super Sprint type games, and what happens? After the brilliant Road Racer, another quality racer comes our way! Lands of Mystery is just what Super Sprint with rockets and machine guns - and what a center it is! The speed of the action in this game's greatest asset - performance your car with extra turbo and watch it fly! The graphics are exactly the same as the arcade machine, with fluid animation, great speed and cut, colorful backdrops. The sound is totally fantastic, with pulse-racing tones, awesome sampled crash rolls and smashing guitars! Lands of Mystery is fun all the way and with two players participating, it's a feast of explosive thrills and high speed motorway mayhem. Recommended without any hesitation.

**RICHARD
LEADBETTER**

UPDATE

Lands of Mystery will be burning up the 16-bit format real soon now. We've seen early versions of the C64 and Spectrum games, and they both look the business. Stay tuned for the update section for the definitive low-down.

ST £19.99

The inferior sonic are the only difference between the ST version and its Amiga cousin. All the playability is still there to be savoured - so buy it!

OVERALL 92%

GRAPHICS	91%
SOUND	85%
VALUE	92%
PLAYABILITY	93%
OVERALL	92%

PUZZLE

The latest and greatest puzzle game to hit the Western World has now come to your computer. It's called Tetris, and it's the most complex of all levels of difficulty as you position the

blocks and make them disappear! Sounds easy?

The gameplay is surprisingly simple - the objective is to form lines of the various blocks. Get puzzled and frustrated and be rewarded for many long nights of excitement.

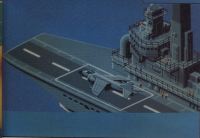
Taito

► **AMIGA ST**

REVIEW

OPERATION HARRIER

► Tool up your Harrier with devastating firepower.



BY US GOLD

Welcome back to Rotoscops, Creative Materials' alternative use for 3D polygons which was first seen in Rotas. With Rotoscops the action is viewed overhead and rather than having the main character (in this case a Harrier jump-jet) rotating when you choose to turn, the landscape does - discrimination guaranteed!

The object of each mission is usually to destroy an enemy target, for example a hostile aircraft carrier, in order to carry out this mission of destruction you have a large choice of air-to-air, air-

to-ground, and air-to-just-about-everything-else missiles with which to cause maximum mayhem.

The enemy also have a few retaliatory tricks up their sleeves, so your Harrier's built-in cannon is just the ticket for wiping out air patrols that have your impending destruction on their mind.

Dispatch your kilt when the going gets tough (an't going to win you any awards). The loss doesn't take lightly to complete wastage of any description and if you're not careful you may be assigned to latrine duty - hardly the treatment a kiltie here like yourself deserves!

UPDATE

PC Operation Harrier is nearing completion, and isn't far removed from what we've seen here. Watch out for a further update in the coming months.

ST

£24.99

Not much difference between this and the Amiga version, really. Well worth a look.

OVERALL 82%

**AMIGA
£24.99**

This follow-up to the first Rotoscops game, Rotas, is far and away a better game. The actual rotary movement has been expanded to be able to zoom in and out, adding that extra dimension that Rotas lacked. The gameplay itself is improved and, above all, interesting. There's always something to keep you occupied, be it an enemy squadron or actually seeking out and annihilating the mission targets. My only gripe is that the Harrier is rather sluggish in control, and death is never far away. The graphics (a mixture of polygons and spirital work very well indeed, but the sampled sounds, though functional, could not honestly be described as anything. All in all, then, a first release that US Gold and Creative Materials should be proud of. Be sure to sample its delights.

**RICHARD
LEADBETTER**

**GRAPHICS 83%
SOUND 71%
VALUE 84%
PLAYABILITY 81%**

OVERALL 82%

“Just what a game should be: looks good,
sounds good, and plays like a dream.”

Chris Morley ACE, October 1990



936

The 3D vector graphics engine in Microstyle features solid filled 3D graphics with shadows and light reflecting surfaces. The engine allows solid and transparent surfaces to be freely mixed. Shadows and transparent/semi-transparent surfaces are also supported.

The game code runs up to 300 line objects in the map. The game cycle rate and the view cycle are independent so that game flow can be fast even in low constant areas if the display rate is slowed down.

Special explosion effects are achieved using a light emission particle controller that automatically scales up to 100 particles. Depending on game flow you will change!

Microstyle uses a grid based map similar to those that includes "block" objects, interesting ground features and light sources.



Simulator wings are the backbone, bringing up immediate comparisons with the classic Vixen. Your SPV takes 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed.

Reflexes feel very furious and you can power up the SPV with loads of goodies including speed-ups, radar, fire and target missiles, target display systems, shields, and extra lives.



MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive....

Cyberspace rules in the future, when war is played out inside massive computer simulators. A particularly unpleasant virus has, however, had the effect of projecting the combat into the real world and as a result you have forces of MicroByte's microstyle pilots wreaking havoc all over the place. Your objective is to enter the "battle matrix" and destroy the other craft as well as the matrix itself.

You control a sophisticated Sulex Reconnaissance Vehicle (SPV) with wing wings that give it limited flight capabilities. You drive your SPV around the matrix, encountering every so often a thin barrier that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.



936

To add variety to an already exciting game, Microstyle has been given a wide variety of enemies. First, and most common, are the mean fighters that slowly creep in to complete circle until they hit you, whenever they like the

chance. Meaner ground and air attack craft, such as bomber and scout tanks, move around the landscape, randomly sending only one shot to kill. Then you reach the megabombs - these can only be killed with shields, but when they explode in the most catastrophic way yet, by first exploding the gas form and then collapsing in on themselves and/or nearby small craft.

Throughout the game you often wonder if a map screen for strategic planning - and there's often a map screen at that when you start major strategic/other functions while your in play.



The result is a fast paced 3D shoot-em-up that is slightly similar to Revolution 10th in gameplay terms but blends in elements of Action and Virus as well. In addition, the gold construction introduces a major element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

Here at MicroByte we couldn't think of anything more to add to Chris Morley's review for October's edition of Ace.

RELEASE DETAILS

ATARI ST	E24 89	OCT 89
AMIGA	E24 89	OCT 90
No other versions planned		

All excerpts quoted by kind permission of Ace



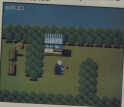


FeSteR's QuEST

BY SUNSOFT

Whaddya mean, "Who's Uncle Fester?" You must you've never heard of the Addams' Family? Well, obviously (TV aren't) reuniting any episodes of this cult US comedy show round your way, so I'll better tell you in. Gomez, Morticia, Wednesday, Pugsley, Grandpa, and of course, Uncle Fester, and a family of slightly horrific freaks who, not surprisingly, lead rather freakish lives, as this particular episode proves. Strange mutant aliens have invaded the Addams

▶ Rampant webby things threaten our hero!



▶ Alien terror puts the dampeners on Fester's boogie up!

family's neighborhood and planted their Ragnorocks of Death all over the place. Brave buddy that he is, Uncle Fester has taken it upon himself to defend the family residence and see the offciders well and truly off the world.

Armed with his doom-jay banterbus, Fester wades forth into the scroting city-caps, dealing death and destruction to the ragnorocks, which are accompanied by nasty blue and red Fester-sucking toads and floating,

waterpillar-spitting heads. Luckily, when these baddies explode they leave behind pummy Fester goodies, such as money (!), bewery-buffed gun upgrades, whips, keys and light bulbs to help him on his way.

The light bulbs come in handy when Fester has to travel underground, fighting off bats and green blobs in the dark sewers. The keys let Fester into houses where other Addams are waiting to hand over explosives and vice-grips and all those other goodies unavailable elsewhere.

NINTENDO £19.99

Uncle Fester - what a wacky character. Uncle Fester - what a dull game. After the fab moon-busting-Fester opening sequence and the fun-kadoodle title music, the un-rewarding, wile-bout-shooting gameplay was something of a downer. You just go on and on shooting booblike monsters that regagner the moment they're snuffed off the screen, and the hampruss potential of the Uncle Fester link is never actually used during the game. Even the graphics are flickery and unimpressive, so there's not even much compulsion to play on and see the next bit of the game. Admittedly, this is one of the cheaper Nintendo carts, but you'll be better off saving your money until nearer Christmas, when there are some really great Sunsoft titles coming out.

PAUL GLANCEY

GRAPHICS	66%
SOUND	61%
VALUE	70%
PLAYABILITY	55%
OVERALL	58%



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ME A
FAVOR



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£29.99
ALEX KIDD IN
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Virgin
SOFT

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REVIEW

► ST AMIGA

BY US GOLD

This pseudo-sequel to the cracking *E-Motion*, is set inside the human body, where a war is raging between invading virus cells and the body's own defence mechanisms.

Most of the time, these virus cells are easily defeated, but when a strain mutates, it's time to activate the artificial Vaxine system, a remote-controlled detect-and-eliminate mechanism designed to enter the body and dispose of any intruders.

The 'body' is a chequerboard floor, dotted with numerous key body cells, in the shape of small domes. Enemy viruses gradually bond together in order to attack these domes, but also use the cells' proteins to multiply in number!

To save the body, the cells must be defended by blasting a virus with a colour-coded antibody (use the wrong colour, however, and the shot will have no effect), or using a 'trapper' cell, which

C+VG HIT!

will bond with a virus, wait for more to bond with that, then destroy the whole bunch! Once all viruses in the area are destroyed, it's on to the next part of the body.



VAXINE



▲ Effect the plans for extra antibodies!

ST
£24.99

This is the next in US Gold's series of 'New Age' games, and it's pretty damned good. For what is, in essence, a fairly shoot 'em up, there is something about Vaxine which puts it head and shoulders above other games of the type. The graphics are nothing short of amazing, with lots of shaded spheres bouncing around left, right and centre, and though there isn't much in the way of sound, what's there seems to fit in perfectly. The effect of viruses on the antibodies can make life rather difficult, but fortunately this can be turned off, so give the game a more accurate feel. Speed is of the essence, with more and more viruses appearing and bonding, you have to really work to get all the molecules out of the way before the screen is filled with rampaging germs. Overall, Vaxine is a really good deal in the best traditions - easy to play, difficult to master.

ROBERT SWAN

UPDATE

Vaxine should be infecting a PC near you real soon, but unfortunately USG have no plans for any 8 bit versions at this time - sorry, a familiar story...

AMIGA
£24.99

Essentially the same as it's ST counterpart, but with more sound and more colourful graphics. A lovely game.

OVERALL 90%

GRAPHICS	94%
SOUND	82%
VALUE	88%
PLAYABILITY	91%
OVERALL	90%

Clive Barker's WINGBREED

CADAL

THE ACTION GAME

THE



THE CONTROL OF DOOME AS HE MAKES HIS WAY THROUGH THE DEATHS AND CAVEINS OF NEDERBROOD TO

HAS

THE UNDERGROUND OF MIDIAN WHERE DWELL THE NIGHTBREED, SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHABITANTS OF MIDIAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES, BUT



AVAILABLE FOR COMMODORE
SPECTRUM - AMSTRAD
ATARI ST AND CBM AMIGA.



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ocean

NIGHTMARE

YOU MUST FIGHT YOURSELF AGAINST THE
HUNDREDS OF REDNECK GAMES FROM THE
HEAVY ARCADE GROUND CITY AND ULTIMATELY
DEFEAT THE MYSTIC GOD OF DEATH KNOWN AS
"THE MASK".



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE ALLOWS
YOU TO SHOOT, PUNCH AND JUMP AS YOU
EXPLORE THE TERRIFYING UNDERGROUND
ENVIRONMENT OF THE NIGHTBREED.

THEY'RE
COMING
SOON!!!

KICK OFF 2



Blistering Pace - Pixel Perfect Passing - Superb Tactical Game Play

- 1 to 4 players option (Amiga & ST)
- Kick Design (Amiga, Atari ST & IBM)
- Facility to load Player Manager teams and designed tactics
- Instinctive joystick controls to pass, dribble, shoot, head or chip a ball and do sliding tackles.
- Two players teams mode against the computer.
- Added touch controls to head or dip the ball.
- Set piece Free Kicks, Corner Kicks, Throw Ins, Injury Time, Action Replay, red & yellow cards indeed host of features to create the atmosphere of a soccer game which is just fun to play.
- League and Cup Competition with sudden deaths penalty shoot out

THE ONE - Ultimate soccer simulation. 96%.

THE ACE - Brilliant Buy, Buy, Buy. 990.

AMIGA FORMAT - Best footie game to have appeared on any machine. 94%.

ST FORMAT - What a game! Gem to play. Magic. 90%.

C & VG - Championship winning material. 95%.

GAMES MACHINE - Probably the best sports game ever. 92%.

COMMODORE USER - No other footie game can touch it. 90%.

AMIGA ACTION - Surpasses all other football games. 93%.

POPULAR COMPUTING WEEKLY - Nothing short of brilliant

NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ATARI ST	£19.99
IBM	T.S.A.
IBM 64, SPECTRUM & AMSTRAD	£9.99 Cds
IBM 64, SPECTRUM & AMSTRAD	£14.99 Disc
KICK OFF 2 & WORLD CUP (Amiga & Atari ST)	£24.99
KICK OFF 2 (Expanded Amiga)	£24.99

ANCO

COMPUTERS



BY ACTIVISION

Now that Activision are closing their UK programming arm, this translation of *ATL*'s soon-to-be-lost like it will be one of their last arcade conversions, with the fate of *ATL* Type II currently hanging in the balance.

In *Atomic Robo Kid* you play the large-headed cyborg-robot, who seems to be pretty unpopular amongst the inhabitants of this part of the galaxy and he is constantly beset by hordes of alien beasts out to fry his circuits. In such circumstances there is only one option open - blast 'em out of existence!

Every so often power-up crystals appear, giving *Kid* additional speed, or one of four powerful weapons - a six-hoove laser cannon, which fires large bursts of atomic energy, a three-way needle laser, atomic missiles with a large destruction radius, and a five-way beam cannon.



▲ Our hero bites the bullet!

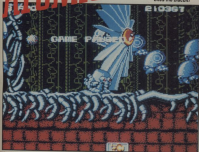
UPDATE

Atomic Robo Kid will be blasting his way onto the ST, Amstrad, C64 and Spectrum realisation. On the ST and Amstrad versions have kept most of the gameplay, although they will lack some of the larger aliens (such as the giant frog).

▲ Triple laser death annihilates the opposition!

ATOMIC ROBO KID

▼ Fan-ey that RoboKid bites the bullet!



AMIGA
£24.99

Atomic RoboKid didn't exactly set the arcade on fire when released, but was still a fun shoot 'em up to play, with juicy graphics and sound. Now it's on the Amiga, and pretty much the same story applies. The graphics are true enough to the coin-op, with some very nice sprites and backdrops, but the pixel-perfecting screen chugs along a little sluggishly, and the action slows down noticeably when the screen fills up. The sound is what you'd expect from a game of this nature (boom, bang, etc), and is nothing to write home about, although the title music is pretty catchy. Overall, not a bad game, but it's overpriced and the above-average skill level makes it a no-no for novice players. If you're up to it, take a look, but don't expect too much.

ROBERT SWAN

GRAPHICS	82%
SOUND	79%
VALUE	81%
PLAYABILITY	80%
OVERALL	81%

TURTLES



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.

[illegible]

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 105–112



THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	2	Shadow Warriors	Ocean	●	●	●	●	●
2	-	Quattro Adventure	Code Masters	●	●	●	-	-
3	-	Rastan	Hit Squad	●	●	●	-	-
4	1	Pro Boxing	Code Masters	●	●	●	-	-
5	6	Temple of Doom	Klxx	●	●	●	-	-
6	-	Daley's Challenge	Hit Squad	●	●	●	●	●
7	3	Paperboy	Encore	●	●	●	●	●
8	18	Yogi's Gt Escape	Hi-Tec	●	●	●	●	●
9	5	Fantasy Dizzy	Code Masters	●	●	●	-	-
10	-	Salamander	Hit Squad	●	●	●	-	-
11	4	Match Day 2	Hit Squad	●	●	●	-	-
12	-	4x4 Racing	Klxx	●	●	●	-	●
13	7	Treasure Island Dizzy	Code Masters	●	●	●	●	●
14	11	Question of Sport	Encore	●	●	●	●	●
15	-	The Munsters	Alternative	●	●	●	●	●
16	12	Jack the Nipper 2	Klxx	●	●	●	-	-
17	19	Ruff and Reddy	Hi-Tec	●	●	●	-	-
18	-	Corporation	Core	-	-	●	●	-
19	-	Pro Golf	Atlantis	●	●	●	-	-
20	-	Hong Kong Phooey	Hi-Tec	●	-	●	-	-



The all-formats chart has gone totally crazy this month, with Shadow Warriors slicing its way to the top, budget gear following in abundance - and no

football games whatsoever! Ker-kray! A lot of the Christmas biggies should be out by next month, so expect them to make an instant appearance at the top.

THE C+VG CHARTS

AMIGA TOP 20

1	-	Corporation	Core	82%
2	-	Shadow of the Beast 2	Payprosis	71%
3	1	Kick Off 2	Anco	66%
4	-	Midnight Resist	Ocean	60%
5	-	Yogi's Gt Escape	Hi-Tec	63%
6	-	Targhan	Action 16	61%
7	-	BSS Jane Seymour	Gremlin	91%
8	3	Italis 1990	Code Matri	36%
9	-	Fast Lane	Action 16	24%
10	2	Shadow Warriors	Ocean	93%
11	-	Falcon Disk 3	Mirrorsoft	93%
12	10	Lost Patrol	Ocean	73%
13	-	Pro Tennis	Code Matri	71%
14	5	Midwinter	Rainbird	96%
15	-	Summer Olympiad	MicroValue	45%
16	-	Op Stealth	US Gold	83%
17	-	On Safari	Action 16	32%
18	-	Loom	US Gold	88%
19	8	Damocles	Novagen	95%
20	11	F29 Retaliator	Ocean	96%



The whole world's gone mad! Corporation and the hell Shadow of the Beast 2 keep the hellfire, with KOT relegated to third, and International 3D Tennis bombing out of the chart altogether! Glibber, glibber!

ROB'S TIP FOR THE TOP

If anything is going to be at the top next month, I'd think it'll probably be either RoboCop 3, the totally brilliant Lotus Esprit Challenge or those blasted Turtles...



All samurai Budget gear reigns this month, with Shadow Warriors being the only full-price title in the whole chart! Overall, it's all pretty typical, with the obvious exceptions of the excellent Sals mander and Restan.

ROB'S TIP FOR THE TOP

The mists are clearing, and in my crystal ball, I see... those heroes in a half shell, or (I) possibly even RoboCop 3.



C64 TOP 20

1	-	Quattro Adventure	Code Matri	77%
2	-	Restan	Hit Squad	88%
3	2	Paperboy	Enigma	68%
4	-	BT Olympic Challenge	Hit Squad	73%
5	1	Pro Boxing	Code Matri	77%
6	5	Fantasy Disco	Code Matri	81%
7	-	Salomander	Hit Squad	90%
8	8	Quattro Sports	Code Matri	78%
9	3	Shadow Warriors	Ocean	88%
10	-	Temple of Doom	Klax	90%
11	7	Yogi's Gt Escape	Hi-Tec	81%
12	-	Prince Clumsy	Code Matri	83%
13	-	4x4 Off Road	Klax	60%
14	4	Match Day 2	Hit Squad	89%
15	16	Ruff and Reddy	Hi-Tec	67%
16	-	Summer Olympiad	MicroValue	34%
17	-	Quattro Combat	Code Matri	87%
18	-	Imposs Mission 2	Klax	82%
19	11	Road Blasters	Klax	88%
20	-	International King	D+H Games	80%

ATARI ST TOP 20

1	1	F19 Stealth Fir	Microprose	89%
2	2	Tarphan	Action 16	81%
3	3	Pro Tennis	Code Matri	70%
4	4	Yogi's Gt Escape	Hi-Tec	83%
5	5	Shadow Warriors	Ocean	84%
6	6	Itala 1990	Code Matri	28%
7	7	Future Bike	Hi-Tec	72%
8	8	Kick Off 2	Anco	95%
9	9	Pro Powerboat	Code Matri	84%
10	10	Fast Lane	Action16	24%
11	11	Formula 1 GP	MicroValue	83%
12	12	Falcon Disk 2	Micronsoft	83%
13	13	Orient Games	Microstyle	83%
14	14	Ronker's Drift	Impressions	77%
15	15	Drivin' Force	Dig Magic	79%
16	16	BSS Jane Seymour	Gremm	81%
17	17	Battle of Britain	US Gold	89%
18	18	Football Mng'r 2	Addictive	77%
19	19	On Safari	Action 16	22%
20	20	F29 Retaliator	Ocean	60%

RAI Told you so - F19 is still flying high at the top spot this month. Kick Off 2 is still clinging on for dear life at number 8, and BSS Jane Seymour is in at number 16, but apart from that, there's nothing else to get excited about, really.

ROB'S TIP FOR THE TOP

Well, this is tricky. I reckon F-19 will hang on to the number one spot, followed by post-lean green fighting machines (no, I'm not saying Turt - argh!).



SPECTRUM TOP 20

1	1	Rastan	Hit Squad	89%
2	2	Shadow Warriors	Ocean	86%
3	3	T I Dizzy	Code Matri	80%
4	4	Temple of Doom	Klax	75%
5	5	Pro Boxing	Code Matri	79%
6	6	Quattro Adventure	Code Matri	63%
7	7	07 Olympic Chall	Hit Squad	79%
8	8	Fantasy Dizzy	Code Matri	80%
9	9	Yogi's Gt Escape	Hi-Tec	80%
10	10	Match Day 2	Hit Squad	87%
11	11	Manager	GDI	64%
12	12	Pro Golf	Atlantis	60%
13	13	Hong Kong Phooey	Hi-Tec	35%
14	14	Paperboy	Encore	89%
15	15	Jack the Nipper 2	Klax	77%
16	16	Wonderboy	Hit Squad	60%
17	17	Question of Sport	Encore	65%
18	18	The Munsters	Alternative	56%
19	19	World Cup Chall	Players	72%
20	20	Road Blasters	Klax	63%



It's even worse here than the C64 chart - all budget software! Again, there's nothing really outstanding here, although Rastan deserves to be at the top spot.

ROB'S TIP FOR THE TOP

To be totally, one-hundred percent honest with you (as I always am), I would say it's gonna be the Turtles.

AMSTRAD TOP 20

1	-	Quattro Adventure	Code Mestra	74%
2	1	Temple of Doom	Kixx	63%
3	16	Shadow Warriors	Ocean	66%
4	4	Pro Boxing	Code Mestra	77%
5	-	Hong Kong Phooey	Hi-Tec	36%
6	-	Pro Golf	Atlantis	70%
7	-	Rastan	HR Squad	68%
8	-	Salamander	HR Squad	64%
9	2	Paperboy	Encore	65%
10	7	Big Tr / Little China	Alternative	59%
11	-	BT Olympic Challenge	HR Squad	64%
12	-	4x4 Off Road	Kixx	61%
13	-	The Munsters	Alternative	54%
14	12	Ruff and Reddy	Hi-Tec	72%
15	8	Question of Sport	Encore	65%
16	10	Match Day 2	HR Squad	66%
17	19	Cauldron 1+2	Hi-Tec	63%
18	15	Rock Star	Code Mestra	76%
19	11	Jack the Nipper 2	Kixx	77%
20	20	Live and Let Die	Encore	70%



Erik! Again, Budget stuff rules the road, with only Shadow Warriors making a full-price stand. Match Day 2 stands alone as the only teeny game knocking about, but the rest of the stuff seems to be a mixed bag of fair to middling games.

ROB'S TIP FOR THE TOP

I don't mean to sound repetitive or anything, but from the sheer strength of it, it seems like those nuddy Turtles will be slicing their way to the top this time next month.



PC ENGINE TOP 5

1	2	Devil Crash	63%
2	-	Don Doko Don	63%
3	4	Ninja Spirit	63%
4	1	Super Star Soldier	69%
5	5	Super Foolish Man	61%

PC ENGINE

That smashing pinball searcher Devil Crash bowls into the top slot, followed by the wacky Don Doko Don and Ninja Spirit. Super Star Soldier slides to number four, and Super Foolish Man stays where he is.

MEGADRIVE

Super Monaco GP sneezes into pole position this time round, with Michael Jackson moon-walking into the second slot. E-SWAT holds third, while Batman and Inspector X hold fourth and fifth places respectively.

MEGADRIVE TOP 5

1	3	Super Monaco GP	95%
2	1	Moonwalker	90%
3	-	E-SWAT	93%
4	-	Batman	94%
5	-	Inspector X	91%

HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2

**EVEN IN THE FUTURE OF LAW
ENFORCEMENT, THERE'S ALWAYS ROOM
FOR IMPROVEMENT.**

The future is a rough place, Detroit is a bankrupt city...
torn apart by the decadent forces of the Old Man and his
corrupt corporation. If you want to die - then walk the
streets, if you want to live - then pray for the return of

Robocop!

can deliver! Take on Detroit's evil mastermind and his
Robocop 2 has justice in mind... a kind of justice only he
mega-corporation is some of the most action-packed
scenes ever devised for maximum entertainment value.

**Detroit is falling apart - it's time to put it all
back together!**

SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA



SCREENSHOTS BY THE COURTESY OF OCEAN SOFTWARE LTD.

ocean

ACE & ACE 2 ENCORE

It looks like two-game action is in favour of the month in Budgetland! After the last Bug Bash/Nucleus job, here's Encore's offering. They've bundled together ACE and ACE 2 in what must rank as one of the greatest double sets since Little and Large (and to believe - EDS).

Both games are tight simulators with the emphasis on arcade-style combat (particularly ACE 2) and both received pretty accolades when they first came out. On the Spectrum and C64 this

double pack is simply a must - both games are totally different, so you're not just getting the same old rubbish twice, either! An essential purchase at the oh-so-lovely Budget price!

SPECTRUM

£2.99

Anyooooooops! Dekka dekkas! ACE 2 isn't so hot on the ol' Spectrum, but ACE is really good. At the magic price, you can't go wrong!

OVERALL 87%

C64

£2.99

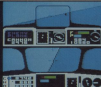
Best and purchase these two lovely flying games immediately - before they're sold out!

OVERALL 90%

PILOT 1
PLACES
3
SCORE
000000

ACE

PILOT 2
PLACES
3
SCORE
000000



PRO GO-KART SIMULATOR ZEPPELIN GAMES

Burn along to three fast, funny and race mad Go-Kart against four of the greatest Go-Karting enthusiasts ever to hit the face of the Earth. After that you have a secret weapon up your sleeves (and presumably on your kart) - turbo boost power!

As you can tell from the screenshot, the viewing area in this 3D game isn't quite

SPECTRUM

£2.99

This isn't really that bad, but quality games at this price are few & far between.

OVERALL 52%

large enough, and even with this reduced space, the 3D is still a bit jerky and unconvincing. My advice is to forget about this latest release right now and choose something better, like that fine golden rule (here also at budget price) Endless Racer.

BUG BASH & NUCLEUS MICROTEC ENTERTAINMENT

Here's a novelty: two original Amiga games sold in a double pack for thirteen quid! Of course, it doesn't matter how many games you bundle together if they're all a complete sack of dung, but here Microtec Entertainment have come up with a couple of cracking quality numbers.

Bug Bash may sound like a game with Cabbage overtones, but you actually end



up with a horizontally scrolling (as smooth as a coin-op) garden-based blast 'em up. Beautiful graphics and brilliant sound tracks add loads to the much collecting mayhem. This game could well be its own for thirteen quid - I told you not!

After the amazing Bug Bash, Nucleus is a tad disappointing. Best described as a game with definite R-Type overtones, it has totally groovy sounds and slightly cluttered graphics, but unfortunately the scrolling is a bit too slow as is the firing rate of your ship, and the collision

DO GET

RUFF AND REDDY HI-TEC

In this platform game, a main lion of the Hanna-Barbera cartoon characters, Ruff and Reddy have been kidnapped by the Lili-Purvis (great name, huh?) where they learn that some of the other Lili-Purvis have been captured whilst exploring a new planet. You have to earn Ruff

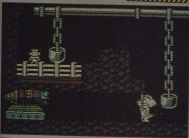
and Reddy's freedom by rescuing said captured lions. There are four areas of lion-planet to explore, with twenty Lili-Purvis to rescue.

When all's said and done, Ruff and Reddy has a pretty unimpaired game design, namely, go around the screen, picking up lions. However, it's still quite nice to play and at least has appealing graphics. Not the greatest bargain ever, but a decent game nonetheless.

SPECTRUM
£2.99

A fair platform game that should keep arcade adventure addicts happy for a while.

OVERALL 68%



OBSESSION is sometimes a good word.

AMIGA
£12.99

Dungeons of the month and no mistake! Bug Beam is the main attraction here and beats the pulp out of many flat price offerings. No need is a decent "freelife" - no go for it!

OVERALL 83%



QUESTION OF SPORT ENCORE

Does this game need any introduction? Apparently not, it seems. Take a variety of either Ian "The Baron" Botham or Bill "Sir" Beaumont answering questions from the inimitable David "Er... Remarkable" Coleman.

The computer version takes six rounds from the original quiz show and "re-writes" them in order to make them fit the multiple choice format. What this generally means is that the only connection between this and the TV show is the names of each round. The picture board for example isn't a case of identifying the celebrity - it's now a random sports question that you'll have to answer.

Six repetitious rounds of this sort of bland trivia isn't super-exciting by any stretch of the imagination, and at ten quid - you must be joking!

AMIGA
£9.99

A pretty ghastly "translation" of the TV show, only for the most single-minded sports trivia buff.

OVERALL 42%

PC
£9.99

You'd need to be some kind of David Coleman groupie to have fun playing this game.

OVERALL 42%

ST
£9.99

A bit too similar to the Amiga version for most people's liking. Buy it only if you suffer from chronic insomnia.

OVERALL 42%

ANARCHY PSYCLAPSE

The anarchists are back, this time on your trusty Amiga - but they're still up to their old chaotic tricks. No, waste no more time. Get into your ship and start the carnage! You've still got to look out for key personnel imprisoned in canisters on the planet's surface and make sure that the anarchists don't get to them, and - don't forget to make full use of the extra weapons available - as the saying goes "there's a lot of it about".

Psychopase haven't disapp-

M1 TANK PLATOON MICROPROSE

After a successful tour of duty on the PC, M1 Tank Platoon finally makes it to Commodore's 16 bit wonder and it isn't all bad, chief! There's a wealth of missions on offer here from the pretty tedious target destruction to the in the thick of it Soviet tank bunting! Although you take the helm of a platoon of tanks, the enemy aren't quite so restricted. They'll throw a whole defense budget's worth of heavy metal at you, so look out for airborne targets as well.

There's no denying that M1 Tank Platoon is a very impressive technical simulation

encompassing too many aspects of tank-based warfare too far here. You'll have to become adept at both driving and gunning in order to progress past the first practice missions. In-mission strategy is also needed to outwit the enemy and as you're controlling a whole platoon you going to need to think tactics for more than one tank and issue orders accordingly.

Problem is, the gameplay itself is far too slow. The impressive 3D visuals lose their effectiveness simply because they don't update quickly enough - and that's on the minimum detail setting! For this reason coupled with the sheer enormity of the program, M1 Tank Platoon is really only recommended to die-hard simulation fanatics.

AMIGA
£19.99

A seemingly good defender game that is a bargain at twenty quid.

OVERALL 92%

pointed us in bringing their corking Defender variant to the Amiga. The action's even faster and smoother than the ST game and the sound is even more heavy. Check it out as soon as you see it gracing the shelves of your local software shop.



SHADOW OF THE BEAST 2 PSYGNOSIS

You thought you had tilled the Beast Mage's evil designs in Beast 1, didn't you? Well, in this sequel he's



INDIANAPOLIS OF ELECTRONIC ARTS

Finally! The top-racing, totally turbo PC formula one racer hits the Amiga! Hurrah! Well, the good news is that this particular version looks and sounds EXACTLY like the PC version running at 28 Mhz with an Ad Lib sound board! We're talking very good indeed! The 3D polygon graphics are amazingly fast, the sound is just completely top-per and the playability's as red-hot as ever.

The bad news is that the simulator feel of the game is perhaps too strong - the car is quite hard to control effectively, and the other drivers are no push-over, either. Add that to the fact there is only one circuit to drive around and you could grow a little bored with Indy after a couple

MATRIX MARAUDERS PSYCLAPSE

Take to the Matrix with the aid of Psychopase's latest release. Yes, it's another future sport that promises excitement, thrills and spills but doesn't quite deliver.

Psychopase describe this as

AMIGA
£29.99

Great for simulation fans. Not as enthralling for people expecting some exciting tank blasting.

OVERALL 78%



made off with your kid sister (as depicted in the ball into sequence) and you must run, jump and kill until she's back with the good guys.

Beast 2 has wonderful graphics (which aren't quite as good as the original), pretty good sound (sting) and

really annoying gameplay. Disk access time is simply too long, and it's simply too easy to die. Believe me, Beast 2 is significantly worse than the original. If you were over the moon with the hype of raptors Shadow of the Beast proffered, then Beast 2 might well warrant purchase - but at thirty five quid (albeit with "free" pucky talent), you must be kidding.

AMIGA
£34.95

Heaven. Not really that bad, but on-user friendly gameplay isn't hidden by the brilliant visuals.

OVERALL 59%



LS 100



of wheeling play.

Well, it can't be denied that Indy 500 is totally fab with all the fun of the PC version summed up. All the thrills, spills and falls of turning a hundred and eighty degrees and driving head-on into the opposition are all there to be savoured! See this game in motion and prepare to be amazed!

AMIGA
£24.99

A terrific driving game that simply must be seen to be believed!

OVERALL 90%

a "superb 3D abstract computer racing game", and while it's certainly abstract it's didn't really be described as superb, and while playing you get the feeling that it's more of a shoot 'em up than a racing game.

Still, the presentation is faultless and there's a load of weapons available, it's just that this isn't the unique experience the hype merchants would have us believe it is.

Check it out by all means but don't get your hopes too high.

AMIGA
£19.99

A decent game design, spruced up with decent graphics and sound.

OVERALL 68%

PRO TENNIS TOUR

2



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Voicemail, PO Box 1640, London, W1T 8NS. Please ask your parents permission before you call.

These services are unofficial and have no connection with the featured characters or business organisation.

► AMIGA ST

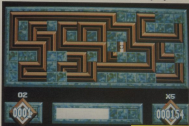
BY AUDIOGENIC SOFTWARE

Imagine elements of Tetris being mixed and matched with some original concepts thought up by the tortured minds at Audigenic and you're some way to describing some of the "designs" Loopz has in store for you.

It's your job to take the shaped pipes the computer

LOOPZ

▼ Lady-larks abound in the new Audigenic game.



clashes out and arrange them around the playing area into loops. It's not quite as easy as it sounds though. The game isn't going to make matters easy for you and whilst you're waiting for one loop to be completed you may have constructed many more simultaneously in order to keep on going. Completed loops dis-

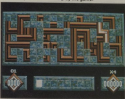
► An example of how not to play the game!

appear, enabling the loop-creating larks to continue.

Don't hang about pondering your next move, because every time the computer gives you a piece of pipe to play with, a timer starts counting down. Get rid of that pipe before time runs out or you lose a life...

UPDATE

Audigenic are planning versions of Loopz for the C64, Spectrum, Amstrad, SAM Coupe, PC, MSX, BBC Microintosh and even the Amstrad PCW! There's also a Nintendo version which is coming out in the States pretty soon, and should appear on this side of The Pond by next summer.



ST

£19.99

If Loopz is much the same as the Amiga counterpart it's good, but doesn't run rings round the opposition by any stretch of the imagination.

OVERALL 79%

AMIGA
£19.99

After the terrific C64 Dwyer Hughes soccer, we haven't really seen anything too amazing from the Audigenic team. Loopz, however, shows that they're back on the track to glory! The basic loop creating gameplay may seem a bit too simplistic, but that's probably the game's greatest strength. A sense of real achievement is gained after completing a really complex loop, but having said that, the levels of strategy in this game don't quite match up to the thought and planning required in Tetris or Pipe Mania. The graphics serve their purpose, but a lot of companies are putting a lot of fancy graphical touches to their puzzles these days and Loopz looks a bit dated. The sound isn't so bad, but David Whistler's lurching sound bit and unexciting, I'm nearly a sucker for a decent parlor, but that indefinite something that made Ken and Tere's classics they are is simply not present in this otherwise decent offering.

RICHARD
LEADBETTER

GRAPHICS 67%

SOUND 66%

VALUE 84%

PLAYABILITY 83%

OVERALL 79%

PREMIER MAIL ORDER

Figure 1. The effect of the number of trials on the number of correct responses.

Plasma and serum: 200 mg/ml; 100 mg/ml; 50 mg/ml; and 25 mg/ml.

[illegible]

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Field studies: Monday in Field 1, 8:00am–2:00pm; Tuesday, 10:00am–4:00pm

Text: *Handwritten text on a piece of paper, possibly a letter or document, with some words and phrases visible.*

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1000

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1. *Journal of Management Education*, 31(1), 10-20.

► MEGADRIVE

MOONWALK

BY SEGA

The man with the glow in the back, and this time, he's brought his chugs. Yep, the chief Jackson is out to save the children of the world from the evil clutches of Mr. Big and his crimes, before he subjects them to all sorts of twisted tortures (good).

Jacko travels through five levels (each consisting of three sub-levels) of platform action, before confronting Mr. Big himself on the sixth. Moonwalk isn't powerf---. However, and this clearly still isn't all his disposal to take only any opportunity. It jumps off a



★ Surpasses rivalry with Bubblegum chase



★ Piano plays with Psycho all



★ Great Jackson shugs his thang!



★ Jackson plays "Better Days" Cabaret!

MOONW

KER



★ *Swan's Verdict*

So far Henry, Holbrook, and Mike have done a lot of things. Henry got the blue suit, Holbrook got the blue suit, and Mike got the blue suit.

Henry Holbrook, a tall, thin, and a bit of a dandy, will appear, and if our hero can catch a glimpse of a handsome fellow, equipped with laser cannons and a rocket pack.

Once all the keys have been rescued, Holbrook the Champ will jump onto the Champ's shoulder, and direct

★ *Swan's Verdict* the way to go.



Mike Holbrook the end of the level where a nasty guardian keeps the entrance to the next level covered. Success will mean freedom for the kids (and a new adventure). Mike no longer, taking with him, and Mike Holbrook can't see new albums (Henry only adding...)

And! Thanks to Spectator of Covent Garden for the loss of the Woodwaker cart for this review.

C+VG HIT!

MEGADRIVE
£39.00

ADVERT There's only one description for this - it's *bad*! Right from the outset, the presentation alone makes *Woodwaker* a treat to play. The visuals are great, especially the moonwalking, spinning, grooving-around Michael Ayrton. The smart combi-feature is hilarious, especially when it's powered right up so that the bad guy is *bad*! (According to the reviewer's taste before going *apart*!) The music is rather *old* Woodwaker Band and elsewhere above other games of this type - the sound. Note perfect renditions of Billie Jean, Smooth Criminal, Bad, Thriller, Beat It and Leather Part of the Trump out of the speakers, and the inclusion of various howls, yells and other Jackson-type sound effects add further to the atmosphere. My only niggle is that the gameplay itself is rather simplistic (climb around the platform, beat a few niggers, rescue the Aids) and a tad repetitive, and the level's space shoot 'em up is a bit of an anti-climax, but the audio-visual expert more than makes up for this.

ROBERT SWAN

GRAPHICS	95%
SOUND	94%
VALUE	89%
PLAYABILITY	86%
OVERALL	88%

WALKER

MARC

NO-ONE
HAD THE
GUTS
UNTIL
NOW!



WILL LABIS

The hottest coin-op game in the past two years now comes storming on to your computer - with a vengeance! Controlling a Miami-Vice-style cop, you crusade through the criminal world of pushers and dealers, shooting, arresting and basically destroying everything in sight! Every level of tense and non-stop action introduces greater hazards, traps and firepower in what has been hailed as the greatest shoot'em-up coin-op game ever!

ocean

SPECTRUM AMSTRAD
COMMODORE
ATARI ST CBM AMIGA

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▲ Kixx, Kixx, Kixx!



▲ 20 tiles to go - kixx!

KLAX

BY TENGEN

Apparently, in the good ol' USA, Klax is a something akin to a national institution - if you don't Klax very often, your street credibility rating is in peril with that of a public library attendant! This is all quite strange for a game where the main object just involves creating some nice, pretty patterns.

Perhaps I should elaborate slightly. You control a paddle that scoops up coloured tiles from the on-screen tangle and arrange them in the line at the top of the screen into patterns. Patterns make points (whichever patterns make!) and that's Klax's main objective.

A bog standard Klax is just three tiles of the same colour in a row in any direction. Klaxes involving more tiles usually give you more points, and the tiles disappear while you're "klaxing".

That being the case, you can rest tiles on top of one another, so that when you've klaxed one, the tiles fall down to immediately form another klax. It requires a degree of skill, but you get lots of points for your efforts!

There are one hundred waves in Klax, and the object of each wave is slightly different. Klax Waves simply demand that you complete a number of Klaxes, but others like Diagonal Waves, The Waves and Pile! Waves have differing objectives (making diagonal Klaxes, clearing a set number of tiles and scoring a set number of points).

But beware! The onslaught of tiles running down

▼ Choose your level.

the ramp just gets faster and faster, so be sure to get the big points early! When all the tiles are full it's game over - so get klaxing!

Thanks to PC Engine Supplies of Stoke and Spectreman/Covenant Garden for the loan of this Klax cartridge!

UPDATE

There are already some super Klax conversions available on all popular 8 and 16 bit formats from the Penguin/Demonk studios, as for 8 bit, computer owners! Lynx Klax is coming soon, and don't be too surprised if it shows up on the Megadrive in the not-too-distant future.



PC ENGINE
£34.95

Make no mistake, Klax is a pixel perfect copy of the arcade original, everything that made the coin-op look and feel like an absolute dream has been incorporated into this shining conversion, even down to the sounds of applause and the sampled "klooshhh" when you put off a rather inglorious multiple Klax! The concept itself relies on pure brainpower, but even if you're as thick as lead, you'll find a great deal of fun can be gleaned from this little gem. For a game that isn't visually exciting by any stretch, how? Well that this is probably one of the greatest Engine cards available. You'll need to be a globbing maniac to avoid this, so buy it now - you won't regret it!

RICHARD
LEADNETTER

GRAPHICS 81%
SOUND 86%
VALUE 95%
PLAYABILITY 96%

OVERALL 95%

MONTY PYTHON'S FLYING CIRCUS

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GOOD GAME

THE
COMPUTER
GAME

NO IT'S
NOT

YES
IT IS!

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ORIGINAL and
witty interpretation
of the Python
Flower". *Zero 55%*

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pieces of alternative
adult action since
Yves Klein's *Super
Cinema*".
The One 55%



ATARI ST



AMIGA



SPECTRUM



COMMODORE 64



IBM PC



AMSTRAD



GAMES

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► AMIGA

REVIEW

SUBBUTEO



BY ELECTRONIC ZOO

Subbuteo is still what a thrill game, isn't it? Many were the days I was huddled over the green felt pitch flicking little plastic figures around, trying to knock a small plastic sphere into the back of a net. Ah, bliss...

Well, these days are back in digital glory with the computer versions of this classic game. Subbuteo the Computer Game is played in the same fashion as the table-top version. You can select which player to use, where to



▲ 3D revolution-ary Subbuteo!

kick him, how much power you should use, in which direction and so forth.

Before you kick off you can select whether to play a one on one match or a full league with up to eight separate players. You can then select team colours and names, then it's time to get started. In the 16 bit versions, the pitch is viewed in 3D, so you can spin the playfield to check the

UPDATE

Golfish Games (of Track Suit Manager fame) are programming versions for the ST, Spectrum, C64 and Amiga! The 4 bit versions won't have the 3D point-of-view, but that shouldn't affect the gameplay too much.

direction of your next shot before making a.

If a foul or similar breach of the rules is made, you can refer to the built in rule book, which states what you have done wrong and how to avoid doing it again.

AMIGA

£24.99

My first reaction to a conversion of Subbuteo was, and still is, why? Apart from the computer aspect, the game is the same, and in my mind it was the intervention between real people that accounted for a good deal of the board game's appeal. The computer version is well presented, and follows the FIFA Subbuteo rule book to the letter - any wrong move is instantly picked up by the computer 'ref'. The graphics are very nice, and perform their function well, but sound is sparse with the exception of a jolly title theme. The gameplay is quite slow in comparison with the table-top version, so unfortunately you can find yourself getting bored with it quite rapidly. To be frank, Subbuteo is a bit of a loss, not because it's badly put together (in fact the opposite is true) but because you could go out and buy the real thing for less, and have a heck of a lot more fun.

ROBERT SWAN

GRAPHICS	81%
SOUND	62%
VALUE	73%
PLAYABILITY	77%
OVERALL	75%



▲ Click to kick in Electronic Zoo's latest

Death Trap



A trap so deadly that it has remained inviolate for five centuries, an ingenious trap it deadly turns on intruder to a certain death, a trap worthy of Shakespeare, the machine long, a terror and absolute ruler of vast lands.

The trap is set in a multi-level labyrinth deep in the bowels of the earth and populated by monstrous vile, vicious and vicious. Without lay before the master skills, none of Shakespeare's power.

Only a very brave man, cunningness, with exquisite sense of timing, versed in martial arts and a flair for mixing potent magical potions, can ever hope to survive the infamous DEATH TRAP.

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ANCO



▲ A ghostly apparition leaves forth...



▲ Use your spells wisely.



▲ Keep a track of your belongings

THE IMMORTAL

BY ELECTRONIC ARTS

Land an ear to my tale, my friends - and relay yourself for a story of terror and constant endurance against the odds. It started with the disappearance of my aged wizard mentor - Mordecai, famed wizard of the Crimson Keep. The last that I'd heard of him was that he'd begun to explore the mysteries of the dark labyrinth, seeking to gain yet more mystical knowledge in his quest for enlightenment. But the dungeon was precariously guarded by a huge fire-breathing dragon, and the tidings that I received about Mordecai's condition were far from good.

That was all so long ago that I wondered what had happened to him. All I had to bid my adventures on were some scribbled notes that Mordecai made before his untimely disappearance. It was up to me to enter the dungeon and use all the skills and spells that my master taught me in order to overcome the waiting goblins and trolls, and combine my power with Mordecai's against the dragon.

Levels of trap-ridden danger had to be conquered before the final confrontation. On the first level I encountered lethal goblins intent on my immediate death. Thankfully, I located a first-aid spell which I used sparingly against my foes. Amongst the more lethal of the dungeon's denizens were Shadows - a form of life invisible to even my magically enhanced vision. Only by lighting torches and tracking their shadows was I able to avoid them and make good my escape.

I unearthed a map which told me of all the locations of traps on this first danger-thought level - but too late! The ground gave way before my feet and I plummeted downwards. Rongli! My magical staff hit the edges of the pit and stopped my descent. Only with quick thought and cunning was I able to swing my way up to safety.

But then, what next? A

► "Greetings, oh powerful warrior!"



C+VG
HIT!

seemingly impassable chasm - only a shard of sunlight could trip that mechanism in order to let me pass. I would've had to wait over a thousand years for the light to hit the mechanism if it wasn't for the (shiny) mirror-like shield I'd found earlier. A quick reflective blast was enough to see me through to the next even more lethal level of the dungeon.

And that, my friends, was only the start of a truly fantastic adventure...

AMIGA

Rev. 1.02

Let's make no bones about it - if you have the honour of owning a 16Bit Amiga, then *The Immortal* is simply an essential purchase. The whole feel of the product is flawless. The picture requires simple lateral thought from all the "use the physics" on the dossier to create a "thermo-nuclear missile" rubbish, and the incredibly user-friendly control method means that actually doing what you want to do can be done with the minimum of bother. What can I say about the visuals? Well, try "Brutus", "Machin", and "Spartan" for starters! The atmospheric generated by these quality 3D isometric graphics is simply unmissable, leading even Cadaver into a "cooked" but. The sound isn't just either, with an audio organ-type number enhancing the atmosphere and action. The Immortal mixes the sophistication of the best arcade adventures with the classic Knight-Lore-style gameplay - what further recommendation do you need?

RICHARD LEADBETTER

GRAPHICS	95%
SOUND	86%
VALUE	84%
PLAYABILITY	93%

OVERALL 93%

UPDATE

The Immortal will be taking Atari ST owners by storm, at the princely sum of £24.99. Expect to see something in the Updates section real soon.

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VISIT THE LAND OF THE AZTECS!

We think this game is one of the toughest action adventures ever devised. That's why we're giving away the top of a lifetime to visit the Land of the Aztecs in Mexico - Summer 1991. To enter, have to beat all opponents in THE GREAT AZTEC GOLD RUN!

(See table for the details)

Send in your name, address and the name of the game you want to win. To be eligible, you must be a resident of the United Kingdom. The winner will be chosen by random draw. The prize is non-transferable and cannot be cashed in for anything else.



UN SQUADRON

BY US GOLD

When danger's near and deeds must done, who's your game call? The UN Squadron of course! Well, maybe calling three hero-types a squadron is a bit of an exaggeration, but when you're dealing with the likes of Shin Kazama, Mickey Simon, and Greg Gates, you're not really too far off the mark.

The latest in US Gold's long line of Capcom conversions arrives: you'll become one of these brawny (check out Shin's hair and Axl's) heroes. Each hero also has a different aircraft at his disposal. Shin has most of them at his rusty Tigerhawk, Mickey blasts his foes away with his F-14 Tomcat while Greg struts his airborne

thing in his A-10 Thunderbolt.

There's ten missions of blasting mayhem on offer and two of the three heroes can play at the same time! There's plenty of enemy squadrons to be dealt with using your levels cannon, but when the going gets tough, the smart troopers pick up the power-up tokens that enter the playing area and double their destructive prowess in one fell swoop! You can't! Money can also be collected, and at the end of each mission, you can buy extra gadgetry at the UN shop. Powerfields and health are just two of the useful commodities you'll need to keep those enemies at bay.

The enemy can be pretty shy at times as well, as be-
cause! They've dispatched ter-

rifying guardians to the end of each level and they'll be waiting for your call, so it's a case of pinching as many power-ups as possible, buying some mega-destructive weaponry and then taking some enemy prisoners!

ST
£19.99

It's a stunning blast, sure, pretty close conversion with great scrolling and decent sprites. ST ahead 'em up squadrons should sign up without delay!

OVERALL 85%

SPECTRUM
£9.99

I can't really say that the arcade game really appealed to me at all. The coin-up added nothing to the already pegged-in-death horizontally scrolling shoot 'em up genre. It's much the same story on the Spectrum conversion. There's no doubt that the technical aspects of the game are extremely impressive - the scrolling is incredibly good with a nice turn of speed. The graphics, although monochromatic, are fine as well with well defined backgrounds and decent sprites. It's just a pity that the computer coding wasn't based on a more original concept. That's all to say that UN Squadron is a bad game - far from it. There's plenty to keep you at the Spectrums with some pretty decent shoot 'em up thrills on offer - and a few player modes as well. If you're a fan of the arcade machine, or a shoot 'em up fiend in general, then up there are UN Squadron. No doubt you'll enjoy it immensely.

RICHARD
LEADBETTER

GRAPHICS 86%
SOUND 83%
VALUE 86%
PLAYABILITY 89%

OVERALL 84%

UPDATE

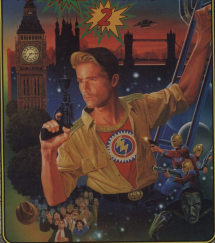
UN Squadron should be hitting Amigas, Atari/Ataris and C64s pretty soon. Expect to part with £9.99 for the 800k cassette versions and £14.99 for the Amiga game.

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!



▲ Monitor your Fly's progress.

BY ELECTRONIC ARTS

Join the forces of the Federation in this 3D space shoot-out, which puts you at the controls of their latest attack ship, the Magic Fly. Several of these vehicles form an elite police force patrolling the outer reaches of the Delta



Magic Fly

Hyperm quadrant.

Your new orders request you and the rest of the squadron investigate a small planetoid suspected of being a command base for enemy fighters. Your objective is to find and destroy the base's communications centre, then scan a new enemy prototype fighter, and finally, find an Atomic Sledgehammer weapon and use it to detonate the enemy nuclear arsenal, thus destroying the whole place.

The mouse and the keyboard are used to pilot the ship through the tunnel network while avoiding obstacles and blast zones, and destroying enemy ships with one of ten weapons. Whilst all this is going on, you must also look out for docking bays, from which you can save your position, team, fuel and communicate with other members of the squadron.

Enemy fire in contact with

obstacles will deplete the ship's shields, and once these are gone, you can kiss your chips goodbye. Just remember, battles in destroying the aliens will mean fame, fortune and promotion, whereas failure will get you a new planetoid coffin with your name on.



UPDATE

A very similar version of Magic Fly will be winging its way into the Delta very soon, for the same price of £24.99.

ST
£24.99

Now, this is a perplexing sort of game. From the look of things it should be a Straight-type shoot-out, but it turns out to be a rather slow-paced, thinking man's shoot 'em up. It takes a while to get into Magic Fly. Otherwise there's not a whole lot to do for the first few minutes of playing apart from scanning enemy ships. Actually shooting anything is made difficult by the tiny blue target which is invisible when placed over an enemy ship, so it's certainly not a game that a real blast fan can get off on, and the various ships available would be a real pain-off for arcade fans. There are some very impressive computer displays and the opening sequence is a dandy. But when it comes down to it the gameplay's not going to have widespread appeal. Try before you buy.

ROBERT SWAN

GRAPHICS	80%
SOUND	50%
VALUE	79%
PLAYABILITY	70%

OVERALL 70%

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

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



Italia '90, Italy 1990, World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.

Actual screen shot



Tackle hard for the ball, keep it your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defense, as you stretch your legs to their limit. One bounce and you let fly with your best as the goal looms before you, sending the ball blazing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

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- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascoigne weep with joy, get Maradona excited, and have Hultl teasing his hair cut.

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MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !**

► ST AMIGA

MEAN STREETS



BY US GOLD/ ACCESS

It was kind of a slow day at the office and then a guy with face like the business end of a sweeping brush comes over to me and dumps a package on my desk. I flip Flo Green for his trouble, flip open the envelope and empty it onto the floor. Hmm, some computer disks from that cute dame at US Gold.

Seems in this game I play the part of a private eye in San Francisco, circa 1939. A university professor, name of Cal Linsky, has taken a walk off the Golden Gate Bridge and his daughter wants me to investigate. The fact is it was suicide, but she wants otherwise.

I climb into my speeder, punch in a navigation code for the old man's apartment and engage the autopilot. As the speeder lifts off I get a load of the in-flight 3D vector graphic view of California, Fancyp.

When the speeder touches down, I appear in Linsky's place. I move the guy on the screen around the room, and as he finds stuff, I get to examine it or take it in case it turns out to be a clue. The chess set minus the

king looks suspicious, and then I come across some notes which provide a couple of suspects - one, an embittered lover, another a fun-lover student. There's also a note bearing a death threat. So maybe it wasn't suicide. I watch the foot inside my coat and head off to my next point of call - a warehouse Linsky leased ten months before his death.

When I arrive I'm greeted by a bunch of robotic hoods, but luckily their marksmanship programming isn't as good as mine and I get inside unharmed. Amongst the crates, there's a newspaper clipping about the death of Professor Cal Greve and a warning to get out from

Sunny Fletcher. Have to get my laboratory, likewise, to look those two up.

It seems Linsky, amongst others, was conducting dangerous experiments funded by DeLeon Enterprises. Something real big is up, and it's up to me to find out who's behind it and stop them. But where should I go next...?

**C+VG
HIT!**



REVIEW

ST
£19.99

Wow - in this engineering or what? I've just spent a whole weekend playing this game and I still can't put it down. Mean Streets claims to be an interactive movie, and the way the plot unfolds as you explore up leads and the narrative plays really does make you feel like you're in a detective film. Effective digitised pictures appear whenever you meet people or use the video phone, and the latter is also accompanied by some decent sampled speech. The only slight downer is the 3D scenery graphics, which are a little jerky, and not very detailed. Aside from that, Mean Streets is really well produced, and well worth buying if you're after an unusual sleazy adventure.

PAUL BLANCEY

GRAPHICS	80%
SOUND	82%
VALUE	87%
PLAYABILITY	85%

OVERALL 85%

AMIGA
£24.99

Very similar to the ST version, apart from slightly crisper speech and digitised pics.

OVERALL 83%

UPDATE

There are also C64 and PC versions of Mean Streets available. The C64 version lacks a few minor details, such as a colour instrument, but the PC version is basically the same as those reviewed here.

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Journal of Internal Medicine 247: 105–112

1. **Identify the problem.** What is the problem you are trying to solve? What are the symptoms? What are the causes? What are the consequences?

1. **Introduction**
 2. **Methodology**
 3. **Results**
 4. **Discussion**
 5. **Conclusion**
 6. **References**
 7. **Appendix**
 8. **Index**
 9. **Table of Contents**
 10. **Figure 1**
 11. **Figure 2**
 12. **Figure 3**
 13. **Figure 4**
 14. **Figure 5**
 15. **Figure 6**
 16. **Figure 7**
 17. **Figure 8**
 18. **Figure 9**
 19. **Figure 10**
 20. **Figure 11**
 21. **Figure 12**
 22. **Figure 13**
 23. **Figure 14**
 24. **Figure 15**
 25. **Figure 16**
 26. **Figure 17**
 27. **Figure 18**
 28. **Figure 19**
 29. **Figure 20**
 30. **Figure 21**
 31. **Figure 22**
 32. **Figure 23**
 33. **Figure 24**
 34. **Figure 25**
 35. **Figure 26**
 36. **Figure 27**
 37. **Figure 28**
 38. **Figure 29**
 39. **Figure 30**
 40. **Figure 31**
 41. **Figure 32**
 42. **Figure 33**
 43. **Figure 34**
 44. **Figure 35**
 45. **Figure 36**
 46. **Figure 37**
 47. **Figure 38**
 48. **Figure 39**
 49. **Figure 40**
 50. **Figure 41**
 51. **Figure 42**
 52. **Figure 43**
 53. **Figure 44**
 54. **Figure 45**
 55. **Figure 46**
 56. **Figure 47**
 57. **Figure 48**
 58. **Figure 49**
 59. **Figure 50**
 60. **Figure 51**
 61. **Figure 52**
 62. **Figure 53**
 63. **Figure 54**
 64. **Figure 55**
 65. **Figure 56**
 66. **Figure 57**
 67. **Figure 58**
 68. **Figure 59**
 69. **Figure 60**
 70. **Figure 61**
 71. **Figure 62**
 72. **Figure 63**
 73. **Figure 64**
 74. **Figure 65**
 75. **Figure 66**
 76. **Figure 67**
 77. **Figure 68**
 78. **Figure 69**
 79. **Figure 70**
 80. **Figure 71**
 81. **Figure 72**
 82. **Figure 73**
 83. **Figure 74**
 84. **Figure 75**
 85. **Figure 76**
 86. **Figure 77**
 87. **Figure 78**
 88. **Figure 79**
 89. **Figure 80**
 90. **Figure 81**
 91. **Figure 82**
 92. **Figure 83**
 93. **Figure 84**
 94. **Figure 85**
 95. **Figure 86**
 96. **Figure 87**
 97. **Figure 88**
 98. **Figure 89**
 99. **Figure 90**
 100. **Figure 91**
 101. **Figure 92**
 102. **Figure 93**
 103. **Figure 94**
 104. **Figure 95**
 105. **Figure 96**
 106. **Figure 97**
 107. **Figure 98**
 108. **Figure 99**
 109. **Figure 100**
 110. **Figure 101**
 111. **Figure 102**
 112. **Figure 103**
 113. **Figure 104**
 114. **Figure 105**
 115. **Figure 106**
 116. **Figure 107**
 117. **Figure 108**
 118. **Figure 109**
 119. **Figure 110**
 120. **Figure 111**
 121. **Figure 112**
 122. **Figure 113**
 123. **Figure 114**
 124. **Figure 115**
 125. **Figure 116**
 126. **Figure 117**
 127. **Figure 118**
 128. **Figure 119**
 129. **Figure 120**
 130. **Figure 121**
 131. **Figure 122**
 132. **Figure 123**
 133. **Figure 124**
 134. **Figure 125**
 135. **Figure 126**
 136. **Figure 127**
 137. **Figure 128**
 138. **Figure 129**
 139. **Figure 130**
 140. **Figure 131**
 141. **Figure 132**
 142. **Figure 133**
 143. **Figure 134**
 144. **Figure 135**
 145. **Figure 136**
 146. **Figure 137**
 147. **Figure 138**
 148. **Figure 139**
 149. **Figure 140**
 150. **Figure 141**
 151. **Figure 142**
 152. **Figure 143**
 153. **Figure 144**
 154. **Figure 145**
 155. **Figure 146**
 156. **Figure 147**
 157. **Figure 148**
 158. **Figure 149**
 159. **Figure 150**
 160. **Figure 151**
 161. **Figure 152**
 162. **Figure 153**
 163. **Figure 154**
 164. **Figure 155**
 165. **Figure 156**
 166. **Figure 157**
 167. **Figure 158**
 168. **Figure 159**
 169. **Figure 160**
 170. **Figure 161**
 171. **Figure 162**
 172. **Figure 163**
 173. **Figure 164**
 174. **Figure 165**
 175. **Figure 166**
 176. **Figure 167**
 177. **Figure 168**
 178. **Figure 169**
 179. **Figure 170**
 180. **Figure 171**
 181. **Figure 172**
 182. **Figure 173**
 183. **Figure 174**
 184. **Figure 175**
 185. **Figure 176**
 186. **Figure 177**
 187. **Figure 178**
 188. **Figure 179**
 189. **Figure 180**
 190. **Figure 181**
 191. **Figure 182**
 192. **Figure 183**
 193. **Figure 184**
 194. **Figure 185**
 195. **Figure 186**
 196. **Figure 187**
 197. **Figure 188**
 198. **Figure 189**
 199. **Figure 190**
 200. **Figure 191**
 201. **Figure 192**
 202. **Figure 193**
 203. **Figure 194**
 204. **Figure 195**
 205. **Figure 196**
 206. **Figure 197**
 207. **Figure 198**
 208. **Figure 199**
 209. **Figure 200**
 210. **Figure 201**
 211. **Figure 202**
 212. **Figure 203**
 213. **Figure 204**
 214. **Figure 205**
 215. **Figure 206**
 216. **Figure 207**
 217. **Figure 208**

Abstract

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Journal of Internal Medicine 247: 395–402

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Table 1

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

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10.1111/j.1365-3113.2011.04591.x

1-800-888-2222

10/10/2010	10/10/2010	
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1. General Information:	1. Project Name:
2. Project Manager:	2. Client Name:
3. Project Location:	3. Project Start Date:
4. Project End Date:	4. Project Budget:
5. Project Description:	5. Project Status:
6. Project Objectives:	6. Project Risks:
7. Project Deliverables:	7. Project Milestones:
8. Project Stakeholders:	8. Project Communication:
9. Project Risks:	9. Project Change Management:
10. Project Conclusion:	10. Project Sign-off:

[illegible]

```

100:  myname = getpass.getpass(prompt="Enter your name: ")
101:  myage = input("Enter your age: ")
102:  myemail = input("Enter your email address: ")
103:  myphone = input("Enter your phone number: ")
104:  myaddress = input("Enter your address: ")
105:  mycity = input("Enter your city: ")
106:  mystate = input("Enter your state: ")
107:  myzip = input("Enter your zip code: ")
108:  mycountry = input("Enter your country: ")
109:  mypassword = input("Enter your password: ")
110:  myconfirm = input("Confirm your password: ")
111:  if mypassword == myconfirm:
112:      print("Your account has been created successfully.")
113:  else:
114:      print("Passwords do not match. Please try again.")
115:  
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A Divine terror stalks this Japanese conversion

BY STORM

Japan's Dragon-based spin-off of alien carnage finally hits the home format. The object is remarkably

SAINT DRAGON

► St Dragon sets out to kick alien butt



simple. Standing between you and victory is level upon level of horizontally scrolling animation, with you taking control of an alloy-shelled dragon, blasting and ramming every alien that dares cross your path.

In your quest to destroy anything vaguely alien-looking, you can pick up various poops, which each bequeath you an extra weapon. Keep

UPDATE

You'll find St Dragon winging its way onto all major formats. We'll keep you posted via the Update section.

your scanners peeled for speed-ups, super inverse shields, lasers, and various other poops designed to boost your bullet power.

After dishing death to myriad mini-monsters, prepare your nerves for the obligatory evil of level guardians, because you'll be facing the likes of robotised mega-cows (!) and huge laser-spitting orbs of power (double !!).

You're going to need every inch of your insulars, bodice busting, dragon's tail in order to progress, but keep an eye out for big bullets heading towards your dragon's head - that's its only weak spot!

AMIGA

£24.99

As an arcade conversion, St Dragon scores very highly. The graphics are right on par with the arcade with some totally terrific sprites and incredibly detailed backgrounds. The sounds are great as well, with arcade-like tunes and some superlative spot effects. Random Access is a amazing alien machine also mean that more game is being loaded in as you play it so you don't have to wait around for tediousness that's annoying, either! However, for some strange reason (not fully understood by scientists), St Dragon isn't the amazing arcade smash it should be. Maybe it's the slightly sluggish gameplay, it could be the fact that the difficulty level is set a few notches too high. Don't get me wrong - St Dragon is a cool conversion - just don't expect the same, that's all.

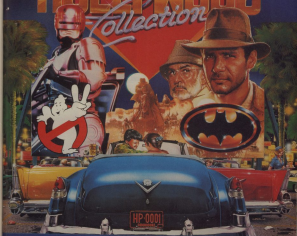
RICHARD LEADBEETER

GRAPHICS	87%
SOUND	83%
VALUE	80%
PLAYABILITY	88%
OVERALL	86%

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THE SPY WHO LOVED

BY DOMARK

Evil genius, Karl Stromberg, has stolen two submarines containing nuclear missiles and is willing to use them, unless the governments of the world submit to his demands. James Bond is called in, with his usual assortment of guns, gadgets and cunning wit to deal with the situation.

Starting off in Sandino, Bond has to race his Lotus Esprit (lots of them about, this issue...) back to his hotel to meet Stromberg, trading his car in for a special one along the way. Getting there is no easy task, as hazards such as oil slicks, enemy vehicles and civilians litter the road, and must be either avoided or blown out of the way.

If James drives over enough "G" tokens along the way, he can trade them in for additional weapons by driving into the G-Truck which appears occasionally.

At the end of the level, Bond is forced to drive off a jett, and turn his car into a submarine. Even then, he's not safe, as Stromberg's undersea forces are everywhere, trying to eliminate the sticky spy. The car isn't particularly well-armed at the start of the level, but add-on



▲ Streamer about on the river with



▲ Underwater Joyce calls in the

C+VG HIT!

ME



with the



The Spy Who Loved Me.



▲ Denmark's M20 simulator weapons appear deely so often, providing four-way and eight-way torpedoes and a laser gun to sweep the score.

The next scene takes place in Stromberg's super-tanker, where he is testing the captured tube. To break into the tanker's control room Bond has to ride a moving security camera to the control room where he can plant a bomb. Meanwhile, he has to gun down Stromberg's henchmen, Operation Wolf-style, before they kill him.

After reprogramming the submarines' targeting computers via a symbol-matching game, played against the clock, James has to Westlake his way to Stromberg's place, blasting away at the defenders, while collecting air-dropped weapons supplies.

Once at the base, Bond has to defeat Stromberg once

and for all, but his KGB counterpart, Anya, has been captured and is being used as a body shield by the madman. This is another Operation Wolf-type game, with enemy troops popping up in front of Bond's gunright left, right and centre. But Stromberg has an ace up his sleeve - a six foot assassin with metal teeth whose name is Jaws...

UPDATE

Bond should be sharing his way with an ST, C64, Spectrum and Amstrad next week. The 8-bit versions are looking the "Rule The Camera" and "Reprogram the Missiles" sequences, and the dual screenshot, but all the other sections will be included intact.

▼ Get tested up in the Q! Tracks!



AMIGA
£24.99

After Licence to Kill, things have been looking up for Denmark's Bond games, and now with Spy Who Loved Me, it looks like they've hit on a winning formula. Okay, I can hear you all screaming "Operation Wolf", but S&M combines the two styles of gameplay extremely well indeed. The graphics are small, but perfectly formed, and the scrolling is fast and smooth. The sound is spot-on, with various explosions, screams, screams and gunshots, and a special mission must go to the house name version of the Bond title theme. I thought it was absolutely brilliant, and I'm a Metal fan! This is the best Bond game by far, and for anyone yearning for the hygienic days of Spy Hunter, take a look. You won't be disappointed.

ROBERT SWAN

GRAPHICS	89%
SOUND	94%
VALUE	88%
PLAYABILITY	90%
OVERALL	91%

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► MEGADRIVE

REVIEW

INSECTOR X

BY HOT B

Angghhh! Terror! The insects are coming, wreaking havoc and destruction wherever they go - like a hungry plague of huge proportions descending on our fair lands, eating whatever crosses their path! Ooooh!

Conventional insect repellents are useless - those bugs are reinforced with solid steel armour and lethal laser-spraying weaponry. To combat the problem the alien

folks of the day have put together Insector X, an insect-like robot capable of infiltrating the insect plagues and snuff collecting some of the invaders' superior weaponry and using it against them. Our robot hero can collect dual fire cannons, speed-ups, bombs and spinning blades of power - guaranteed to pierce insectoid armour.

At the end of each level of horizontally-scrolling shoot 'em up havoc, Insector X will come up against the cream of

the insect fleet. The first half-screen size enemy faced you'll come across is a horn-flying armoured wasp, armed with lethal lasers and a fire-spraying sting. That's only the first of your problems should you wish to adopt the mantle of Insector X...

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I wasn't really impressed with Insector X at first sight. The bugs were looked rather tedious, the sprites were small and dull, and the gameplay itself felt remarkably dated. My opinions only changed after I had conquered the magnificent wasp-like end-of-level boss! With its back-ground graphics and the variety of enemy sprites improve as you progress through the game. At times the screen is literally full of six-legged nasties, and you're going to need to work up on your powerups in order to progress. Lose a life (quite easy to do with the pinpoint accuracy of the collision detection) and you'll have to say good-bye to your weaponry and this makes getting further into the game extremely difficult. Insector X is pretty good and does present quite a challenge, but if you want a truly amazing shoot 'em up then you'd be better off buying the best Thunder Force 2.

RICHARD
LEADBETTER

GRAPHICS	77%
SOUND	78%
VALUE	80%
PLAYABILITY	75%
OVERALL	77%



† Better than fly away, any day!



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BY PALACE

Savanna adventurer Boots Barker (as named because of his 3D-hole Doc Martens) is in 2-D-a-g-jungle. Whilst hot-as-ballerino over darkest Africa, his wife and "best friend" turned him out of the basket and left him to the cannibals so they could get their hands on the insurance money. As if that wasn't bad



★ Give it some love, Boots!

VOODOO

NIGHTMARE

C+VG
HIT!

enough, when Boots came to, he found a vicious mask had been jammed firmly on his head. By a witch doctor, and unless he can find this medicine man and get him to remove it, he'll never leave the jungle!

To escape, Boots has to firstly travel through four temples, collect all the jewels that he wishes, find the temple god (who will give you a pin, and a special power) and complete three missions - re-unite it torn cub with its mother, feed a hungry chimp, and heal a sick native - before progressing to the second level.

The first level to be stuck into a voodoo doll of the witch doctor, who will then become healed (back).

The second level involves you evading nasty skeletons and turning four zombies back to their graves. No easy task, as the bony baddies will try to shove you into molten lava!



Once this is done, you take on the witch doctor himself - sized!

All of this is viewed in 3D forced perspective (a la Knight Lore/Cadaver/Spin-Dizzy/etc), and Boots mainly leaps about the platform scenery, squashing any nasties by jumping on them with his big boots.

When things get a bit

lame, though, you can spend any jewels or bananas you've found to buy magic, dynamite, machine-guns and other weapons in one of Romero's 3-D Emporiums, which are staffed by decomposing zombies (Homer? Zombies? Hmrm). There are also casinos about, where you can try to win more crystals, but be warned - the machines might be rigged!

UPDATE

Out in the other side of the game, and monkey experiments, Voodoo Night, more won't be sharing any 3-D machines, etc.

ST
£24.99

The same as the Amiga version in all respects, so obviously the same comments apply.

OVERALL 87%

AMIGA
£24.99

The first thing that must be said about Voodoo Nightmare is its sheer size - it's massive! What's more, it's as tough as old boots (see pun intended), and even hardened gamers needn't worry about completing the game in one sitting.

There are just so many mind-bending puzzles and traps to overcome, that once you get stuck into the game you're going to be playing it for weeks until it's finished. The programmer is also a first-class writer and his dirty apes and jungle backdrops are brilliantly drawn and animated. And to make the game complete, there's a suitable voodoo-esque tune with an eerie thumping beat backing the action. This is one of the best mixtures of arcade action and puzzle solving I've seen of late, so get down to your software shop quick and check it out!

ROBERT SWAN

GRAPHICS 90%
SOUND 84%
VALUE 85%
PLAYABILITY 88%

OVERALL 87%



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160 Tanks Platoon game screenshot
M1 Tank Platoon



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M1 Tank Platoon was selected for IBM PC compatible machines in Computer Year.

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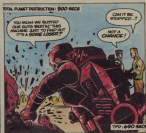




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ARCADE ACTION



MAGIC SWORD

Take a beely sword-swinging barbarian. Stick him in a multi-level, multidimensionally scrolling environment, fill it up with all sorts of mythical and mythical baddies and what have you got? Capcom's latest coin-op, Magic Sword.

As you all might have guessed, it's a beat 'em up in which you have to stroll along the landscape slicing the seven shades of shine is out of anything that gets in your way, before your energy bar is worn down.

An unusual twist is that if you collect the keys littered around the place, you can open a prison door and free the occupant - who helps you footstages and acts as a sort of power-up extra person. Ninjas, Wizards, Dwarfs and Amazons can all be freed to join you, although only one character can follow you at once.

Although Magic Sword offers very little in the way of new and original ideas, it's slick, colourful and well executed and should appeal to any slash 'em up fan.

JULIAN RIGNALL



RAINX

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ARCADE



CODENAME: **SHADOW**
OCCUPATION: **MERCENARY**
MILITARY BACKGROUND:
UNKNOWN

Your toughest competitor. The Shadow is always on your tail waiting to pick up cargo that you lose

Insert **1 COIN** to START

HYDRA

Being a big Roadblasters fan, and hearing that Hydra has been billed "Roadblasters on water", I've been looking forward to this for ages. But now I've played it, I must confess to being very disappointed indeed.

You're given control of a swift 'V' nifty superboat that's armed to the hilt with weapons, and have to deliver goods to a destination further down the river. There are plenty of enemy ships trying to stop you, so avoid their shots and blast them out of the way. The further you go into the game, the tougher it gets. But the goods become more valuable, meaning a bigger points bonus for completing each mission. Hydra has a very rough feel to it - the graphics, al-

though fast, are badly defined (some sprites are really poor), and the sound is awful, consisting of some very fuzzy speech and forgettable tunes. To make things worse, the gameplay is very easy to master, and there's very little variety from level to level. Considering some of Atari's recent arcade games, Hydra is a very poor offering indeed. Give it a miss.

JULIAN RIGHALL

GRAPHICS	71%
SOUND	65%
VALUE	68%
PLAYABILITY	72%
OVERALL	69%



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CHASE HQ.

Special Criminal Investigation II



AMSTRAD
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CHASE HQ II Special Criminal Investigation

...continuing where CHASE HQ left off. The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara.

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ocean

COMPO RESULTS

If you entered a competition in the September issue of this glorious mag of ours, this is the place to look for your name. Did you win? Read on and find out!

TIME MACHINE COMPO

You bet out there are pretty violence-oriented aren't you? Amongst the huge variety of historical events that you could've visited, the vast majority would've gone to town to watch the Battle of Hastings! Don't you know it was extremely dangerous? Oh well, for sheer originality alone *Walter Allagun* (see at Canine) wins the first hundred quids worth of holiday vouchers! Hurrah! Those ten runner-ups get a pretty handy Time Machine (in other words a watch): **GARETH BAKER, IAN GLAMORGAN, ANTHONY HARRIS, HENRIK ROBERT HEWLETT, MICHAEL HILL, HEWITT, SPENCER, MAY, STEW PALLON, WARLEY, MARCO DESIM, BATTERSEA, S S WRIGHT, RAF ALDERBORNE, DAVID SELTER, RAYMOND, IAN ANDERSON, BRISTALL, BRIAN LESTER, MARKET HARBOROUGH.**

WIN A GAMEBOY

Outlets of handiwork from those Nintendo people goes to **JEFFREY SPENCER** at **WINDSTONE, Carl**

WIN A PC ENGINE

A groovy n&c wonder-machine is heading in the direction of **GARETH SMITH** at **ESSEX, What a lucky chap!**

WIN A LYNX

Fleets of Lynx (also see in the sitting for **NEIL HARRISON** of **CHESTER**, whose Lynx should be winging its way to him any time now)

BACK ISSUES COMP

There was never a better time to catch up on those all-important C+VG's that you may have missed. Two present 'em, consoles with up-to-date, but alas and alack, only one reader could emerge as the winner. That lucky chap happens to be **ROBERT BENNINGTON** from **BOXTON, who walks away with a Megadrive and a Gameboy - the lucky blighter!**

HOTLINES

WIN A MEGADRIVE

'Tis indeed a brand spanking new 16 bit Sega Megadrive up for grabs! Sweet! So, to quote Sir Jimmy Savile: "How then, now then, Dr. Sega. Does **MICHAEL BENNETT** from **DUNDEE** deserve this prize?" Of course he does! It's in the bag, Mike!

THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG, in conjunction with a major software company will be throwing down the gauntlet to the game-playing public. A crack team of C+VG readers will be whisked over (expensive part, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though, when you're dealing with the likes of Julian Rignall, Paul Gilmour, Rob Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Well, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!

NAME:

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JUST TO PROVE HOW BRILLIANT I AM, HERE ARE SOME OF MY ACHIEVEMENTS:

GAME: HIGH SCORE:

GAME: HIGH SCORE:

GAME: HIGH SCORE:

LEISURE GENIUS



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	SP	AM	SP	SP	SP	SP	SP	SP	SP
	1	2	3	4	5	6	7	8	9
SCRABBLE de-luxe	x	x	x	x	x	x	x	x	x
MONOPOLY de-luxe				x	x				
CLUEDO master detective	x	x							
DIPLOMACY	x								
RISK	x	x	x	x	x				

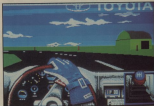
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TOYOTA CELICA GT4 RALLY GREMLIN

After their rip-roaring Lotus Elantra Turbo Challenge, Gremlin are letting rip with this new racer based on Toyota's World Rally Championship-winning car. Test your driving skill on rally courses from all over the world, which are rendered in glorious filled vector graphics driving

skill on tracks all over the world. To help you out there's a navigator (who warns you of imminent corners with digitized speech), and you get the use of wind-screen wipers and headlights as well for driving in the rain and the dark! It's anywhere near as good as Lotus, GT4 Rally should be one amazing game! Check out the review - next left!
RELEASE: AMIGA 50 AMSTRAD SPECTRUM, NOVEMBER
PRICE: TBA



BUBBLE BOBBLE TAITO

Bubble-blowing discs, Bubs and Bob have now made their way onto the Game Boy! Blowing bubbles at baddies is the order of the day in this conversion of Taito's

galaxy coin-op classic and as you can see from the screenshot, Bubbles like a perfect monochrome version of the arcade game, right down to the two player version (for which you'll need a link cable).

RELEASE: GAME BOY, TBA
PRICE: TBA



NARC OCEAN

At last Ocean are almost ready to release their computer versions of what is undoubtedly one of C-VG's favourite arcade shoot 'em ups! The action revolves around two heavily-armed narcotics squad cops, out to dispose of the city's drug dealing scum with customised UDs, anti-personnel rockets (!) and an armoured Porsche convertible with twin machine guns. The arcade machine had superb graphics and sound, and the murder-

and-mayhem gameplay was addictive as heck. Ace arcade programmers, Sales Curve (S&S Worm Ninja Warriors/Saint Dragon) are programming the conversion so you can safely expect them to be just as much fun as the coin-op!

RELEASE: ST AMIGA 604 AMSTRAD SPECTRUM, HOPEFULLY CHRISTMAS/EARLY NEW YEAR
PRICE: TBA (PROBABLY ST AMIGA £19.99, 604 AMSTRAD SPECTRUM £9.99 CASS £14.99 DISK)



M.U.D.S. RAINBOW ARTS

Before you start getting any funny ideas, this is not a mud wrestling simulation. It's actually a acronym for Mean Ugly Dirty Sport, a deadly game played at the edge of the universe on the planet Qhold. It involves throwing living tribes of opponents - a little like a bloodthirsty game of Tron - and avoiding the missiles.

they hurt in return. You can take either a managerial or playing role, with both as fiendish as the other. There are 16 different types of alien, four environments to play in, with no rules whatsoever (including dodgy tackling, hitting and even full-blown fighting). Sounds like a real hoot, doesn't? Well, we'll find out when we come to review it real soon.
RELEASE: ST AMIGA PC, NOVEMBER
PRICE: ALL VERSIONS £34.99



COVERT ACTION MICROPROSE

From Sid Meier, the man who brought you *Silent Service* and *Railroad Tycoon* (which will be out soon on ST and Amiga last time), comes this intriguing spy simulation which is unlike any others. It seems that espionage isn't all submarine cars and erasing Barbara Bach, and this simulation gives you four scenarios to spy your way out of.

There are puzzling code cracking and phone-tapping sections, a "follow that car" game and a bit where you have to break

into enemy buildings and steal their secrets and plant bugs. Sixteen cities from three major sections of the world can be selected for a particular assignment, with different organisations part of any one case! It may sound a bit too complex to be fun, but after seeing an early version of the game, we can say that the Meier magic has worked again, making this a fiendishly addictive and unusual game. We await the finished game with much anticipation!

RELEASE: PC AMIGA ST, TBA
PRICE: TBA (PROBABLY PC£34.99, AMIGA ST £29.99)

MASTER- BLAZER RAINBOW ARTS

Remember *Ballblazer*? That brilliant 8 bit Lucasfilm title of about six years ago? It involved one or two players screaming around a chequered floor, trying to blast a ball through a set of moving posts. Rainbow Arts grabbed the licence to convert the game (and, incidentally, a couple more of Lucasfilm's early 3D epics) to

the ST and Amiga and *Masterblazer* is the result. It takes full advantage of the 16 bit machines' power to produce a game that is "plenty amazing" if you thought the 8 bit versions were fast, well till you see this one. Sadly, pictures can't relate to you the sheer speed with which everything zips around the screen, but it's fast, furious and fun, fun, fun! Check the review out - next last!
RELEASE: AMIGA ST PC, NOVEMBER
PRICE: ALL VERSIONS £34.99

You are in
Washington, D.C.



You are at the
CIA headquarters
to see go to

Research Dept.
Communication Dept.
Cryptography Dept.



GOLDEN AXE VIRGIN GAMES

Hack, slash, chop, grind! At last, Golden Axe is about to be unleashed, courtesy of Virgin, and from what we've seen, it could be one of the big 'uns for Christmas! Evil Wans, Death-Adder has stolen the Golden Axe, and in doing so has caused death and destruction to fall upon the land. Three brave warriors—a barbarian, an Amazon, and a dwarf—have set out to reclaim the axe, and defeat the

evil one. No easy task, as all of Death-Adder's minions will be doing their utmost to knock seven bells out of you! We've seen the Amiga and Spectrum versions, and both look remarkably faithful to the coin-op (as far as their capabilities will allow, of course). Look for a full review in an upcoming issue!

RELEASE: AMIGA ST PC C64 SPECTRUM AMSTRAD, NOVEMBER
PRICE: AMIGA ST PC £24.99, C64 AMSTRAD SPECTRUM £8.99
CASS, £14.99 DISK



CHASE HQ TAITO

Yeah! This is what we want, a Game Boy racer! And not any old racer, mind you, but a conversion of that rip-roaring roadster, Chase HQ. Race across highway and byway, swishing five criminals off the road with your super-duper armored Police Porsche. The coin-op was brilliant, the computer versions were lops, and this version looks like it could be absolutely gob-smacking. Watch out for it!

RELEASE: GAME BOY, TBA
PRICE: TBA

EXTERMINATOR AUDIOGENIC

AudioGenic's first-ever foray into the mysterious world of arcade licenses is this, the wacky Gottlieb coin-op. It features the player as a bug exterminator (hence the title), but one with a peculiar talent—the ability to shoot laser bolts from your fingertips! Anyway, you must travel from house to house in your neighbourhood, picking up power-ups, and avoiding the nasties. It's all quite a left, really, and as you can see from this C64 screenshot, looks pretty damned swish, too. Acclaimed Com-

dore artist, Doki, is responsible for the graphics on this version, and Bob Hare has done the programming. Meanwhile, Keith Brinkell (of Ghosts 'n' Goblins, Space Harrier, Afterburner, and Commando fame) is working on the Spectrum game, and Nib Peeling (also Orlando) is producing the ST and Amiga games. Quite a line up of programming talent there, but you'll have to wait 99 next month for the full 99.

RELEASE: AMIGA ST PC C64 AMSTRAD SPECTRUM, OCTOBER
PRICE: AMIGA ST PC £24.99, C64 SPECTRUM AMSTRAD £10.99 CASS, £14.99 DISK



LIGHT-SPEED MICROPROSE

Set in a future where the Earth is uninhabitable, Lightspeed marks MicroProse's first venture into the lucrative space sim market. The storyline places the player in the shoes of an explorer who has to travel through a star cluster, in



EPIC OCEAN

After the mixed reception of F-28 Retaliator, Digital Image Design have been slaving away on what could possibly be the most impressive space combat game ever - EPIC (Pact - this actually started life as Goldrunner 3D, interesting, eh?) Featuring all sorts of polygonised starfighters (including some that look remarkably like Colonial Vipers, Cylon raiders, X-Wing fighters and Klingon Birds of Prey), this has already got the C+VG team foaming at the mouth. As you can see from the screenshots, it all looks rather super, and with a bit of luck we'll be able to bring you a full review next month.

RELEASE: AMIGA PC
ST, NOVEMBER
PRICE: ST £19.99,
AMIGA PC£34.99



KNIGHTS OF THE SKY MICROPROSE

With Cinemaware's brilliant Wings receiving a RTT in last month's issue, MicroProse are ready to release a WWI flight sim of their own. The player can take part as either an American, British or French pilot attempting to shoot down as many enemy combat

planes as possible. In addition to squaring off against the likes of Oswald Boelcke (who?) and Max Immelmann, you can even take on Manfred von Richthofen, alias The Red Baron! Paul's played an early version, and although it's more simulatorish than Wings, it's still heaps of fun to play. RELEASE: PC, DECEMBER, AMIGA ST, APRIL. PRICE: PC £38.99, AMIGA ST £29.99



search of a new world to serve as home for the remainder of mankind. Featuring a mix of MicroProse's usual high-class simulation and role-playing interaction, we think this could well emerge as an unexpected hit when released.

RELEASE: PC, DECEMBER
PRICE: TBA (PROBABLY £34.99)



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COMPETITION



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(Turtle Pack)

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