

C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO

JANUARY '91
No. 110

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CHART!
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TURBO
EXPRESS:
PORTABLE
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REVIEWED
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THE EGO TRIP OF A LIFETIME

Experience the horror of your dreams, turn into hideous monsters. Suddenly your every move is monitored and noted for analysis. You die on the first night.

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You must travel to Mars to discover your true identity - your mission. It's a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weapons all captured in superbly evocative graphics and a game play that complements the success of the year's top movie.

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Explosive power boosts you bulleting through traffic. It's fast, fast like the line or pough that fast!

IT'S TOUGHER

The controls withstand heavy hardware - but so do you! You can shoot but you must dodge their fire. Heavy gunfire, trucks unleashing their cargo onto your carport... it's the real-time survival game to hit the video screen.



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SURGE

Seven levels of muscle-shaming, reflex-testing, "backwards scrolling" fury! Destroy the lethal drug Nuke, face a stream of deadly Mule gangs, and then - if you survive - face the twist that is...

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**MORE
THAN A GAME -
ROBOCOP 2
IS THE
PRIME
DIRECTIVE.**



NAHC This groovy action trailer with the BIG boys, intimidate the criminal underworld - your mission is to beat out and destroy the king pin of the NEW SOUTH WARRIORS.

If you get that...

You'll have to defeat the enormous army of body-pumped, gangs of shrunken-by-potato patients in trench coats, the bullet train with the build of a rhinoceros, and the breath-of-adding-boiler, perfect of women coming pappers, the pyrotechnic clean with an evil series of turn-out, you'll die, but you laughing!

Then there's...

the gut-punching cellular pain - a cool specimen, whose hanging on the door, is a serious looking piece in the hand and mind. He blow you away as he rots.

Down from street keeping you laughing with...



It's all...
You've got a strategy
to back you up, a thing, thing, thing machine,
some heavy metal hardware, and some pretty neat tactics.
Are you about the kingdom?
And I say to you the day?
No, no, no.

MR BIG!

**AMSTRAD . COMMODORE . SPECTRUM
ATARI ST . CBN AMIGA**

REVIEWS INDEX

THE RATINGS

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

GRAPHICS

Does the game look good? Is the scrolling smooth? Is the screen flickery? Is the animation realistic? This mark

covers all visual aspects of the game.

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE REVIEWERS

PAUL GLANCEY

C+VG is a resident brandon, who enjoys games that require the use of the little grey cells.

RICHARD LEADBETTER

A violence-craved maniac (sort)

of... beat 'em ups, and shoot 'em ups on the bag.

MATT REGAN

C+VG's strategy dude, who has always got his nose in an RPG, adventure, or simulation.

ROBERT SWAN

A bit of an odd 'un is Rob. Shoot 'em ups and platform games are a turn-on, but since REALLY get him going!

REVIEWS

SPECTRUM

EXTREME
TEENAGE MUTANT HERO
TURTLES
B-TYPE
SUBMITTED
RICK DANGEROUS 2

AMSTRAD

E-SWAT
TEENAGE MUTANT HERO
TURTLES
THE GAME: WINTER
EDITION
TARGET RENEGADE
RICK DANGEROUS 2

OS4

E-SWAT
NARC
THE GAMER STRIKES
BACK
THE GAUNTLET
BADLANDS
SPIDERMAN
RICK DANGEROUS 2
SUBMITTED

ST

SPEEDBALL 3
TOYOTA CELICA GT
RALLY
SPIDERMAN 3
JEDI TRACKER
MIG 29
TARDIS
LOTUS ESPRIMO TURBO
CHALLENGE
SPIDERMAN
GOLDEN AXE
NARC POLICE

AMIGA

E-SWAT
TOYOTA CELICA GT
RALLY
NARC
SPIDERMAN 3
MIG 29
RICK DANGEROUS 2
AWESOME
MASTERSBLAZER
PRINCE OF PERSIA
DEATH TRAP
3-DUT
LINE OF FIRE
NARC POLICE

SEGA

PAPERBOY
E-SWAT: CITY UNDER

BIGGE
GAUNTLET
INDIANA JONES AND THE
LAST CRUSADE
COLUMBUS



C+VG HIT! REVIEWS

KNIGHTS OF THE SKY

MicroProse's new WWI fighter has the PC, and what a cooker it is!

PRINCE OF PERSIA

Cracking Amiga platform action from (banned)

GOLDEN AXE

Negan's conversion of Sega's bull track 'n' slash romp into the ST, and gets a HIT!

PAPERBOY

The Atari remake smash hits the Sega Master System courtesy of US Data, and it's a ripper!

GAUNTLET

Another US Gold smash, and it's possibly the best game for the Sega yep!

INDIANA JONES 3

Cricket! Another US Gold Master System game gets a HIT!

COVERT ACTION

It's a case of the boy who Lived! PC, with MicroProse's great new espionage thriller!

LINE OF FIRE

Master gun machine and manning with US Gold's top notch Amiga conversion!

MEGADRIVE

RYTHM
JOHN MADDEN'S
FOOTBALL

PC ENGINE

BATMAN
RAMP LEAP

NINTENDO

SUPER OFF ROAD

PC

KNIGHTS OF THE SKY
TEST DRIVE II
LIGHTSPEED
COVERT ACTION

MASTERSBLAZER

No. 1 in the Nintendo Arts! Ideal from the past isn't called MastersBlazer (Amiga), you've fired - SOL, but it still gets a C+VG hit!

E-SWAT

Law enforcement, RobotCop style, with US Gold's cooking new conversion!

SPEEDBALL 3

Violence in abundance on your ST, with the return of Image-works' future sport!

TOYOTA CELICA

GT RALLY
Fully drivable at its hottest, with Gremlin's fresh new 16 bit racer!

EXTREME

Mega-color! Spacey blasting action, courtesy of Digital Integration!

NARC

Drug-busting mega-misadventure, with Oscar's Amiga and ESE coding conversions!

JOHN MADDEN'S

FOOTBALL
Electronic Arts brings you gob-smacking 3D American Football action on the Megadrive!

TEENAGE MUTANT

HERO TURTLES
Speedy and American right! nifty platform action is here at last, courtesy of Image-works!

THE MARKS

55+

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.

55-65

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

40-55

Below average to average. Generally a disappointment.

15-35

Doesn't do a poor game that might't even appeal to the most ardent fans.

14-

Ugh! Utterly average that's guaranteed to make your computer freeze up.

MIGHTY BOMB JACK™

The character Mighty Bomb Jack is depicted from the chest up, wearing a blue, metallic-looking suit with a helmet that has a single horn. He is holding a large red bomb with a lit fuse in his left hand. Sparks are emanating from the bomb. He has a confident, smiling expression. The background is dark.

TECMO™
© 1989 TECMO, LTD.

elite

NEWS

A REALLY SU

After three long years of waiting, Nintendo has finally released their 16-bit Super Famicom. With all the rumours flying around that this would be the console to end all consoles, Robert Swan took a good, hard look at what could really be the future of computer entertainment...



LOOK AT THE SIZE OF THAT THING

Or rather, the lack of it. The first thing you really notice about the Famicom is its size, a sleek compact grey and matelising 202mm x 240mm x 50mm, with a cartridge slot, a power switch, a cartridge eject button, and a reset switch. At the heart of the beast lies a 16-bit processor, with a number of other video and audio chips (the latter using both digital and PCM sound). The graphics chip provides a maximum resolution of 256x256 pixels and can display 32,768 colours! Other details are limited at the moment, due to the fact that Nintendo are a little hesitant to give their secrets away, but we know for a fact that there are several 'hard' - are chips in there to do special things like rotate the screen and flip and zoom sprites.

The controls pads are quite innovative, too, with four coloured fire buttons on the pads surface, but as well as that, there are 'left' and 'right' steering buttons on the top of the pad! These are very comfortable to hold, and although the usual 'finger cramp' sets in after a while, it doesn't hit too hard, and doesn't cause too much discomfort.



YOU CAN'T KEEP A GOOD PLUMBER DOWN...

That Mario-bro's back again - this time in Super Mario World. If you thought the other three Mario adventures were good, you'd better prepare yourself - this one smashes all three into oblivion!

Taking a similar style of play, S&W contains the most amazing graphics - the amount of colour and the minute detailing on the sprites is just stunning (take a look at the pics if you don't believe us!) The visual gags are still there



SUPER FAMICOM



in abundance - at certain stages, Mario or Luigi can climb on a circular, which like to eat nasties, then spit them out as fireballs!

The sound is just as exquisite, with jolly bouncy tunes, the most fantastic sampled piano we've ever heard, and the echo of debris sound when you're underground! And the most incredible thing about it all, is that SNES actually comes too with the machine!

GAMES ON THE WAY...

The only other game available at the moment is F-Zero, a hell-for-leather 3D road racing game, which places you at the controls of a nippy aeroplane.

Audio-visually, there's nothing to touch this on any machine at the moment.



and it's as playable as heck, too!

To name in the not too distant future, there's Super Ghouls and Ghosts (a reared-up version of the Capcom coin op), R-Type II (which looks particularly flashy), Ghouls II, Final Fight, Bomberman and Populous (yep, it had to get in there somewhere). If the first two games are anything to go by, these others should be less short of spectacular when they finally arrive.

HOW MUCH??!!

In Japan the Super Famicom sells at the equivalent of just over £100, but some grey importers will be selling it for between £250-400 mark - a hefty mark-up you may think, and almost as bad as the Neo Geo (though at least the games will be cheaper - between about £20 and £40).

Importers say that the reason for the vast price tag is the fact that Japanese stocks sold out almost instantaneously, and units are in such short supply that they are being

charged £200 cost price. After Christmas, when more stocks become available they hope to be able to bring the price down to about £200.

Traditionally, Nintendo release their machines in Japan first, then America, and only when the machines are well-established there are they launched in Europe. The Super Famicom's US release date is to be late in '91, so this day we Brits are able to pop into Dixons and pick up an official machine looks to be a long way off.

THE VERDICT

Okay, so there's been a long wait for the Super Famicom, but now it's really here, and the verdict is that it's definitely been worth the wait - it's simply the best home entertainment machine we've seen yet. If this new console gets even half of the support the NES received, this could be the console of the future. Keep reading Cu'VO for up-to-the-minute news and reviews - as soon as the new games appear, you'll be the first to know about them.

THE ULTIMATE *Ride*

Open up the throttle for 'The Ultimate Ride'

Turn your dream machine in the Ultimate Bike racing challenge. The Ultimate Ride brings real wheeled action hurtling into your living room at its new, nerve-ragging best.

Take all of the best superlatives and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking then you can take it "country style" on six handily designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favorite track and bike.

The Ultimate Ride combines ultra fast road racing graphics with unequalled presentation and animation. This is a real interactive racing mode.

Can you take the power?



MINDSCAPE

Actual screen shots



M I N D S C A P E

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For further information on Mindscape products and new releases please call: 0800 214254

NEWS

EXPRESS YOURSELF

There's a new handheld in town - a cool, mean stranger called the Turbo Express, and this little baby could well be the one to clean up in the handheld war - blowing away both the Lynx and Game Gear. Why? Well, mention the fact that the Turbo Express is completely compatible with the vast range of PC Engine cards available, and you've got to admit that it's already got a head start...

TURBO POWER

The Turbo Express is basically an American PC Engine (the Turbo Grafx 16) squeezed into a case roughly 180mm x 100mm x 40mm. There's a three-inch colour LCD screen mounted at the top of the case, and a speaker and a stereo telephone jack built-in to give the player the full benefit of its six channel sound chip.

Inside the Turbo Express is a customised 6502 processor running at 7MHz (that's about seven times faster than the Commodore 64GS games console), backed up by impressive custom graphics chips. Anyone who has seen an ordinary PC Engine in action will know that this combination of computing hardware is capable of great things.

TURBOVISION

One of the most important features of any portable console must be the screen. The Turbo Express' display measures just over three inches across, but since all of the games it runs were designed for use on a normal TV or monitor, there is a strong danger that sprites and text would be indistinct on such a tiny screen. We tested out the machine with *Dungeon Explorer* and the results weren't very impressive.

Although text can be read with effort, if you are going to be using the Turbo Express for any length of time, it's more than likely that you'll soon be suffering from severe eye strain. The screen also has an annoying tendency to blur at the most inopportune times and the effects are definitely felt in scrolling games such as *Tennis*.

TURBO COMPATIBILITY

The version of the console we tested was the American Turbo Express model, and just like the US Turbo Grafx 16, the system is completely incompatible with the Japanese PC Engine system. However, a Japanese version of the console (which is compatible with imported Engine gear) is going to be released very soon in Japan, and it will be this version that the importers will bring into the country.



EXPRESS RELEASE?

NEC have positioned all plans to release the PC Engine and its related hardware in Europe, at least for the foreseeable future, but Austrian firm, Digital Entertainment, have signed up the rights to market Turbo Grafx gear in Europe, including the Turbo Express. The equipment they plan to release is converted US systems so don't expect to be able to run imported Japanese gear on it. Digital Entertainment expect to release the Turbo Express by the first quarter of next year.

TURBO CHARGE

In the USA, NEC are selling the Turbo Express for \$249, but if an imported model makes it to our shores, expect to pay well over three hundred marks. When you can get a technically superior (and official) Atari Lynx in Germany for £130 the Turbo Express seems significantly over-priced.

THE VERDICT

Unfortunately, the NEC Turbo Express isn't quite the handheld miracle we were hoping for, mainly because of the rather deficient screen. Also, if you thought that the battery life of the Atari Lynx was a bit of a disaster, you'll find that the Turbo Express is no better. Six AA size batteries are needed to power the beast, and they only last for three hours, maximum.

The massive range of software available now makes the Turbo Express initially very alluring. However, at this price, you'd be far better off buying a sparkling new Megaforce for use at home, and keep the left-over change for a nice Gameboy for your portable gaming enjoyment.



EXPRESS EXTRAS

Just like the Lynx and the Gameboy, the Turbo Express has the ability to link up with another machine. The ComLink, as it's known, enables two Turbo Express owners to link up and enjoy simultaneous two player games.

There's also an optional TV tuner that can be attached to the Turbo Express to make it into a fully portable colour television - if you live in the US. The American tuner is especially designed to work only with American NTSC television systems and is therefore useless in most European countries.

NEWS

BUONGIORNO ITALIA!

Just a small note to let our Italian readers know that C+V is now being translated into Italian for sale over there. The first issue of Computer e Video Giochi should be out in the shops as you read this.



TETRIS IN THE DARK!

Here's something for all you Gameboy owners to splash your Christmas moshie on - an illuminating device which lets you play your Gameboy in the dark!

The two units displayed here are the Game Light and the Light Boy which are available at £10.00 and £25.00 respectively from PC Engine Supplies (0750 712789).

For his extra 15 quid, the Light Boy owner gets a flipdown lens which clips over the Gameboy screen and magnifies it by 1.4 times - not vast but still



something of an improvement, especially with the light on.

The Game Light is also an effective add-on, but it comes without the lens, and whereas the Light Boy uses only two AA batteries, this one takes four. It's also a bit of a fiddly little buster when it comes to attaching and detaching it to the Game Boy.

PC Engine Supplies are also stocking up on two types of Gameboy carrying case (a hard and soft one), as well as carrying cases for MasterSystem and Megadrive!

MORE FOOTY FROLICS

It seems the computer punter's appetite for football games is never satisfied, it's not Kick Off supplement disks it's Entertainment International's new GAZZA game. Now John Barnes, Liverpool and England ace (so much for the World Cup - ha! - Rob) has now been signed up by Kooze (they of Manchester United fame) for John Barnes - The Computer Game, which will be seeing the light of day in September of 1991.



BLASTS FROM THE PAST

Infocom is a name that will be familiar to adventurers, and their best titles - the slightly risqué Leather Goddesses of Phobos, Zork I, Wishbringer, Planetfall and the totally brilliant Hitchhiker's Guide to the Galaxy have just been re-released by Virgin Games at the measly price of £6.99! If you like a good brain teaser, you can't do better than these, so if you're the adventuring sort, get down to your local software shop and grab 'em quick!

LYNX DOWN TO £130!

Yep, Alan have slashed the price of their hand-held colour games machine, the Lynx, by a whopping great £50! A surprising move, seeing as Alan were adamant that the price of the Lynx would remain constant. Now with new machines coming out of the cupboard left right and centre, this could be the start of something big for the Lynx, a machine which has a big future, if the quality of the latest Lynx stuff presented on pages 128 and 129 is anything to go by!



CARTOON TIME!

Ever fancied being an award-winning animator? Well, the awards they can't promise, but Disneysoft are just about to launch Disney Animation Studio on the Amiga. Anyone who's used Deluxe Paint will be familiar with the program's drawing procedures, but it also lets you use real animators' techniques, such as interweaving and onion skinning to produce some stunning results (as long as you're a bit arty in the first place). After that, you can even add soundtracks to complete your movie. The package weighs in at a hefty £99.98, but if cartoons are your thing this is definitely worth looking up.



Hard Drivin' II

DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, shakes onto your screen.

Hold on tight as you race around the 160 new circuits, or build your own using the unique Track Editor. Once designed, a computer-generated view of the new circuit will appear so that you can memorize your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head-to-head race in the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection — guaranteed to leave the opposition standing.

Hard Drivin' II is faster, meaner and even better looking than the award-winning original.

***Hard Drivin' II* — Drive Harder!**



TENGEN

The Names In Coin - On Consoles

Available on Amiga, Atari ST, IBM PC, S.G. & S.G.

Responsible for: Domark Software

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Published by Domark Software Ltd, Ferry House,

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tel 01-871 12121 Amiga & Atari ST screenshots

DOMARK

This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new **Amiga 500**. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software... *Battle Chess*, *Populous*, *Sim City* and *Their Finest Hour*, the incredibly realistic *Battle of Britain* simulation.

Then, in an instant, it can switch to a serious business machine with *Platinum Works*, everything you need to work from home. Or to

your own design/animation studio with *Deluxe Paint II*. The **Amiga 1000** comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the **Amiga 500**, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The **Amiga 500** takes you into a fantastic world of



graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's - First Steps' pack expanded to 1 full Megabyte of RAM and including a whole range of educational software: *Deluxe Paint II*, *Pico Write 2.5*, *Infotile*, *Music Mouse*, *Let's Spell at Home*, *Amiga Logo* with *Talking Turtle* and *BBC Evolution*. 'Class of the



50's) includes 10 free cassettes, mouse mat and introductory video. At just £199.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gams' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie: Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64 undoubtedly the world's favourite games computer. If brain-stretching tests are your forte, choose 'Mindbenders' with Confusion, Spin Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64, Mindbenders and Night Moves - £199.99



"I'll give it my best shot..."

the compelling Midnight Resistance, Nightbreed, Secret Agency Spy Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £199.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose - having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with ambulator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Fievel's Quest and

Fantastic Freddy's Big Top, you can choose from another hundred. All this for under £700.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 833 9800 for details or send the freepost coupon below.



The Commodore 64 Games System - £79.99

"I knew I could do it."

All prices are inclusive of VAT. Monitor not included.

How much Commodore is there in you?

To find out, please complete your details and send them to Commodore, Freepost 36, London W12 0PL.

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Commodore
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REVIEW

►AMIGA C64 AMSTRAD

ESWA

BY US GOLD

Cyber City is in the grip of a terrorist reign of terror! Criminals and convicts alike infect the city, looting, pillaging and generally causing a lot of destruction and mayhem. Of course, at times like this you'd expect the police to be doing something about this unfriendly reign of terror, but the immense nature of the crime wave has caught the Old Bill off guard. So, it's a good thing that the ESWA team of Cyber Police experts are at hand to clear up the mess with their robotic armour suits and mega-death machine guns.

Enter the player, bred of life as a hard bitten SWAT cop on the streets and who desperately wants to kick some criminal butt with the ESWA (Enhanced Special Weapons and Tactical) arsenal. In order to join the elite team, the player must first bust three crime bosses before joining up with ESWA and then really getting to work.

The gameplay is spread across fifteen eight-way scrolling levels and the objective is

remarkably simple. Our cop hero must blast his way through the streets, blasting any one who gets in his way, collecting extra ammo along the way. If he runs out of bullets, our heroic law guardian relies on his karate skills in order to dispose of the felons. During his travels through the streets it's more than likely that our hero is likely to meet up with some more crime bosses. These cunning cons

require a lot more than a couple of bullets to destroy and round after round must be pounded into them before they shuffle off their mortal coil.

But beware - most of these guys have a special trick in store for our hero. Some bosses have taken hostages that must not be harmed, and others have armed themselves up with terrifying CSWA-style armour!





UPDATE

Creative Materials are currently putting the finishing touches to the SF and Spectrum versions of *EDGEAT*, and all are looking pretty good. Expectations before Christmas, priced at £10.99 for the Spectrum version and £11.99 for the SF game. A Sega Master System version of the game is reviewed in this very ish (see page 118) and the Tandy MegaDrive version has been out for ages and comes highly recommended.

AMIGA £24.99

The idea of blowing criminals away with a variety of heavy duty weaponry is as old as the hills (if not older still), but US Gold's conversion of *EDGEAT* manages to reach the parts that others can't reach. Perhaps it's the addictive gameplay that makes it a winner - the different levels are varied enough to sustain interest and there's always a complication to see the next. The graphics are fine. Some of the backdrops seem a bit raggy, but the sprites are large and extremely well-detailed. The sound is below average. Creative Materials (the programmers) have managed to cram in some of the coin-op's speech as well as a multitude of great effects - "Let's party!" screens are heroes as he jumps into action. *EDGEAT* is a great game that is very satisfying to play - make no delay, go for it!

RICHARD
LEADBETTER

C64 £10.99

The graphics are slightly blocky, but all the levels and most importantly, all of the playability remain in this excellent conversion.

OVERALL 88%

AMSTRAD £10.99

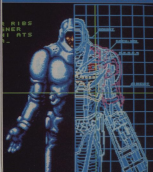
One of the best conversions we've seen on the Amstrad, with all the playability of the other 8-bit versions. Well deserving of your hard-earned dough.

OVERALL 88%

GRAPHICS	85%
SOUND	92%
VALUE	87%
PLAYABILITY	89%
OVERALL	88%

COP THIS!

US GOLD PUT TWO MEGADRIVES WITH COPIES OF SEGA ESWAT UP FOR GRABS



Cor! Have we got a compo for you, or what? US Gold are mighty pleased with their brilliant ESWAT conversions (reviewed just across the page) and have "got together" with C+VG to come up with this completely amazing never-to-be-repeated, everything-must-go competition.

So, what's on offer? Well, if you have the necessary brain power to answer the disturbingly difficult questions below then yes - yes you - might be the lucky fellow (or lass) who walks away with one of two spanking new Megadrives AND a copy of the brilliant Mega-drive ESWAT thrown in for good measure. Pretty damn groovy, huh? Well, that's not all as twenty (count 'em) runners up will be rewarded for their efforts with an exclusive, limited edition ESWAT tumb bag - the essential fashion item for strutting dudes who like to be seen around town in style.



Okay then, get a load of these questions...

1. What does ESWAT stand for?
2. How many levels are in the arcade and home versions of the game?
3. Who programmed US Gold's home computer versions of the game?

Reckon you can hone those powerful alpha waves into coming up with a suitable set of answers to those brain teasers? Well, if you can waste no more time. Grab a postcard and scrawl your name and address on it along with your answers and send it off to CRIKEY! HELL GUY! A MEGADRIVE WITH ESWAT WOULD REALLY MAKE MY DAY COMPO. C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. But be quick, because the closing date for this compo is the 30th of January, 1991!

THIS CHRISTMAS
Remember

IT · HAS · TO · BE

S Y S T E M 3



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C+VG HOTLINES

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0898 334 150

Carl A super-swish Sega Megadrive could well be YOURS for the taking. We've got one such wonder machine to give away so make no delay - dial today! We'll even throw in a copy of the stunning John Madden's American Football to start the collection!

WIN A PC ENGINE

0898 555 539

Yowzers! At great expense, C+VG have got their grubby mitts on a brand new PC Engine - and it could be yours! All you have to do is pick up that 'phone, answer four ludicrously simple questions and Bob could well be your uncle. Who knows?

WIN A GAMEBOY

0898 555 538

Small but perfectly formed, the Game-boy has sold over 11 million units world-wide! You could become one of the masses of satisfied owners just by picking up that 'phone and dialing for all your world! Get to it - NOW!

WIN A LYNX

0898 555 537

Strike a light! At a hundred and thirty pence, the Lynx is something of a luxury item, but it could be you that gets one free of charge if you enter this fabbo C+VG compo! Get to that 'phone and dial, dial! We'll be waiting for your call!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 43P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.





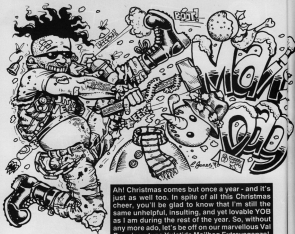
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From 1990 to 1994, the percentage of the population aged 15 and over who were employed in the manufacturing sector fell from 20.5 to 17.5 per cent. The percentage of the population aged 15 and over who were employed in the services sector rose from 40.5 to 45.5 per cent. The percentage of the population aged 15 and over who were employed in the agriculture sector fell from 1.5 to 1.0 per cent.



Ah! Christmas comes but once a year - and it's just as well too. In spite of all this Christmas cheer, you'll be glad to know that I'm still the same unhelpful, insulting, and yet lovable YOB as I am during the rest of the year. So, without any more ado, let's be off on our marvellous Val Doonican-type Yuletide Mailbag Extravaganza!

MUSICAL YOUTH

Dear YOB,
Hello my hard faced, how you doin'? You asked for top five (of music) on the computer, well here are mine for the C64.

1. Leading tune: Central Park, Last Ninja 2
 2. Vandalia completion tune
 3. Microgame Soccer
 4. Miami Vice
 5. Rainbow Islands
- Andrew Ruzencyns, Dinnington, Sheffield

Dear YOB,
In last month's mag, you asked for a top ten of computer generated music, so here goes...

1. Sanson leading music
2. Knuckle Busters in-game music

3. Wizard, hi-score music
4. Rambo
5. Delta
6. Mega Apocalypso
7. IK

8. Game Over title screen music

9. Terra Cresta in-game music
10. Cybernoid
I would also like to say, while the Masters of Robo are the best musicians around at the moment, no-one has ever been up to the standard of Rob Hubbard and Martin Galway - they could make the C64 sound like nothing else and I wish they would come back.

Someone with an awful signature. Somewhere.
PS: Sorry about the handwriting.

MC YOB: Those sound like a couple of valid top-fives.

But I will think Delta has the best C64 music ever. Anyone else got a list of favourites for some other computers or consoles? For example, does anyone remember the music on that ancient Spectrum budget game, Agent XT? Now that was really something! And how about City Hunter on the PC Engine or Vandalia on the Megadrive? Rainbow Arts' musician, Chris Huelsbeck, is good, and so is Matt Flume (who produced the tunes for Demark's Badlands and Spy Who Loved Me, but nothing gets me boogeyin' better than the music on Software Creations' stuff (written by Tim and Ian Polin I think). All this talk of music reminds me of when people used to write in to mags saying they turned down

the game music and put on their own tape records while playing. Does anyone still do that or have computer music standards improved so much that no-one feels the need to any more? Let's know, eh?

MASTER YODA, YOU CAN'T DIE!

Dear Yob,
Christmas is coming and the games are getting fat, please put an Avenge down my T-tights or I'll kick your face in. Yo ho ho and a bottle of Ho Ho!
It's that bloody festive time again, time for swearing at grannies for knitting you an-

other jumper and time for talking cartoons to pff off! Now, in the point of this little message, Where are TAG, namely Darth Vader and Yoda? I had hoped for a Christmas greeting from them, after all, it's been nearly a year since their last effort.

So, if by some reason they have been committed to the nearest asylum (and I wouldn't be surprised) me and the posse are prepared to bust them out! Well, are you for real? Darth Vader and Yoda Approximation Society and completely insane role players posse. Rumors. ALL-SEEING, ALL-KNOWING YOB: Darth Vader and Yoda are not dead. In fact I am in contact with them on a regular basis, but I have sworn to keep their location a secret until the time is right. Maybe they will make their presence known next month....

SOUND ADVICE

Dear YOB,
I've got a Spectrum v3. My Dad's got a PC with VGA monitor. The graphics may be last but the sound's crap so I'm going to get a sound board. Will you tell me the best one please? I don't know which game is got either G4-Road Racer or Madlands on the PC. Which do you think the best is? I'm getting a Game Gear for Christmas, do you think it's worth getting or not? It looks fun.

Neil Cole, Swanssea.
PS: What does YOB stand for, or are you too afraid to tell? PPS: I think you're lush.
YOB: That last PS leaves me a night concerned about your mental condition, but, though it's against my better judgement, I'll answer your questions.

1) A Roland sound card is probably the best available for the PC, but also the most expensive (the best one costs about £800), so you'll probably be best off with an ADLIB card, or better still, a Game Blaster, which is ADLIB compatible and has numerous other

bits of sound guttains built in.
2) I haven't played Madlands on the PC, but I have played G4-Road Racer, and though it's really neat, I find it a bit easy. But then I suppose that's just me being a terrific games player.



3) The Game Gear is quite good, but I'd wait until it's officially released at less than £130, because the Lynx is a much more interesting machine at the moment, especially with all the new software coming out.

LETTER OF THE BEAST 2

Dear YOB,
Yep, you who thinks that he is 'and with the stupid leather jacket'. I don't think it was right to blame you but will you please pull off the dude's head who reviewed Shadow of the Beast 2 then put the Head in a blender and mail the pieces to different parts of the world because the fool done a misprint. It printed 50% instead of 50%. If a wasn't a misprint the dick-head thinks fool there if you want (I should it - YOB) is deaf, blind and owell.

THON! I reckon he must have played it once and not got anywhere. If you don't point this I am going to pop round to your little joint and kick you to DEATH! Tony-Chapman, Manchester. YOB: Thanks for your constructive opinions, Tony, and thank you for putting

Rugby League programs around. Eg. TV Sports: Rugby League (particularly on the Armpit). Might this be because the Aussies keep taking ass, both in the past, present (and the future)? 2. Could you please tell me if there are any worthwhile cricket games? Talking of cricket, we're looking ass in that too! Barn "The Honan" Watson, Mountbatten, Australia (obviously).

YOB: That's funny - I didn't think you were allowed to kick ass in cricket. If I'd known that I wouldn't have moved off so many PS issues at school. Anyway, to answer your questions -

1) How should I know why there aren't any Rugby League programs around? It's probably for the same reason there aren't any car-pet bowls games or rolling-pass-along-the-ground-using-your-nose games, is there isn't much of a demand for one.

2) The only worthwhile cricket game around until recently was Australia's ancient Ian Botham's Test Match, and that was a bit only. However, Arnie (ol Nick Giff here) have announced that they're producing a cricket game called (and don't believe this if you don't want to) Balls Off, which will be out some time in '91.

DAY THE DIV

Dear YOB,
Congratulations! This greeting has been sent forth from the mountain stronghold of the Barbarian, GAN, warlord of the Teenage Mutant Ninja Turtles and Mr Australia ran-

CRICKET, BY JIMINY!

Dear YOB,
G'day!
I've gotta know two questions:
1. Why aren't there any



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re-up (twice). I have come forth from the wastes of the Simpson desert with batteries gleaming and landcruisers to correspond with one as great as you.

Floody I have had the pleasure of visiting Lynx, a community full of surprises. The nights there is an experience every warrior in Australia should view.... Enough said of that!

Gar has been watching the Mailbag with amusement at these non-Barbarian types attempting to find the crappiest game in the world. After many long hours of prayers to my lords, the turtles, I have come up with the answer! It is... Professional Go-Rolling Breakout! The game plays like this: the player is presented with a perfectly blank screen, the disk is to do absolutely nothing. Scoring is hourly (past time). You have three lives only, but I fear that may be too hard for non-Barbarians. Perhaps a continue option should be added.

Now, I follow barbarian YOB. The time has come for me to begin the perilous journey back into the wastelands of Australia. Until we meet again my friend, farewell.

GLY the Barbarian, Barmania Australia.

YOB: Yeah, believe me, GLY, I'll be looking forward to the next time we meet. Just lay off the rough medicine, that's all.

PROBLEMS WITH GUYS

Dear YOB,
I have recently purchased an Amiga 4800 and also have the misfortune to know someone called "Guy Simms" who has got a Megadrive. Now, Guy happens to think that the Megadrive has much better sound and graphics than the Amiga. The problem is, don't you think it is a bit unfair to compare a highly brilliant computer with a good console? Even when the Amiga's graphics and sound are good enough? I agree that the Megadrive is better, but that is because it is a "console", and the Amiga is a "computer". Please, please, please, please, could you, for Guy's sake, make this clear (Anyways, I think your mag's great)

Muhammad Ahmad, Thornton Heath, Surrey.

AUNTY YOB: Remember, Muhammad, there's nothing dirty or shameful about owning an Amiga these days, and it's just something that a certain percentage of the population feel drawn to. Medical science

has proved Amiga ownership is totally natural and can be a beautiful experience, so there's no need for you to be upset by Guy's pointless claims. I'm sending you a leaflet called "50 Bit Computers - Health, Hygiene and HAM made" which should help.

MEGADRIVE'S DESPERATE FAN

Dear YOB,
Please could you persuade my family to buy me a Megadrive? I originally wanted a Spectrum, then I changed my mind and wanted an ST, and now, nearly three years later I've decided that I would like a radical new Megadrive - but my folks don't want to know! Please take some sense into them!
I AM Desperate, Focham, Herecastle.

YOB: You're obviously as bad at making your mind up I'm surprised your family haven't already thrown you out of the house, but seeing as it's Christmas I'll help you out.

Dear Desperate Family, Get this kid a Megadrive. If it is going to shut his whining it's got to be worth the money.
Most sincerely,
YOB.

NO SMALLS COMPLAINT

Dear YOB,

As you don't have a small ad section in C+VO, I was wondering if you could ask if any one was selling a second hand Amiga 4800. If they were could they send an SAE and then price to "Stephen Gatenby, 12 Mowbray Road, Freynton, Blackport, Cheshire, SK12 0JW". Thanks,
S Gatenby, Cheshire.
YOB: C+VO does have a small ad section, actually and it only costs two quid to use it, but seeing as you're brightened with such a funny name as well as being a bit daft I thought I'd wish your letter in. Just this once, mind. I dunno - am I getting soft in my old age or what?

THE HORROR OF DRUGS, GRAPHICALLY ILLUSTRATED

Dear YOB&AUNTY (now it is pronounced on planes) KROK&MPL&N, anyways, heard about a strange ritual held on your world called "CHRISTMAS" or something. Your spies tell us that you give each other "gifts" - a strange thing to do, as we at KROK&MPL&N have a custom where we take our neighbours' socks and strain mar-





nated motor juice through them. The skinned juice is then poured into our neighbours' "HONKHOOPHOOP" (near left Levi 501 pocket) as a token of our appreciation. You were lucky to receive this letter on "paper" as we have cut down all the trees on our planet turning it into fuel for dogs!

I almost wrote, or engraved, this letter on a freshly poached kipper but the "YOUNG" (right butto) ate it. Must finish here as my curtains with Worcester sauce are almost boiled (sister bet-

ter with "Gormestor" though, but the price is terrible). Get sewing you soon! Y'all their "GORMESTOR" as we say! A "GORMESTOR" Gormestor. Singerson.

YOB: How just sit down quickly and relax while I call a doctor. No, honestly, I think they can treat this kind of problem these days. And it hardly hurts, at all (although some patients feel their hair falls out and they are suddenly able to rotate their heads through 360 degrees).

MAD MONK'S RELIGIOUS DISORDER

Dear YOB,
I am writing to ask you on behalf of my fellow monks if you would like to join my brotherhood. We are known as The Brotherhood of Inevitable Gormestors (or BIG for short). If you would like to join, simply perform the traditional initiation ceremony.

STEP 1: Sit for 10 hours in a vat of Boto.

STEP 2: Have a tattoo done on your bum which reads "Merry Whitehouse was 'nerv'".

STEP 3: Sit through an entire episode of Terry and June. If you undergo this test you are truly insane and have earned the right to join BIG. Rappin' (XOXO). Sancton. Bless Mothering.

YOB: Aww no! Not you again! Look, I'm not a relig-

ious YOB, and I certainly don't have the time at having tattoos on my bum. And as for sitting through an entire episode of Terry and June... well, it all sounds an extremely dangerous and perverse cult and I'm calling the police right now.

TV WHINES

Dear YOB,
Fights. I'll get straight to the point, me and probably many other readers would like to see a computer games programme on TV, it would be miles better than the vile crap that you get nowadays. So, I was thinking that if loads of other readers could give their names to a C4 TV petition and send it off to a TV company, they would have no choice but to comply with the request unless they want to lose the wrath of millions of gamers nationwide. Lee Shearer, Newcastle Upon Tyne.
YOB: Have no fear, Lee, for I've heard rumours that your wish may well be granted in 1991. Watch the skies... or better still, watch Channel 4.

POETRY CORNER

Dear YOB,
Just dropping a line to say "Thank you" for the nice notice that was given in the Budget section of issue 108

(November). The games reviewed were the Budget and Madmax compilation published by Mercury Entertainment and were rated at 80%. Currently under development is "EGG" and it should be available around Easter time (about appropriate for a game called Egg - YOB) on the Amiga. Say the following one hundred times a day and you won't forget to buy it: Be remember at Easter, To buy the game EGG. It features a lovable creature. And it won't cost you An arm and a leg! Adrian Cummings, Matinee Software.

YOB: I must say, Ade, that verse about coal you are and a leg and it's lucky you program better than you write poetry.

MERRY CHRISTMAS

Dear Readers,
Just thought I'd round off the mailing and fill in an awkward space very easily with a quick note to wish you all a peaceful Christmas and a fairly decent new year! Get writing those letters for the first Mailing of 1991, and I'll see you next year!



IF YOU'VE GOT SOMETHING YOU WANT TO SAY ABOUT GAMES BUT CAN'T SAY IT BECAUSE VERY FEW PEOPLE UNDERSTAND YOU WHY NOT WRITE TO THE YOB AT THIS ADDRESS: YOB'S MAILBOX, C-45, PERRY COURT, 35, 35 FARRINGTON LANE, LONDON, EC1A 3AU.



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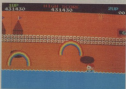
Cool 'eck! Seven pages of awesome tips for your perusal this month, and brilliant player's guides to Super Off Road, Simulacra and a lot more besides. Not bad, eh? If you've got any terrific tips or maps send 'em all in to **PLAYMASTERS**, C/OO, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As always, a ton-fifty of software for any totally outstanding tips.

ALL FORMATS BADLANDS

A tip here straight from J Thomas of Milton Keynes. When you're racing against the other opponents, try not to beat them by too high a margin, otherwise they'll be a lot faster on the next race! Also, although it's tempting, try to buy tyres as well as turbo and speed otherwise your Badlands race is pretty pathetic at handling corners!

RAINBOW ISLANDS

We seem to keep getting billions of 'phone calls about how to enter the secret rooms in this brilliant game, so listen up! First of all, there's a secret room on every island, and the door to it is found in the end-of-island boss room. To make it appear you must get the rainbow jewels IN ORDER from left to right! Sounds pretty tough huh? Well, you can choose which colour jewel you want. Simply crash a rainbow on a meadow in order to make it fly off and die. The screen is divided from left to right into seven invisible vertical strips and where the meadow lands determines what colour it's got. For example, far left is orange, far right is purple and the middle is green. So now you



know! In the secret rooms you'll find permanent power-ups, like extra turbo power that even stay with you after you die!

C64 MIDNIGHT RESISTANCE

Conf! Craig Howarth from Rossmore is obviously some sort of master hacker, 'cos he's sent in a whole set of C64 cheats for Midnight Resistance. Heckins Craig, simply not rewarding the tape when it tells you to roll result in the next level being loaded and extra lives being given! The problem is, you're left with the starting weapon, which isn't much cop at all. You can also try typing **GAMESE** on the highscore table for infinite lives!

R-TYPE

Craig Howarth strikes back with a cheat for this pretty good Activision conversion - now re-released on the Hit Squad label. Simply reset your computer on the one or two player selection screen (you'll need a reset switch, obviously) and type the following: **POKE 12887,173** (infinite lives) **POKE 12760,36** (no sprite collision) and then use **RTX 2566** to reset.

OPERATION THUNDERBOLT

A lot of Ocean games seem to use this cheat, and *Op Thunderbolt* is no exception. Whilst playing, press F1 and then **RUN STOP** to quit. The game will tell you to "reset the tape and play it. Play it by all means, but don't reward it and you should discover that the next level is loaded in better than your very eyes!

GHOULS 'N' GHOSTS

Craig again with a decent cheat for this US Gold conversion. On the highscore table, type **WGM RLPC** and start playing. Now, you can press A for armour and S to skip a level!

SPECTRUM RUFF AND REDDY

When you're on the menu, hold down the keys **POWER** and space. The screen loader will go white. Start the game and you'll have infinite lives! Good old? Thanks to Robert Lodge of Staines for this little cheatcode.

ATOM ANT

Hold down **BACK** and **Cap** Shift together until the border goes white. Now start the game and you should be invincible. Thanks again to Robert Lodge of Staines.

AMSTRAD

ST STRYX

Simultaneously hold down the keys **HELP**, **M** and **E** while playing for infinite energy! Thanks to Cho Hoi Lee for that little tip!

SHINOBI

Literally thousands of you sent in this little cheat which gives infinite credits. Simply pause the game and type **LARSXNB** and all these credits are yours for the taking!

AMIGA DUNGEON MASTER

Bump up your characters' stats with very little effort. Simply make sure that all

your characters have full amounts of food and drink, and then point the pointer at pressing the button twice will freely select battle options and then select a fighting move. Now unplug your mouse, plug an auxiliary joystick in and leave your computer alone for a couple of hours with the joystick on. You should gain more fighter levels for doing hardly anything! Also, not carrying a weapon and doing the same thing will bump up your range level.

F29 RETALIATOR

Leaving the F29 can be a real downer, but apparently if you just eject over the halfway, you complete the mission without any of the hassle! Thanks to Heather Hatfield of Slough for that useful tip of advice!

SEGA SHINOBI

On the title screen, wait for the rings face to appear and then press down and button 2 on the joystick. A blank screen will appear, closely followed by another that allows you to start on any stage. Thanks to Daniel Coles from Somerset.

VIGILANTE

Jonathan Turner sent in these highly cunning tips to help dispose of the end-of-level guardians in this Master System beat 'em up.



LEVEL ONE: Jump diagonally towards the guardian and as soon as you hit the ground, crouch and start punching.
LEVEL TWO: Easy! Just get the balls and walk towards him hitting as you go.



LEVEL ONE LEVEL TWO LEVEL THREE



LEVEL THREE: Jump at the brick to his tail and chain goom back then back off and duck down, and when the rum at you punch him, run back and then repeat until he's dead.

LEVEL FOUR: Use the same strategy as level three.
LEVEL FIVE: You need to use the falls. Duck down same way from the guardian and as his apprentices start hitting him. He'll repeat so repeat this process until he dies.

CHASE HQ

On level one, if you drive through the yellow barriers you sometimes are rewarded with an extra turbo-boost! Thanks to Andrew Duncan from Derbyshire for that tip.

NINTENDO TETRIS

Charles Moriarty of Green Island, Australia, says that if you start a game on **GAME B**, and **HEIGHT 5** (any level), you can complete the game at any time by pressing button **B** and **SELECT** really quickly. When the next block hits, it will say **SUCCESS!** You can now get loads of points, as well as a 5,000 point bonus!

SUPER MARIO BROS II

Kieran Cripps, who hails from Buchelwren, in Grampian, Scotland, has discovered a secret warp (ie death). On level 4-2, just carry on as usual, until you reach the stone island. Pick up the poison, and carry on through the

level, until you nearly reach the end. On the last small platform, drop down onto the whale's tail, and run along, then jump to the island with the pot. Drop the poison, enter the door, and when in substage, jump down into the pot, which will warp you to level 6! Thanks a bundle, Adam!

BLADES OF STEEL

To start a game without any goalkeepers, simply hold the **A** and **B** buttons on both controllers at the same time, then press **START** on pad one! Thanks to Keith Muir, who hails from unknown foreign parts (sorry Keith, but you didn't put your full address on the letter).

TRACK AND FIELD II

Peter Doyle from Manchester's a sporty fellow, and has sent in some tips on how to win a Olympic gold-basher.

ARCHERY

When the target is at a distance of 30m, have the power so that it's level with the start of the U of UP beneath the scale.

If the wind meter points up, cut it down to half (for example, if it registers 10, press right until it comes down to 5). If it points down, simply do the reverse. On 50m, put the power up to

the end of the P of UP - unless the wind is blowing towards you by more than 15, in which case watch the power up to the max.

When on 70m, use a full power shot with one unit of elevation. It doesn't matter if the wind is going forwards, but if it's going backwards, give it more unit of elevation.

HAMMER THROW

Build up your energy and your team starts flailing (sorry), then let your energy drop, and only a small amount remains. Launch the hammer **AT THE MAXIMUM ANGLE**, and it should hit the ground at a distance of 100m!

MEGADRIVE FORGOTTEN WORLDS

Daniel Pauline has been hard at work with this brilliant Megadrive shoot 'em up and has seen it to send in the locations of all the secret objects on each level!



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LEVEL TWO: Shoot the water from the top of the screen and sooner or later a large Zenny will appear, along with some body armour!

LEVEL THREE: When the screen has scrolled diagonally shoot at the pipes at the top to reveal some large Zennies. Shoot down to get some energy.

LEVEL FOUR: What you can choose to go either to the top or bottom of the screen, choose down and shoot the electric lasers and when they blow up, they'll release some large Zennies!

LEVEL FIVE: Do the same as level four!

LEVEL SIX: Shoot the ground to reveal some enemy tanks. Shoot at the first rock to reveal an enemy windmill. When the ship appears don't go in, but instead shoot the ice clouds to reveal some extra Zennies and then enter.

LEVEL SEVEN: Shoot the enemies to reveal some energy and armour. When the waves at the side appear go inside and shoot the top rocks to reveal a massive Zenny.

FATMAN

Not the worst boss, I'm sure we've ever played but the biggest downer was the fact that you couldn't choose a different character to fight with.

Well, by these tips for next On the title screen use these sequences of button presses...

BONAPARTE: A, UP, C

EDWHA: LEFT, B AND C TOGETHER, C

PODOCH: RIGHT, UP, DOWN

STUMP: A AND C TOGETHER, RIGHT, C

RAMSES: RIGHT, LEFT, A

WEBRA: A AND C TOGETHER, UP, RIGHT

GUARD: UP, RIGHT, A AND B TOGETHER

WEEZIL: DOWN, RIGHT, UP

MC FIRE: DOWN, C, RIGHT

SENNY: RIGHT, DOWN, RIGHT

SHOGA: B AND C TOGETHER, B, B

BRAMAC: RIGHT, RIGHT, C

BUFF: LEFT, C, B

EL TORO: B AND C TOGETHER, A, UP

SPERA: A, DOWN, B

BAROU: A AND B TOGETHER, DOWN, LEFT

CONTINUED ON PAGE 18



AMIGA & ST

THE OFFICIAL PLAYER'S GUIDE TO SIMULCRA

Once again courtesy of those cool coding dudes at Graftgold, here's a mega-guide to their latest 3D wonder, *Simulcra* - just the ticket for frustrated SRV (Surface Reconnaissance Vehicle) pilots...

There is a general priorities list that you should adhere to whilst playing each level of the game - and this is it!

1. Locate and destroy the next power generator.
2. Build up the SRV's capabilities.
3. Seek extra lives.
4. Kill the enemy.
5. Get a pod to update your restart position.
6. Survive (a bit obvious really).

STARTING UP

The best way to establish your SRV is to generally wipe out the enemy in the starting area and use the resulting pods to power-up your SRV. Pick up a TAD (Target And Display) as this highlights what pods contain and helps you to decide whether it's worth going for pods that are in tricky positions. Try to pick up a radar pod so you instantly have a map of the matrix at the foot of the screen.

POWER-GENERATING PRANKS

Use the map to locate energy barriers that aren't connected to the edge barrier - follow these and you'll invariably end up facing a power generator. Following degenerating barriers is also another quick way of finding another generator without looking at the map. When you reach a generator try to pick up a pod so that if you die you are instantly put back near the generator.

SURVIVAL

As you play it's best to leave the shield power-ups behind and then return to them once your SRV is well-and-truly shot up. As your SRV is significantly faster than most of the opposing meemies, retreating to pods you've left behind is often the best tactic. However, if you haven't left any pods behind on your travels, shoot innocuous meemies and hope you get a shield pod!



DOGFIGHTING

If you are attacked by airborne craft there are few useful tactics. If their turning circle is better than yours then it's advisable to land because then out-maneuvering your opponent is easier. If an enemy is approaching you from behind try decelerating and turning, this should cause the ship to move right into your sight! Try luring attackers into minefields or towers - they aren't equipped to avoid such ground-based hazards!

DANGEROUS OPPONENTS

Parked flying craft can be dangerous if you let them take-off, so the best tactic is to simply blast them before they have the opportunity to leave the ground. Motherships will undoubtedly make a special guest appearance sooner or later. These heavily armoured meemies follow you around generating other allies and take many hits to destroy. The best tactic, if you've got plenty of shields, is to ram the ship head on!

Monoliths have the nasty tendency to drain all your shield energy away very quickly. The best tactic is to approach this beastie pretty slowly and just as it enters laser range, blast away. Be sure to keep your distance though.

Homing meemies are another problem. The cunning SRV pilot retreats at speed, firing at it. It should now pose no threat and you should be able to outrun it, if not outgun it.

Some droids can be rather nasty and fire tribees-like homing missiles at you. It's best to go straight in and shoot the droid rather than the homing missiles.



ALL FORMATS

THE OFFICIAL PLAYER'S GUIDE TO

SUPER OFF-ROAD RACER

Flippin' heck! Ivan "Ironman" Stewart's Super Off-Road Racer (to give it its full name) scooped a handful of rave reviews a couple of months ago, and now, C+VG are here with the exclusive and dare we say, definitive guide to this laddy game - straight from the programmers themselves (carr!).

In the speedshop, acceleration and top speed are most important, but you don't get full effect from these unless you have decent tyres.

Staying on the track with all four wheels is important, so some shocks will come in handy after a few races. They help to decrease the effect of the bumps on the tracks.

Sometimes it's better to take the long route around a bump, just to keep speed up, especially if you have low acceleration.

If you can, try to cut the corners around the track - the computer controlled trucks usually take the slightly longer, but safer, route.

Try to avoid hitting walls, large amounts of time are lost by careless driving.



Use nitros wisely. There's not much point firing a nitro at a corner and banging straight into the wall. They are most effective when used on a fairly long straight.

Don't use nitros with other trucks directly in front of you, they will get more benefit from the knock on effect than you will get from the nitro.

It's better to stay behind cars than trying to force your way past them at tricky points of a track, you will normally end up worse off.

Remember, Ironman is the fastest and craftiest computer truck, so he's the one to concentrate on, although to survive a race you must beat ALL of the computer-controlled trucks.

The computer controlled trucks, Ironman especially, get upset if you beat them by too much in a race and jostle up their trucks accordingly for the next race - so try not to beat them by too large a margin.

It's best to stay behind cars than trying to force your way past them at tricky points of a track, you will normally end up worse off.

And remember, it's not the winning that's important, it's the taking part! (well that's a tip!) - Ed





PC ENGINE FORMATION SOCCER

Picky Porter from Derbyshire has been playing this game solid since he bought it and has decided to share his expertise with the civilized world. If you're finding it hard to score against the computer's mega-tough autokeeper, don't despair. Just get the ball back to your 'keeper and use him to take the ball up the field! Always keep his back turned against any challenges, and watch him shrug off any vicious tackles! When you reach the area just take it

past the opposing 'keeper - GOAL!

Also, if you're bored of the same old weather gal, then fatten up! Simply take the small hand and point it where it says channel 3. Press it about twenty times and then flick back to the weather channel to see a sexy sheik in a bikini winking at you! Cool!

STREET FIGHTER

If you have an autofire joystick, switch button I on, making the pulse made to switch on and off. Now you can kick seven pies out of the bad guys without a scratch! To be famous Alan from Brentford for that.

SPLATTER HOUSE

When the last monster pops his head up for the 10th and last time, make sure you have one heart left. If you kill it quickly, you can walk into a rock or a hand and die. This way you'll get bonus points and lives, so you can gain masses of points by doing the level over and over again! Once again, thanks to Mar-out Alan from Brentford.

GAMEBOY BATMAN

Ian Henderson of Buntingford has sent in some tips to help-plement last month's AND a cheat for this classic little Gameboy number. So, without further ado, the tips.

1. It's a lot easier to hit Jack Napier if you use the ball range - that's the A key.
2. If some items seem impossible to get, shoot the sun-rumpling blocks and they grow to a platform has been created!

3. According to Ian, the helicopter at the end of the Boring level is 'a real girl'. So, after it's bugged the four shooty things at you go right up to it and shoot just under the cannon and then it can't hurt you!

4. Once again, you need the ballrange to 'do in' the John. And now, the cheat: to access later levels, on the title screen hold down START, SELECT, A or B to access the hidden round selection

screen! The only problem is that it only works after you've completed the game once! Argghhh!

ASMIK WORLD

Paul Love of Bognor Regis, here's a right one, to is. He's obviously one well busy genius, as he's sent in all the passwords for Asmik World!

STAGE 8: AKUOLTL
STAGE 9: BLUTEN
STAGE 10: CHIMERA
STAGE 11: DEWLAP
STAGE 24: ELYTRON
STAGE 25: GILA
STAGE 22: HYDRA
STAGE 23: MBL

RETURN JOURNEY

STAGE 30: JEDOOH
STAGE 24: KUNDOA
STAGE 23: MINOCCA
STAGE 18: PANGOLIN
STAGE 18: REMOORA
STAGE 8: SCARAB
STAGE 1: ZANIBELLA

ARCADE STREET FIGHTER

Steven Nicholas from West Malaysia reckons he's a bit 'lucky' when it comes to playing arcade machines and sent in this tip for people not so fortunate. To shoot fireballs move the joystick rapidly anti-clockwise in the shape of a C and press the punch button. A backwards C movement and pressing the first kick button will result a spectacular helicopter flying kick - whatever that may be.

TEENAGE MUTANT NINJA TURTLES

Loads of you sent in this pretty obvious cheat that gives you extra lives in this silly arcade machine. All you have to do is bump your ten peas in as usual, and as the start light flashes tap it incredibly quickly. It may sound rather pointless but on some machines it gives you turtle twelve lives!



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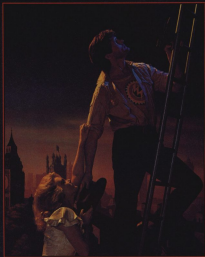
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DOMARK



Keep it warm Honey!



RICK DANGEROUS



RICK DANGEROUS

2

The Story So far.....



BACK IN A FLASH FOR COMMODORE 64, SPECTRUM, AMSTRAD



ATARI ST, COMMODORE AMIGA, TANDY AND IBM PC COMPATIBLES.

Rick's fate is now in your hands



THE



The second of C+VG's softer challenges saw madcap staff writer Rob "The Mouth" Swan, along with another of our brave challengers, toddle off to Sheffield, home of Gremlin Graphics, responsible for such gob-smacking wonders as Lotus Esprit Turbo SE Challenge and Toyota Celica GT4 Rally (reviewed this very issue). A miserable November morn saw our Rob waiting for our Richard at London's fashionable St. Pancras Station, but when Rich failed to show (the divvy had gone to King's Cross by mistake), Rob had to make the journey - alone!



▲ From left to right: Gremlin's Ian Richardson, our own Rob Swan, Tony the Tester and Challenger, Johnny Lee Dallas.

THE CHALLENGERS

Another of our readers, handpicked by the C+VG panel, was already waiting at the Gremlin offices when Rob arrived. His was Johnny Lee Adkin, son of Wakefield, West Yorks, and a joystick jockey extraordinaire. Johnny owns an Amiga and a Spectrum and had impressed the judges with his astounding scores on Microprose Soccer and Emlyn Hughes Peely.

Fighting on Gremlin's side were their PR Supremo and Lotus expert, Ian Richardson, with Tony the Top Tester in support (Games testers in The Challenge? Is this fair? - Ed).

And last, and by all means least, there was El Robbo, rather dishevelled after his long a lonely journey and feeling rather apprehensive at the enormous task before him! How little did he realise how enormous that task was to be...

THAT SCORING SYSTEM EXPLAINED

After some initial confusion (Rob got locked in the toilet), the rules were agreed. The Challenge was to consist of two rounds of Lotus Esprit Turbo Challenge followed by two rounds of the super-new Toyota Celica GT Rally. The fastest lap time in each round would earn the driver ten points, and

the second fastest player would get eight. Whoever came in third place would get six points and the slowest time would out four points. In keeping with world-renowned tournament conventions, the winner would be the player with the most points at the end of the challenge.

Once these details had been typed up by the official Challenge typist, and all the competitors had signed it in their own blood, the starting pistol was fired and the players got ready to rock and roll.

GAME ONE - LOTUS ESPRIT CHALLENGE



ROUND ONE

Ian and Johnny were first up, and took their places at the Lotus coin-ops displayed at the C&S show in September. Johnny got off to a pretty good start (considering it was the first time he had played the game), but was smashed to the back by some very sneaky driving by Ian, who used his intimate knowledge of the game to shoot to victory in a time of 1:47.3, beating Johnny who brought it home in 2:19.4.

Next were Tony (who had the benefit of over 1000 hours of game-testing experience on Lotus) and Rob (who had been too lazy to bother practicing at all). Tony made it all look rather easy, racing in with a time of 1:48.5, but alas poor Robbo got completely lost, and ended up smashing into every obstacle in sight. Finishing time - a comparatively dismal 2 minutes 12.5 seconds!

CHALLENGE

ROUND TWO

The sound of the dinner bell elicited a sigh of relief from the beleaguered Rob, who was in desperate need of nourishment to fuel his afternoon's efforts. The brave gladiators mulled over life and Lotus strategies while munching on the flavourome Marks and Sparks tack provided by the Greenin' waitstaff, but once the picnic plates had been cleared away, it was straight back into the action.

With one win under his belt, Ian was feeling pretty smug as he stepped up to the pistons. Rob, on the other hand, had already witnessed his opponent's prowess on several occasions and he was feeling more than a little apprehensive. With confidence on his side, Ian raced back to take the points yet again with a time of 1:58.2, while Rob did his 'slap with combs' impression, and limped home in 2 minutes 13.8 seconds.

Tony and Johnny were next to burn rubber, and Tony's hours of experience got him across the finish line first, with a time of 2:04.0. It was quite close, though, because Johnny, in spite of having problems with his car's steering, came in at 2:10.5.

So, once again, Ian took the glory, with Tony in second, Johnny in third, and Rob following behind to clear up the mess.

GAME TWO - TOYOTA CELICA GT4 RALLY



ROUND ONE: ENGLAND

As Ian tottered up the Ariga version of Toyota, Tony was happy in the knowledge that he'd play-tested the thing to death. Johnny was happy in the knowledge that he'd got enough practice in, and Rob was in deep trouble - at the time he'd never even played the game!

Johnny was first up, and had a few problems, but managed to finish in a time of 3:04. Rob was next, and after a lot of confusion on how to start the car (Pyes, Robs, press fire, let go, push up, press fire again - agghh!), the nosey one managed to crawl round in a depressing time of 3:58!

Ian, who had taken rallying lessons from Toyota team driver, David Urquhart, took the stick, and showed everyone how it should be done, scorching around the track in 1:20. But you should have seen his face when Tony took over and blazed to glory in a mere 1:10!

ROUND TWO: ENGLAND

This is where the fun began - it was obvious that Rob was going to have more than a few problems here, so Ian and Tony took full advantage, screaming round in 1:12 and 1:13 respectively. Johnny took the wheel, and after an unfortunate false start (blasting the poor lad a colossal three minute penalty!), managed to finish in 5:38. Rob, trying to improve on his previous efforts, failed miserably and finished in 5:15 (lose again and you're fired - Ed).

ROUND THREE: FINLAND

After a small error, Ian put the difficulty level onto 'Nippon' hard', by choosing the Finland route - with added snow, even! Johnny took the course in 7:58, after having a few problems with the car spinning out en route, which was made even more obvious with Rob's time of 7:59 (that's it, you're fired - Ed). Given Tony and Ian had difficulties - Tony even crashed, a unique occasion which amused Rob no end - and came in with times of 3:15 and 3:29 respectively.

ROUND 4: MEXICO

The final round saw the route taking place amongst the sand-blown deserts of Mexico, something which caused great concern as it reduced visibility considerably. Undaunted by this, Rob (read that: he is!) took control, and proceeded to make a complete hash of things by completing the course in 2:40. Ian proved his worth by finishing in 3:17, Johnny had a few spin-outs and stalled several times, to finish in 4:35, by again Tony took the points by finishing in a god-emphatic 1:43!



BUT THAT'S NOT ALL...

No, since, not by a long chalk, in the light of his defeat (you're right, use the term 'a right pasting'), Rob knew that certain redundancy awaited him when he returned to the office the next day, in an attempt to reinforce any credibility he had as a journalist, and possibly save him from certain execution at the hands of his comrades, he waited till the prize-giving was in full swing (then slunk into the Gaianin Secret Games That No-one Else is Supposed To Know About Room, whipped out his Man From Uncle secret agent's camera and took some cheeky snaps of the Amiga version of one of Grevin's big games for 1991, namely...



SWITCHBLADE 2

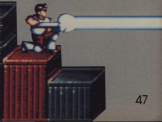
If you thought the first Switchblade was a bit lousy, wait until you see this! Although essentially similar to the original in style of play, this looks like it's going to be one cracker of a game.

Following on from where the original left off, Switchblade 2 again puts you in control of Hirs, last of the Bladeknights, who is out to defeat the forces of evil and restore freedom to his homeland. But how is part two different from part one? Well, the character is about twice the size of the original, and is much more athletic: he can leap, fight and use all manner of weaponry, ranging from your bare fists, blades, shuriken, and even an enormous laser cannon which unleashes a blast of earth-shattering proportional.

Even at this early stage, the sheer amount of detail put into the game is little short of stunning, with the beautifully detailed sprites storming around a full-screen playfield at a great rate of knots. If this turns out to be as playable as the first, then Gaianin will surely have a smash on their hands when Switchblade II is unleashed in the first quarter of 1991!

NEXT MONTH!

And now, live from London (barely!), it's the Kick Off 2 Challenge! Well, it will be in a month's time, so if you reckon you're the greatest player in the land, fill in the challenge form at once (on page 150), and send it in pretty quick, marked 'KICK OFF CHALLENGER!' But be warned - Rob plays Kick Off better than he plays Lolux!



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GREAT SCOTT!

WIN A REALLY HEAVY BACK TO THE FUTURE PINTABLE
COURTESY OF IMAGEWORKS

Great Scott, here's a compo with a difference, and no mistake! C+VG, along with Sinclair User and those lovely people at Imageworks (who, coincidentally, were behind last month's mega Turtles compo!), are giving you the chance to win a Back to the Future pinball machine of your very own! Ker-kray!

So, what have you got to do to win this wonderful beastie? Well, it's like this—simply phone this number,

0898 900080

listen to a few easy-gassy questions, scribble down the answers on the back of a postcard, sealed-down envelope, and send it to:

**GREAT SCOTT! I WANT THAT PINTABLE,
DOCI COMPO, C+VG, PRIORY COURT, 30-32
FARRINGTON LANE, LONDON EC1R 3AU.**

On January 14th we'll be drawing a C+VG reader's entry from the magic binbag, and he or she will go forward to compete in a prime pinball battle against Sinclair User's winner, at Imageworks HQ in London. At the end of the day the winner of this exciting duel will stagger away from the office carrying that self-same pintable for use in the privacy of their own bedroom!

But, the runner-up won't go away empty-handed, because Imageworks will be giving them a brand spanking new video recorder AND a copy of the Back to the Future II vid (per!).

Even further to that, we'll be drawing out five C+VG readers who will each get a groovy Imageworks T-shirt AND a copy of the Back to the Future II movie in glorious VHS videocassette! Woowee!

COMPETITION RULES: No employees of EMAP Images or Mirrorsoft, or their relatives, or their pets for that matter, may enter this comp. As usual, the Ed's decision is final - and no multiple entries or we feed you to the sharks!



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WHO THE HELL...

DO THE C+VG TEAM THINK THEY ARE!!

Just what evils lie within the tortured brains behind C+VG? The other day, your old mate, The Yob, was rummaging through some old filing cabinets looking for a part of him, when he came across these top secret personality profiles which reveal all the innermost secrets of the C+VG team! Read on... If you dare!

PAUL

PAUL "EINSTEIN REVISITED"

GLANCEY

NAME: Associate Editor
HOME BASE: Wherever I hang my hat
AGE: 31

ALL-TIME FAVE GAMES: Dungeon Master, Elite, Quibed, Super Monsta EP, L&L Attack Chopper

LIKES: Kentucky Fried Chicken, Fillet Burgers, Turkish Delight, being securely seated in helicopters flying over the Barents Sea, Celine and Helen, Bloom County, Bugs Bunny, Tom and Jerry and floppy cartoons. And that's all folks.

DISLIKES: Being thrown out of helicopters over the Barents Sea, being kidnapped by extra-terrestrials who later tell me they're about going to the launch site.

FAVOURITE PHRASE: "Get a Macintosh Power Station!"

SPECIAL POWERS: Can fly. Controls two at a time and wiggle ears in a very disconcerting manner.

FAVE SOUNDS: Beavis and "Fun, Fun, Fun", Simon and Garfunkel, "Punky's Dilemma", Frepp and "Evening Star", Chopin - "Nocturne No. 9", Louis Armstrong - "It's a Wonderful World" and "Standards", Jean Michel Jarre - "Oxygène", Philip Glass - "Koyukigakui", All the Get Back sound-alikes, and the witball music.

WHAT I WANT FOR CHRISTMAS IS: A time machine, to make C+VG's production schedules a little easier to handle. It would also be a right laugh at parties.

WHO WOULD I WISH A HAPPY CHRISTMAS TO: The whole world (grins a cheesy grin).



RICHARD

RICHARD "SO COOL I'M FREEZING" LEADBETTER

NAME: Staff Writer, Friend To The Stars,
HOME BASE: Witham, Essex
AGE: 18

ALL-TIME FAVE GAMES: Pit Fights, Marc, Smash TV, Sies, Dungeon Master, Bard's Tale 2, Batman (Gameboy), Golden Axe (Megadrive), Afterburner (Arcade and Megadrive), Paradroid, Revenge of Shinobi, Strider and Rainbow Islands.

LIKES: The Simpsons, classic English literature, the Nintendo Gameboy (brightens the awful Irish journey home), exams ("be cause I pass them all"), particularly violent action games (I don't know what **DISLIKES:** When my cousin Sam, Kentucky Fried Chicken and Burgers (especially the mappies!), this old woman who ruins my last holiday by knocking on my door asking me about Bob, London, and the Liverpool poets. I don't and neighbours, it's terrifying that thirteen million people actually enjoy it.

FAVOURITE PHRASE: "What happen-nia?"
SPECIAL POWERS: Has the uncanny power to find lost pictures in less than twenty minutes and the strange ability to sound like everyone else in Witham (according to Gulliver).

FAVE SOUNDS: My own voice, P, Oh Boy, all the Catron and Afterburner soundtracks, "a really strange tune on a Metatrone" (I don't even hear), Melinda Carline, Jean Michel Jarre (apart from the dire Waiting for Courtesan), some Ben Jovi, New Order and "anyfink good".

WHAT I WANT FOR CHRISTMAS IS: A six-figure bank balance, a pet on the back and someone to "phone me up to remind me how clever I am. Any takers?

WHO WOULD I WISH A HAPPY CHRISTMAS TO: All of my family for putting up with me (and the "phone bill!"), all my old mates at Hull Park (those were the days, eh?), and the teachers (for doing such a good job with me at least) and a huge "Happy Christmas" to Mrs Thatcher (hail).



JULIAN

JULIAN "GIMME A YAMAHA"

RIGNALL

NAME: Managing Editor

HOME NAME: Super lovely

AGE: Old enough to know better

ALL-TIME FAVE GAMES: I've got loads, but Williams coin-op Kick Off II.

F-15: And Super Mario III is actually boring to mind.

ESSENTIAL POWER:

"CONQUEST"

SPECIAL POWERS: Can drive and sweat profusely at the same time, can keep up an amazing wings level playing games.

LIKES: Telly, video games, films, being loud, things that go very fast, going very fast, sheepherd's pie, football, my Mad cat. Clowns, books, most bikes, drawing and more, many more...

DISLIKES: Speed traps, heavy traffic, liars, illnesses, rubbish, anything being skint, hassles, my Mad cat when it goes where it shouldn't, people being late for work, watching my favourite football teams lose.

FAVE SOUNDS: End-of-level badinage during the duns, loud parts, motorbikes, aggressive snore, explosions and more music.

WHAT I WANT FOR CHRISTMAS IS: A rally car, a scanner, a Yamaha Fazer and world peace (ship-peace)...

WHO WOULD I WISH A HAPPY CHRISTMAS TO: Everyone who reads C&G and REAR RACKING.



ANDREA

ANDREA "ISN'T THAT COPT READY YET?" WALKER

AGE: 18, **FAVE:** ~~London~~

London (that's ~~being~~ the prison, not in it).

AGE: Old (but beautiful)

FAVE GAMES: Mitchell, Super Mario Bros, Volfield, has been known to "get into" Tetris.

FAVOURITE PHRASE: "Who's stolen my scalp?"

SPECIAL POWERS: Ever since she was bitten by a radioactive dykewick when she was a small child, Andrea has exhibited superhuman mis-spelling capabilities.

LIKES: My Man, Christmas, especially restaurants, pubs, Hugs Mummy, champagne, red wine, surprise presents, Christmas money, going on holiday, Patsy Kensit, sheepherd's pie, romance... (she's getting carried away - Ed).

DISLIKES: Tardies, being late, being being late, being cold, rustiness, Pagan, Paul "The Wimp" Gooding, rock going to the landweir, most stupid people and cooking.

FAVE SOUNDS: The B-52s, Dead II Soul, Frank Sinatra, "My May", Peggy Lee - "Fever", Mary Macgregor - "Unwearying Pleasures", The Monkeys - "The Watercress Route", The Beatles - "The Original Soundtrack", Louis Armstrong - "It's a Wonderful World".

WHAT I WANT FOR CHRISTMAS IS: An Apple Macintosh with a big monitor and "all the software".

WHO WOULD I WISH A HAPPY CHRISTMAS TO: my parents. ("Happy Christmas Man and Dad")



ROBERT

ROBERT "CRASH OUT" SWAN

NAME: Staff Writer

HOME NAME: Used to be Chatham, but now resides with two other lunatics in jolly Gillingham (not a massive leap, by any means...).

AGE: 20

ALL-TIME FAVE GAMES: Super Pac-Man, Defender, Flood, Smash TT.

LIKES: Very loud music, meeting, Arsenal FC, Chinese food, and falling over a lot.

DISLIKES: Boring people who don't like enjoying themselves, anything black, Ribben and Waterman, half Australian men (argh!), a certain Spurs player who can't sing to save his life.



FAVOURITE PHRASE: "What happened to the weekend?" and "As long as there's sex and drugs, who cares about rock 'n' roll?"

SPECIAL POWERS: Can sleep anywhere, but favours armchairs and parks.

FAVE SOUNDS: Iron Maiden - No Prayer for the Dying, Metallica - Master of Puppets, Pink Floyd - The Final Cut, Newtweed - Masters of the Universe.

WHAT I WANT FOR CHRISTMAS IS: A black Toyota GT5 and - and lots of sleep.

WHO WOULD I WISH A HAPPY CHRISTMAS TO: Mum and Dad, too. Being much sound people, and the Liverpool Wanderers, who are just completely useless (she's) (they're not the only ones - Ed). Oh, yes, and my cat.

KICK OFF 2



A NEW DIMENSION TO SOCCER SIMULATION



- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- Full size multi-directional swivelling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. (Amiga and ST only)
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- Realistic Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and the sliding tackle.
- Set pieces: FREE KICKS, including freekicks and the ability to chip the ball or head the ball round a defensive wall.
- 9 types of corner kicks with full control of shot power. Long and short throw ins.
- Team selection from a squad of 18 with substitution and a choice of tactics.
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replay and create a Golden Goals film (Real, IBM & IBM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 15 different referee, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA TEAM ST - The best computer game ever. 99%
THE ONE - Ultimate football simulation. 99%
THE ACE - Brilliant. Play, Play, Play! 90%
AMIGA FORNAT - Best buy game to have appeared on any machine. 99%
ST FORNAT - When a great game is played. Magic. 90%
THE 64 - One of the best winning machines. 95%
GAMES WORKING - Probably the best sports game ever. 92%
COMMODORE CLUB - Another brilliant game. Can touch it. 98%
AMIGA ACTION - Surpasses all other football games. 85%
POPULAR COMPUTING WEEKLY - Rating of 4 out of 5.
NEW COMPUTER EXPRESS - Complete football world of the year.

AMIGA & ST £19.99 EXT. AMIGA £24.99
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ST ACTION - A stroke of pure genius.

THE ONE - An exceptional football management simulation. Amazing depth. Most involved, rewarding and playable.

THE ACE - Successfully blends challenging soccer management with tactics and in and around action. 90%

NEW COMPUTER EXPRESS - The sheer depth is incredible. A definite management game.

COMMODORE CLUB - As best a management game that requires

true managerial skills. 94%.

ST FORNAT - Brilliant. 85%

AMIGA FORNAT - Best selling and available. 92%

ESAP - Best football management game ever written. 90%

AMIGA - ST - £19.99



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Enhanced throw ins and penalty shots.

Provision to kick the ball in the air and do a falling header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Unsubscribers and referee on the pitch.

A new player attribute FLAK. 3 players with a high level of this will try a solo attempt at the goal.

4 new pitches - Wembley - Top - Maddy - Non-League

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WINNING TACTICS (£15.99 - Rd. Now) - A collection of tactics for use in Player Manager or KICK OFF with full explanations.

RETURN TO EUROPE (£10.99 - Rd. Now) - Three European cup competitions: UEFA cup - European Cup - Cup Winners Cup.

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ST

SPEED



▲ Meet the score-multiplier, on the far left.



MEET THE TEAM

Brutal Deluxe is made up of 12 players - a goalie, two defenders, three muckheads, three attackers, and three substitutes. If one of your team gets banged up pretty badly, he or she can be substituted for one of the players on the bench! If your players are pretty hurt, like the goalie at top left, they can be put on the transfer market, where better players can be bought - but usually for an exorbitant price!

BY
IMAGEWORKS

It's been two years since the last *Speedball* match was played, when the original *Speedball* League was disbanded. This nearly caused riots amongst the millions of fans world-wide, but now, it's back - bigger, better, faster, and, probably most importantly, a hell of a lot more violent!

But what's this got to do with you? Well, your task is to turn *Brutal Deluxe* (probably the worst team ever in *Speedball* history) into champions! The best way to start is to kick them in the guts, but this all costs money and lots of it. So to get the money, more games have to be won! Easy, eh? (Don't you believe it...)

The pitch is now twice as big as the original, and, like the original, contains all manner of obstacles, traps and traps with which you can defeat the other team.

Three new additions to the pitch layout are the score multiplier (which knocks up the number of points scored for each goal), and the star wall - every time a star is hit, two points are added to your score until they're all flashing when an extra 10 points are awarded! The third is the electric net and - hitting the ball against this gives the ball

THE ARENA IS
THE PLAYERS
TOUGHER, AND
ACTION, LSF
THAN EVER



EDBALL

2

IS BIGGER
ERS ARE
AND "THE
IS FASTER
R BEFORE

C+VG HIT!

a rather large electrical charge, and when it hits another player - zap!

If an opposing player is injured badly enough, two medical droids will onto the pitch, cart him off, and award you yet another 10 bonus points!

There are two divisions in the new *Spiritual League* - do you think you've got what it takes to get to the top?



4 Players spread as the opposition get the ball!



5 About the first medical level boss - if you get that far!



GYM'LL FIX IT

Before each game begins, you have the opportunity to spend your money on training to improve your team's performance. To speed up the gameplay you can simply spend money on say, the whole team's aggression capabilities. More careful managers, though, are likely to develop their players one by one, catering for individual needs. Each part of the armour on the right hand side of the screen represents a quality of the team (they're the same as the on-pitch icons detailed above) whilst the middle icons are used to choose which part of the team you wish to spend your money on.

REVIEW

UPDATE

Speedball II will be finding its way into the Amiga any day now, for the same price of £24.99, but featuring full screen graphics, and improved sound. A PC version is also due, but for which graphics modes, we can't say. No news as yet on versions on any other machines, but as they say, watch the skies.

SPEEDBALL

2

**C+VG
HIT!**

♥ The ball shoots into the air as the second half begins!



A TOKEN BONUS

Like the original, *Speedball II* has all manner of tokens which can be used to do all manner of things to both you and the opposing team.

TAP TEAM: Tackles all opposition players on-screen, reducing their attributes as if a player had tackled them.

FULL ENERGY: Boosts a single player's energy and attributes to initial values.

SHIELD: Makes your entire team immune to tackles.

GOAL DOOR: Prevents the ball entering your goal.

TRANSPORT: Transports the ball instantly to your centre forward.

GRAB BALL: Gives you instant possession of the ball.

SLOW TEAM: Reduces all opposition speed ratings to minimum.

MAGIC: Increases both teams' players' attributes to maximum.

INCREASE TEAM: Increases all players' attributes to maximum.

REDUCE TEAM: Reduces all opposition team players' attributes to minimum.

BOOSTS: Enhance player speed.

CHESTPLATE: Enhance defensive ability.

GLOVE: Increases player power.

ARMPLATE: Gives greater throwing ability.

HELMET: Greater player intelligence.

SHOULDER: Stronger attacking ability.

BOTTLE: A special physics solution, giving extra spinning.

SHARP BLADES: Can be used in Kickoff 2. Enhances player aggression.

ST

£24.99

Speedball has to rank as one of the top games ever, and to beat it, the designers have had to put in a lot of a lot of work. They've listened to all the criticisms (for though they were) of the original, and have come out with a product which is destined to go down as one of the best games ever to grace the ST. Right from the initial intro sequence, the entire thing simply oozes a class and quality that is rarely found in a lot of games. Cus Malone's graphics are nothing short of spectacular, with brilliantly animated sprites and metallic backdrops, and the sound is a treat in its own right, with thumps, grunts, cheers and the clang of the ball rebounding off the walls. The playability holds it all together, of course, and it generates a sort of addictive power that it's almost impossible to put the joystick down once you start playing. Overall, a totally brilliant sequel, and a magnificent game in its own right. To put it bluntly, if you don't get this immediately, you must be completely round the bend!

ROBERT SWAN

GRAPHICS	96%
SOUND	93%
VALUE	94%
PLAYABILITY	97%

OVERALL 95%



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KONAMI

►AMIGA ST

REVIEW

TOYOTA CELICA GT RALLY

BY GREMLIN

C+VG
HIT!

The Toyota Celica GT4 is the current world-beater when it comes to rallying technology and now thanks to Gremlin, you can experience all its thrills and the huge amounts of spills of rally racing on your trusty home computer. All of the major rally events are faithfully represented in Gremlin's game.

Before the game proper begins you have the option of choosing which control method you prefer (joystick or

mouse) and whether you desire an automatic gearbox or a good, old-fashioned manual job. You can also choose whether to practise the track or not. Before each race you can also have a quick look at the course and at the appropriate times instruct the computer to give you spoken warnings of any sharp turns ahead!

Then it's off to the actual race where your Toyota driving skills are tested to the

max on arduous tracks. The game is displayed in 3D and the emphasis is on realism, so don't be too surprised if you crash while attempting to take a sharp corner at 120 miles per hour!

Different stages of each

race provide different hazards. For example, the shoes may open up and deluge your Japanese mean machine with rain, but being a well-equipped automobile the Celica comes complete with windshield wipers to make driving in rain (and snow that too!) easier!

AMIGA
£24.99

I wasn't really very impressed when I first cast my critical eye over Gremlin's latest offering, mainly because I couldn't control the flippin' thing! Just when I realised I was getting a good run of speed out of my trusty Toyota it suddenly seemed to career off the road at the first bend! However, unlike Gremlin's last races, Lotus, Toyota is more of a simulating that it takes longer to get into. Once you've got the hang of the controls and can anticipate how the Celica responds to the arduous rally course it ranks as one of the best driving sims available. The mixture of polygon 3D and sprites is effective and the sound is brilliant - the talking co-driver is brilliantly done, and very useful too! Lotus cornered the market as far as arcade excitement goes, and Toyota Celica GT4 Rally will probably do the same in the driving simulation stakes!

RICHARD
LEADBETTER



UPDATE

Toyota Celica GT4 Rally will be rolling into a Spectrum or Amstrad car for its December release for the princely sum of £9.99.



▼ It's a problem - turn those windshield wipers on!

ST

£24.99

Exactly the same pulse-racing excitement as the Amiga game and even the sound is just as good! Highly recommended.

OVERALL 87%

GRAPHICS 88%
SOUND 90%
VALUE 92%
PLAYABILITY 87%

OVERALL 87%



**C+VG
HIT!**

EXTREME

BY DIGITAL INTEGRATION

Everybody likes the odd throw now and again. But when the exploding rocket in question is actually an inter-planetary space vessel which has crash-landed and is about to engulf the Earth in a ball of white-hot hydrogen, then it's time to put away the spork and the baked potatoes, get out your combat suit with built-in flame thrower, and get the hell on over there to fix things before it goes bang.

It seems this particular ship was bringing the Pioneer 10 space probe back to Earth before it was hijacked by pirates who sabotaged the ship's computer. So the first thing to do is to revive it by conducting an energy crystal from the storage bay to the heart of the machine. Unfortunately the ship's decks are teeming with alien beasts who have to be touched to oblivion before they'll let you through the complex of platforms and pillars to the ship's fuel socket.

With that task complete you have to get to the ship's self-destruct computer and

stop it from going boom. But the pirates have blocked the way so you have to swim through the fuel tanks which are full of floating mines and fish-like pirates like the floating mines to destroy the fish-like pirates, and things should be okay, though.

The final level puts you on top of a mechanical walker, armed with a plasma gun which is just the thing for slowing up more nasty pi-

rates, tanks and, of course, the self-destruct computer at the end of the game.

UPDATE

Digital Integration are currently knocking together versions of *Extreme* for the Amstrad, C64, ST and Amiga. Expect them all to be in the shops by Christmas time.



The accomplished title screen in all its glory.

**SPECTRUM
£10.99**

May, not bad! A quality Spectrum game in one 48K load! The most impressive thing about *Extreme* is the graphics - not just well-animated, but really colourful too, with no attribute clash and even a few extra shades usually unavailable to the Spectrum. The sprites throughout are big and a mostly animated (check out the Walker on level three!) and the scrolling's super-smooth pixelated stuff. The gameplay isn't bad either, and things are slowed up by the variety of tasks and the highly impressive weaponry! Perhaps the weirdest thing is that there are only three levels in a bit of a downer, but there's plenty to them, and they're pretty tough, so you're not going to finish them in a hurry! All in all, then, "Extreme" is good!

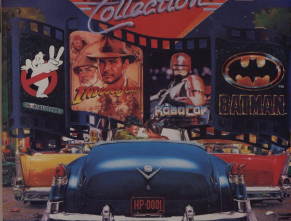
PAUL GLANCEY

GRAPHICS 90%
SOUND 80%
VALUE 80%
PLAYABILITY 83%
OVERALL 85%

THE COMPILATION PACK OF MEGA STARS

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Collection



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GHOSTBUSTERS II

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AMIGA ATARI ST

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▲ Shooting up the KRAK labs with an anti-personnel rocket launcher! ▲ Find the security card to finish the level.

NARC

BY OCEAN

▼ Our hero squashes the cops in his turbo Glitcor!



▼ Back in the KRAK labs, dishing out destruction!



The setting is the near future. Drugs have become a severe problem, so much so that a special police unit, known as the Squad, has been set up to bring down the criminal megabosses behind the dealing operations. They officers, equipped with the very latest in military hardware and a fairly red Porsche with 26mm machine cannons, have been selected to travel into enemy territory, bust down and eliminate the kingpin of the entire organisation.



The action is viewed side-on, with the two cops (coloured in red and blue) travelling from left to right, blowing away bad guys in spectacular fashion. If your trusty 26mm machine pistol doesn't do the trick, simply fire off one of your anti-personnel rockets, and blow the opposition into tiny befuddled fragments!

❖ Not exactly the greatest odds ever...

Of course, being a pair of humans and caring police officers, our heroes prefer smelting criminals to wasting them, and if you stand by a bad guy for long enough, he or she will be busted, giving you extra bonus points at the end of the round.

Further bonus points are awarded for any drugs or money collected from dead criminals. They also leave behind extra bullets and rockets to fuel up the boys' artillery collection.

Later levels include some heavy-duty opponents, including proofed-out dogs that will go straight for the threat, a crashed plane with a warped sense of humour, and even a guy who'll throw hypodermic syringes in order to knock down your energy. If all the energy goes, one of your lives is down the tubes. If all three go, you've had it!

C+VG HIT!

UPDATE

M.U.C. should be blazing onto the C64 any day now, for the same price, and same for a few colour and sound differences. M.U.C. should be identical to the Amiga version. Expect also Amstrad and Spectrum versions dead upon, for C128PP on cassette, and C128PP on disk. Check out Nuts'n'bits for an update.

C64
£10.99

For what the machine can do, C64 M.U.C. is actually better than the Amiga version! Okay, the whole thing's multi-loaded, but the graphics are absolutely brilliant, the music is ace, and the whole thing's just as playable as the 16-bit game. The digitised sound is gone (due to memory restrictions), but that doesn't detract from what is the best C64 coin-op conversion in ages.

OVERALL 92%

AMIGA
£24.99

The Williams coin-op from which this is converted has got its rate as one of the most violent, not to mention one of the loveliest arcade games I've ever played, but its sheer addictive nature simply grabs you by the throat and refuses to let go. Now the Amiga version is here, and it's just as intense as its arcade counterpart, and just as playable. The graphics are not as polished or well-defined as you might expect, but they're colourful, and well animated - especially when you witness a missile and the resulting explosion throws a conglomeration of severed limbs into the air (yikes!) Everything you'd expect from the coin-op is there, including the intermission screens telling you who you've got to bust, the banked-in banking track, the booms and screams of gas and missile fire, and those pesky dogs which keep pestering you! One minor quibble is the joystick control - the arcade machine had four buttons and a joystick, so cramming everything into one stick was obviously a problem - but once you've got used to it, the whole thing flows along so easily that you'll be addicted (if you'll pardon the pun) in minutes!

ROBERT SWAN

GRAPHICS	88%
SOUND	85%
VALUE	90%
PLAYABILITY	93%
OVERALL	91%

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Screen shot from IBM PC Version



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►MEGADRIVE

REVIEW

SKY SHARK

BY SEGA

Hordes of tanks, planes, and ships are invading your country, totally overwhelming the defensive forces - so it's up to you and your plane, the Sky Shark, to repulse the waves of enemies. Luckily, there are numerous power-ups, speed-ups, and other goodies to be collected that enable the Shark to compete with the badies on their own terms.

Set your course of subvira, Sky Shark starts from a friendly base and fights through waves of attackers



▲ Wobbly green things annihilate the enemy!



▲ A small bomb explodes at the end-of-level boss.



▲ Triple the power to the weakest weapon!

Before reaching the next air base - and safety. Power flashes are collected along the way, and these are converted into points at the end of each subsection, power-ups, on the other hand, increase the destructive powers of your weapon for every three that are collected. Don't stop to think - the enemy comes on thick and fast, so continuous blasting is the order of the day.

The backgrounds change on a regular basis, starting off with a forest, and then on to deserts, cities, oceans, and other exotic locations! Unfortunately, the badies are determined to leave you no time to admire the landscape! With the choice of three different weapons, Flying Shark must wipe out the foe - or not live to regret it.

▼ An enemy tank gets phoned death!



C+VG
HIT!

MEGADRIVE
£34.99

I'm a great fan of Truxton, and this game is very similar - and just as hugely enjoyable. Wiping out hundreds of enemy vehicles is my idea of perfect entertainment, and this delivers with a vengeance. The only problem is that Easy level is far too easy; I virtually completed the game without losing a single life! However, Medium level is quite tough and will provide even the best shooter with an adequate challenge. The graphics are of course extremely high standard, and, for once, don't stop you from seeing the enemy's bullets coming! There are too many continues available, but that's a common problem in Megadrive arcade games, and even Truxton had infinite continues. I recommend this game very strongly to all shoot 'em-up fans - you'll have a blast!

MATT REGAN

GRAPHICS	87%
SOUND	85%
VALUE	88%
PLAYABILITY	92%
OVERALL	90%

REVIEW

►AMIGA

DEFENDER 2

BY ARC

A few months ago, beavering away over a hot mess, Jeff Minter has finally unleashed his latest master piece - and it's a sequel to one of the greatest coin-ops of all time! Defender 2 not only contains Jeff's own sequel to Williams' classic coin-op, but also has versions of the original Defender and the classic Stargate. Proper in for good measure - and at no extra cost!

Defender 2 contains elements from both Stargate and Defender (I'll assume you're familiar with the basic "protect the humans and shoot the meanies" gameplay), summing re-mixed with original ideas to produce this sequel. The first thing you'll probably notice is the fact

that your defending craft now has a dirty little trick that contains four methods of clearing out mega-laser death. The toothpaste laser cuts through enemies requiring multiple hits, while the bomb just releases a volley of bombs to ground-based targets. The uprigger blasts in an upward direction (makes sense) while the AI drone generally acts as a Nemesis-style multiple that actually homes in and dispatches the opposition! There's also a lightning bolt-style smart laser that releases deadly photons that rip at enemy enemies to shreds!

The gameplay is divided into distinct sections. First off, you'll have to blast away a Mission Wave (this usually in-

UPDATE

At present there are no plans to convert Defender 2 to any other home system, but if the situation changes you'll be the first to know!

volves destroying a certain breed of alien) and then a normal Defender-type wave. To round the level off a Theme Wave has to be annihilated - these are much the same as the Mission Waves.

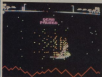
But along with the slightly re-jiggered gameplay, there are also new breeds of alien to destroy and each one type is identified in a special tutorial section. There's also a comprehensive options page where the difficulty level, control method and choice of sound can be selected.

AMIGA
£24.99

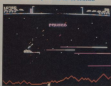
Defender 2 was an incredible disappointment when we first bootied it up on the office Amiga, mainly because it seemed to be an incredible effort just to survive five seconds without meeting a photon-laser-death. Also, the control method (using the mouse for movement and the keyboard to fire your various weapons systems) is extremely hard to get to grips with and the intuitive skill needed for the original had been replaced with trying to find the right key at the right time. However, once I'd dusted off my old Defender skills, I began to have a ripper good time! I'm all for synthesised digital destruction on a grand scale and Defender 2 more than fits the bill. The premises of having Stargate and the original Defender thrown in sounds rather good, but neither plays much like its coin-op parent for some. The package itself is fine, but for that adrenalin surge required by the gamesters of today, Datatron is far superior.

RICHARD
LEADBETTER

GRAPHICS	84%
SOUND	87%
VALUE	75%
PLAYABILITY	73%
OVERALL	75%



▲ A tender gets lightning annihilation



▲ The Defender ship unleashes photon destruction!



▲ The lightning smart laser tears out at the enemy

ST
£24.99

Just as good as the Amiga game, with a little bit more thrown in for good measure. As Datatron isn't available on the ST, check this out.

OVERALL 79%

From the programmers of Silkworm, the shoot 'em up of the eighties, comes SNV,
the shoot 'em up of the nineties.



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SNV



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"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '88
"Superlative Shoot 'Em up Silkworm." Zero November '88

Downloadable Screens are from the Amiga version.



▲ Select the right team at the start of the tournament...



▲ ...And you could end up in the Superbowl playoffs!

THE TEAM SPIRIT

Choosing a team is the most important decision in the game. Some teams will be stronger than others at certain things. Minnesota, for example, has a fear-inspiring running back, while Miami is great at passing. Also a choice must be made between a regular season game, a playoff game (in other words, the Superbowl, where the fates are decided for you), and a sudden-death game in which the first team to score wins.

It's third and four, on the 50 yard line. The Quarterback won a pass interference after the punt, and has made 40 rushing yards. If any of that makes sense to you, you must be a fan of American football, with its complex rules and bulging shoulder pads.

After a successful playing career, John Madden is now one of America's top commentators, and his game includes all the teams of the NFL and AFL leagues. There's also a special "super team", the Madden All Stars, comprised of the best players

▼ The Quarterback decides which player to pass to.



BY ELECTRONIC ARTS

JOHN MADDEN'S AMERICAN FOOTBALL

REVIEW



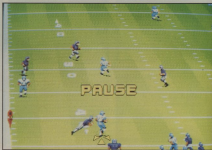
AMERICAN
ALL



▲ A sport of diving to stop that touchdown!



▲ Defense calls time as a touchdown seems inevitable!



from all the other sides.

Play is against the computer or a human opponent, with home and away features & "home" and "away" home away strips helping to remove any confusion!

Each match is made up of a series of offensive and defensive plays chosen via menus displaying diagrams of where principal players will be running to. Once both players have selected their strategies, the screen starts with the offense's quarterback collecting the ball then passing it, running off with it or booting it forward depending on the play selected. If you're on offense, you control whoever is holding the ball, but the defending player can switch to whoever is closest to the ball so he can get in a tackle.

The defending team's overall task is to stop the offense from making the required 10 yards. Field goals, punts, sacks and fumbles are all represented and the game is complete with sound effects of men having the wind knocked out of them!

▼ Rushing up the field, this guy seems unstoppable!

REVIEW

JOHN MADDEN'S AMERICAN FOOTBALL



▲ Los Angeles talk tactics...



▲ Just like the real thing!

ALL THE RIGHT MOVES

To succeed in this game, it's crucial to have a grasp of the offensive and defensive moves available. When it comes to choosing plays, both sides huddle up and the menus at the top of the screen scroll left and right to reveal the different defensive and offensive moves available. If you're on offense and want to play a pass, use men with good catching ability or the ball will bounce right out of their hands. Likewise, when trying a running play, choose players who are fast on their feet, or the other team will bring the running back to the floor before he's made any distance. The defense's best tactic is to try to work out the opponent's most logical move, hope he's logical enough to use it then select a play which blocks his progress or perhaps even allows an interception which will turn the game around.



▲ The offense choose their strategy...



▲ ...And the defense get ready to counter their efforts.



▲ After the match... Mr. Madden himself appears to tell your story.



▲ Before the match... the score report on the opposition's strengths and weaknesses...

VITAL STATISTICS

As with any American sport, teams of statistics and factoids featured throughout the game. Together with the scouting report on the teams, which lists their strengths and weaknesses, this helps in the decision for a team, and allows for 'spying' on the opposition! At the end of each half, John Madden appears to give the stats so far; these include the number of first downs made, the rushing yardage (how far each team has carried the ball), the passing yardage (the length of throwing plays), and defensive yards (how often the defense has broken down the opposing quarterback in his own half).

MEGADRIVE £34.99

John Madden's stunning intro movie (by anC64 master, Rob Mather) lets you know that this game is something special, and things just get more impressive from then on! The array of options and statistics gives this the kind of realistic feel that was missing from Megadrive Cyberball. On top of that, the game is packed with extra features to help you get the most out of your sports aims: the classic sports aim, the classic done by the player making the touchdown, for example. Although the game is quite daunting at first (there are so many decisions to make), a couple of games will teach you all the skills necessary to routinely breeze the computer, and after that you'll be ready to take on a skilled human opponent. With gorgeous graphics, super sound, and perfect playability, this is a Must. Have game for Megadrive owners.

MATT REGAN

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

**SUPER
SKI**



**WATER
BOMBER**



CHALLENGERS

**KICK
OFF**



**STUNT
CAR
RACER**



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Entertainment Software

THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Out Run	Kixx	●	●	●	●	●
2	1	Guardian Angel	Code Masters	●	●	●	●	●
3	-	Target Renegade	Hit Squad	●	●	●	-	-
4	-	Jaws	Alternative	●	●	●	-	-
5	5	Quattro Adventure	Code Masters	●	●	●	-	-
6	9	Quattro Super Hits	Code Masters	●	●	●	-	-
7	4	Quattro Combat	Code Masters	●	●	●	-	-
8	2	Run the Gauntlet	Hit Squad	●	●	●	-	-
9	-	Track Suit Manager	Hi-Tec	●	●	●	●	●
10	8	Rastan	Hit Squad	●	●	●	-	-
11	10	Paperboy	Encore	●	●	●	●	●
12	-	Quattro Arcade	Code Masters	●	●	●	-	-
13	-	R-Type	Hit Squad	●	●	●	●	●
14	3	Soccer Double	E+J Software	●	●	●	-	-
15	-	Treasure Island Dizzy	Code Masters	●	●	●	●	●
16	-	California Games	Kixx	●	●	●	●	●
17	14	Yogi's Great Escape	Hi-Tec	●	●	●	●	●
18	6	Shadow Warriors	Ocean	●	●	●	●	●
19	11	Hong Kong Phooey	Hi-Tec	●	●	●	●	●
20	-	Question of Sport	Encore	●	●	●	●	●

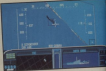


Yesuurgh! What's Out Run doing at the top of the charts? It's a big name but a bit of a dull game. What's worse, there's only one full price game in the whole top 20, and only four

or five of the rest are much cop! So much for progress, eh? No doubt the Turtles will be kicking butt when they hit the streets next month.

AMIGA TOP 20

1	-	F19 Stealth Fighter	Microprose	92%
2	-	Indy 500	Elec Arts	91%
3	-	Adv Fruit Machine	Code Matri	76%
4	4	Ti Dazy	Code Matri	80%
5	10	Yogi's Grl Escape	Hi-Tec	83%
6	-	Cadaver	Miramsoft	93%
7	19	Fast Lane	Action 16	24%
8	-	Terrican	Rainbow A	93%
9	-	Targhan	Action 16	61%
10	12	Drum Studio	Players	60%
11	14	Spy Who Loved Me	Domark	81%
12	-	Supremacy	Virgin	83%
13	13	Iron Tracker	Smash 16	45%
14	2	Kick Off 2	Anco	95%
15	-	Wheels of Fire	Domark	79%
16	1	Corporation	Care	82%
17	17	Killing Game Show	Paynoasis	83%
18	-	Ruff and Reddy	HiTec	80%
19	-	Boulder Dash	Wicked	80%
20	-	Captain Blood	Smash 16	70%



Crkey! Simulation City this month as F19 Stealth Fighter flies straight to the top followed by the sim-national Indy 500! Nice to see Terrican's guest appearance so long after its release.

OUR TIP FOR THE TOP

Well, no sign of the totally amazing Lotus game yet so expect to see that somewhere in the top ten and if those Turtles don't hit number one then we'll be monkeys unless!



Jaaz! Yet more Quattro malarkey! What is it with you lot owners? Code Masters occupy seven out of the twenty positional Outrun's budget re-release seems it right back to the top, and there's absolutely NO full-price games in the chart at all!

OUR TIP FOR THE TOP

Well Christmas means loads o' wongs being splashed out, and we reckon that the brilliant Super Off Road and of course, those darn Turtles will figure in the top ten along with SDI and maybe even Robocop 2!



C64 TOP 20

1	-	Outrun	Klax	44%
2	8	Quattro Adv	Code Matri	77%
3	13	Quattro Super Hits	Code Matri	65%
4	-	Target Renegade	Hi Squad	80%
5	-	Rastan	Hi Squad	77%
6	1	Run the Gauntlet	Hi Squad	72%
7	6	Quattro Combat	Code Matri	67%
8	3	Guardian Angel	Code Matri	40%
9	-	Big Foot	Klax	73%
10	14	Road Blasters	Klax	55%
11	11	Paperboy	Encore	47%
12	-	Quattro Arcade	Code Matri	67%
13	-	Track Suit Manager	Hi-Tec	80%
14	5	Salomander	Hi Squad	93%
15	7	Fantasy Dizzy	Code Matri	81%
16	12	Quattro Sports	Code Matri	70%
17	-	Jaws	Alternative	26%
18	-	California Games	Klax	99%
19	2	Hong Kong Phooey	Hi-Tec	31%
20	9	Soccer Double	E-J	63%

ATARI ST TOP 20

1	18	Italo 1990	Code Matri	38%
2	-	Adv Fruit Machine	Code Matri	76%
3	8	Ti Dizzy	Code Matri	80%
4	9	Tarphan	Action 16	30%
5	-	Team Yankee	Empire	82%
6	-	Guardian Angel	Code Matri	73%
7	11	Kick Off 2	Anco	80%
8	5	Future Bike	Hi-Tec	72%
9	15	Yogi's Gt Escape	Hi-Tec	83%
10	-	Lotus Esprit Challenge	Gremm	89%
11	2	F-19 Stealth Fighter	MicroProse	89%
12	1	Shadow of Beast	Pygnosis	80%
13	-	Gremm II	Elite	82%
14	-	Platinum	US Gold	84%
15	-	Captive	Mindscope	93%
16	18	WC LeaderBoard	Klassik	89%
17	-	Iron Tracker	Smash 16	24%
18	-	Boulder Dash Rlt	Wicked	77%
19	4	Shadow Warriors	Ocean	84%
20	-	Rick Dangerous 2	MicroStyle	90%



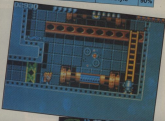
Oh, yes, missus! How could the extremely, not quite 1990 class its way back to number one? On the plus side, Lotus Esprit Challenge has burned into the charts, but apart from that...

OUR TIP FOR THE TOP

Well, they might not have crawled out of the sewers this month, but you can bet your bottom dollar those Turtles will be creeping up the charts next time round!

is F19
up for
down to
to long

Lotus
Esprit
Challenge
can't hit
charts



SPECTRUM TOP 20

1	-	Jaws	Alternative	37%
2	-	Outrun	Rixx	70%
3	-	R-Type	Hit Squad	80%
4	-	Track Suit Manager	Hi-Tec	80%
5	-	Target Renegade	Hit Squad	85%
6	1	Soccer Double	E-J	66%
7	8	Rastan	Hit Squad	89%
8	13	Paperboy	Encore	85%
9	2	Run the Gauntlet	Hit Squad	74%
10	4	Quattro Combat	Code Matri	67%
11	5	Guardian Angel	Code Matri	40%
12	3	Ti Dizzy	Code Matri	80%
13	12	Match Day 2	Hit Squad	87%
14	3	Quattro Adv	Code Matri	63%
15	-	Quattro Arcade	Code Matri	73%
16	-	Football Champs	Code Matri	83%
17	-	Question of Sport	Encore	40%
18	18	Fantasy Dizzy	Code Matri	80%
19	-	Outlaw	Players	68%
20	10	Pro Boxing	Code Matri	79%



A load of tepid budget gear is replaced at the top of the chart by... another load of new budget gear! Arrghh! That hideous effort, Jaws, hits the top closely backed by Rixx's Outrun release. The more deserving R-Type steams in close behind...

OUR TIP FOR THE TOP

Flippin' heck! Those Turtles don't make the top slot by next month then we'll be most surprised. Keep an eye out for the fancy Shadow of the Beast also.

88%
87%
85%
80%
77%
73%
69%
60%
73%
58%
47%
87%
89%
93%
81%
70%
26%
96%
30%
65%

AMSTRAD TOP 20

1	-	R-Type	Hit Squad	79%
2	-	Target Renegade	Hit Squad	80%
3	4	Quattro Sup Hits	Code Matri	85%
4	1	Guardian Angel	Code Matri	40%
5	3	Quattro Adv	Code Matri	74%
6	2	Quattro Combat	Code Matri	63%
7	-	Quattro Arcade	Code Matri	65%
8	5	Operation Hornum	Alternative	74%
9	11	Jaws	Alternative	38%
10	-	Outrun	Klax	47%
11	12	Run the Gauntlet	Hit Squad	70%
12	-	California Games	Klax	45%
13	20	Hong Kong Phooey	Hi-Tec	37%
14	9	Paperboy	Encore	85%
15	-	Track Suit Manager	Hi-Tec	80%
16	-	Question of Sport	Encore	40%
17	16	Pro Golf	Atlantis	70%
18	9	Rastan	Hit Squad	80%
19	14	Wombles	Alternative	72%
20	-	Superkid	Atlantis	73%



Crissy O'Reilly You Amstrad gamers certainly go in for the old budget gear and no mistake. Tons of re-releases inhabit the Amstrad charts, but at least a golden side holds the top slot - R-Type!

OUR TIP FOR THE TOP

Perhaps it was a bit premature to predict top spot for Turtles when the game wasn't out in time for this chart, but if those green martial artists and Greenin's Shadow of the Beast aren't in the chart by next month we'll set our hats and finish off our raincoats for dessert!



PC ENGINE TOP 5

1	3	Devil Crash	93%
2	4	Darius +	89%
3	-	Rapid Rapus	86%
4	5	Afterburner	82%
5	-	Gomoko Speed	82%

PC ENGINE

Devil Crash spins back to the top, followed by Darius Plus, that weedy rabbit beast. P-14 flying fun and the oddly named Gomoko Speed!

MEGADRIE

What a surprise - Strider still at numero uno followed by the brilliant Rainbow Islands and Hellfire the not-so-bright Dynamite Duke and Thunderforce III STILL hanging in there! Again, to very much PC Engine Supplies of Sticks for the chart.

MEGADRIE TOP 5

1	1	Strider	95%
2	-	Rainbow Islands	93%
3	-	Hellfire	94%
4	-	Dynamite Duke	84%
5	-	Thunderforce III	95%

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TEENAGE MUTANT HERO TURTLES

C+VG
HIT!

BY IMAGE WORKS

As a total whynuck, the villainous Shredder has kidnapped the very wonderful news foundation, April O'Neil. He's carted her off to his secret hideout to brainwash her into joining his Foot Clan, and only her four amphibian pals, the Teenage Mutant Hero-Turtles, can save her!

The game starts above ground, with the player in control of the Turtle of his choice: Foot Soldiers and Shredder's Slave Peddlers are on the prowl, so the best thing to do is to quickly duck into a nearby manhole and cross the town via the sewer system.

But things are even more dangerous underground!

Four Warriors and a variety of other enemies are running all over the place, and contact with any of them knocks the Turtle's energy bar for a loop. Luckily, if one of the gang is running out of energy, you can take him out of action and immediately replace him with a new Turtle. This sort of teamwork is essential if you're to defeat some of the bigger baddies, such as Bellop and Peck Steady, who make appearances early on in the game.

Each Turtle is armed with his favourite weapon, but they vary in effectiveness. These are, however, long-range weapons such as short-kick and boomsticks available, but you have to find the respective icons first.



▲ Move the latest stand in for Morgan.
▼ Our turtle hero rescues April.



► An overhead view as Donatello rushes through the streets.



THE CHRISTMAS GOOD GAMES GUIDE

If you plan to use your computer to escape from the relatives, avoid the repeats on the telly, or just relax over the festive season, you'll be helped by knowing which software is worth your time and money.

So how do you tell a Christmas "Turkey" from the year's vintage offerings?

'Tis the season to be jolly...and also the season in which we suffer from excess, one Ghery or Mikey Pe (so many; that smag under the mistletoe with your best friends

Game	Label	Average %	ST %	IBM PC %
Pin-Booth Fighter	MicroProse	91.00	90.45	92.90
Midwinter	Rambord	91.00	90.54	93.90
Rick Dangerous II	MicroByte	87.04	87.90	-
Slam Service II	MicroProse	-	-	90.87
Twist of Fate	Rambord	92.90	91.90	-
Simula	MicroByte	87.25	87.50	-

A whole host of other MicroProse games have also scored high average marks, including Railroad Tycoon (IBM - 93.85%, Control Command (IBM - 93.17%, and Stunt Car Racer (Average) 90.05%.

ugly little sister, actually enjoying the Christmas, number 1 record, and taking pleased as you receive another pair of socks from granny.

Christmas sometimes brings out the worst in people, and often brings out the worst in software, as the shops get crammed with games which are poor film license conversions, and reshuffled compilations of five year old "classics". Disappointment is often the result for serious software users: *Con-a-Dance*, *Robotrap II*, *Terminal Pelicans*, *S.L.U.M. Runner*; popular for the festive days of Christmas, but likely to leave you as cold as Boxing Day's Turkey for the rest of the year.

What of the year's vintage offerings? Which games have set the software shelves alight throughout 1990? Which publishers offer you the best of times every month of the year?

The Proof of the Pudding...

Every computer magazine takes a keen interest in the quality of games

published. Every edition is packed with reviews, comments, and marks out of ten, aimed at making your choice easier. Some magazines cover specific computers, others a range of computers, and some every computer. But they all know one thing: How to spot a great game.

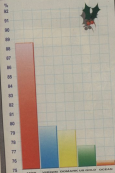
One of the UK's leading magazines, "A.G.E.", keeps a monthly check on the marks scored in all the reviews in all of the magazines, to see which publishers' products are receiving acclaim everywhere. The results make interesting reading.

The graph shows the average review mark scored, from Aug - Dec 1990, in all magazines, for five top publishers. (Source - Ace Stockmarket).

"The conclusion to be drawn is that MicroProse games provide consistent quality, value, and enjoyment, all year round."

The clear winners are MicroProse, proving to be the most consistent of the publishers surveyed. A lot of average marks received by six of their games (remember this is across all UK mags) are shown above. All the games rank highly.

Over the page you'll see why...



MIDWINTER



Eleven programmers and researchers worked for five years to produce the masterpiece billed as "The Strategy Game of the Decade". The reviewers held their breath and then gasped in amazement at what they saw...

"Many games are billed as 'revolutionary', but Midwinter is probably the closest you are going to get to the title. Although the presentation is superb, it is the superb gameplay that sets it apart from other 'classics'. Although your task is to destroy the evil General Masters, the gameplay allows you to perform the task in whatever manner you deem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any method can be used to kill Masters. Couple this with four modes of transport, numerous missions, and an involving storyline, you have a game that really does live up to its classification." **ST Action May '90**

Midwinter has convinced me for the first time ever that a game can be really clever and incredibly playable. It's an absolutely phenomenal game and there are no

phenomenal game and there are no reasons not to buy it. Absolutely stunning."

Zero March '90

"A landmark in computer entertainment."

The One Feb '90



"Unquestionably set to be a classic." **C&EG March '90**

"The most atmospheric, utterly magnificent game I've played, and will play, all year." **ZZAP! April '90**

Midwinter tells the story of one island's struggle for survival in a new Ice-Age. Its Gallup chart history is one of triumph - another Number 1. For one hell of a Cool Yule, pit your wits against Midwinter from November this Christmas.

70%	70%	70%	70%	70%	70%
65%	65%	65%	65%	65%	65%



Available Free
 Subscribers:
 Commodore Amiga
 £24.95
 Macintosh
 £24.95
 IBM PC Compatible
 £24.95

It's 30 feet wide, 58 feet long and has an almost invisible radar signature. It's the plane that the US Air Force won't talk about - but when MicroProse revealed it to the world, the reviewers split the beams about the F-19 Stealth Fighter...

"Fast, smooth and technically sophisticated. The game's major advantage is its tactical scope. The four mission scenarios, cold war, conventional and limited war situations plus the selection of available options translate into a huge number of different missions - each with its own level of enemies, radar installations and alerted bases to face. Flying is successful operation travels on a variety of different skills -



radar negotiation, bombing accuracy, air-to-air improvisation and plane handling skills. Presentation, right down to the expansive manual, is impeccable throughout. For intelligence and variety of gameplay, there's very little to touch it."

The One: July 90



45	20%	10	1000000	100%
100	10%	14%	1%	5%



"F-19 is the business. It deals with state-of-the-art jet and is a state-of-the-art sim. Stealth is the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game." *Amiga Format Nov 90*

"This definitely has to be one of the best. If not THE greatest flight sim out there." *C&EG, Oct 90*



F-19 Stealth Fighter justified the reviewers praise by soaring to the top of the Gallup charts. This is one fighter that they can't keep under wraps. If you're looking for the best flight simulator available this Christmas, don't rely on radar. Rely on MicroProse.

Other great games of 1990 include:

Simulators... Silent Service II

M1 Tank Platoon

International Soccer Challenge

Pirates... Red Storm Rising

Railroad Tycoon... Tower of Babel

Fire & Brimstone

Coming from MicroProse in 1991

Midwinter II

Gunship 2000... Darklands

Knights of the Sky

Railroad Tycoon

Lightspeed... Covert Action

Starford... F-15 Strike Eagle II

Grand Prix... Batagol

and many, many more.

Available from
MicroProse at
Commander's Keep® 20.00
April 22 1991
IBM PC Compatible
© 1991

Accept assignment
Change assignment



TOTAL COMPUTER ENTERTAINMENT

RICK DANGEROUS

2

Rick Dangerous shot to stardom in his first romp around South America, Egypt and Europe. Finding earthly adventures not enough, he shoots off into space in Rick II, continuing his quest to outscore the Fat Man.

—Did the reviewers welcome Rick returning "in a flash"? You bet your life on it...

"By now, Rick Dangerous has earned its place in the hall of fame for classic platform games, but just when everyone was taking it for granted, along comes the sequel - and it's even better than the original. The graphics have been polished up, the sound effects are funnier and the gameplay is more fluid and enjoyable. With a little thought all the puzzles can be worked out (and some of the solutions are very strange). Even if you haven't played the original game (where have you been?) Rick Dangerous II is well worth a generous slab of any gamer's time. But a generous slab could have you sitting in front of your computer for days without rest. You have been warned...but buy it anyway." **Amiga Format** Nov 90

—AD II is a compulsive game.

When a trap catches you by surprise it's annoying, but *Insideline* develops into experimentation and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games." **Amstrad Action** Nov 90

—The gameplay is superb, involving and addictive. It is

ARCADIA 5000	MSX 2	IBM PC	ATARI FOREST	IBM PC 386/486	Share
87%	87%	90%	92%	90%	90%

the sheer volume of challenge and entertainment in this game that makes it absolute corn." **Raze** Nov 90

Rick Dangerous is everyone's favourite original superhero - and he's planning to eat turtles for breakfast on Christmas Day.



Santa should be able to find these games in any good software store.

He can find **MicroProse** at
Unit 1, Hampton Rd Industrial Estate,
Telford, Shrop,
or by telephone on
0966-904326.

Available from
MicroProse on:
Commodore Amiga £24.95
IBM PC/XT £24.95
IBM PC/Compatible £24.95
MS-DOS Spectrum and Amstrad
£24.95 IBM compatible £24.95



REVIEW

UPDATE

Versions for Amiga, 386, PC and C64 should be out at this moment. These all have a save-position facility, which the Spectrum and Amstrad ones don't. The Amiga version has been significantly improved from the original 88 version, and is now on a single disk, with area overloading as well as graphics, sound and gameplay improvements. Watch out for it!

▲ And again, this time hanging out with Raphael!
 ▼ Michaelangelo shrugs his funny thing.



▼ Leonardo uses his cunning belly swimming skills.



SPECTRUM £12.99

This version (and the Amstrad version, actually) were programmed by the team behind Savage and Dan Dare II, so it uses mappings of colour very well. The sprites aren't quite so nice as the Amstrad version's, but the gameplay is just great. Guaranteed to please Turtle fans across the channel.

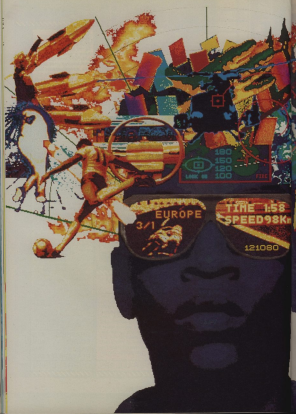
OVERALL 85%

PAUL GLANCEY

GRAPHICS	84%
SOUND	40%
VALUE	86%
PLAYABILITY	88%
OVERALL	88%

AMSTRAD £12.99

I have to say I was a bit disappointed with the Amstrad Amiga Turtle game when we saw it a few months back, and so I didn't expect great things of the huge works conversions of the same game. However, I'm quite pleasantly surprised by this Amstrad version. It's not the most original or ambitious of game concepts, but it's surprisingly good fun to play. The platforming isn't as good as the ability to flip between different characters provides the essential Turtle teamwork element. The above-ground graphics are a bit messy, but the platforming sections are very well-drawn - big, colourful sprites, all nicely animated, and the Turtle masks are even the correct colours! Even if you're not the world's most manic Turtle fan (I'm not), you may well find yourself pleasantly surprised by this excellent licence, which deserves to sell like hot cakes.



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FEEDBACK

IRON TRACKER SMASH 18

It is the near future. The Earth is now suffering the effects of a nuclear fallout, and has become a world where only the toughest and toughest can survive. The only form of transport is the quad bike, a powerful four wheeled beast with a heart of steel. To get from city to ruined city, the hardest of wheeled warriors must race against both mutated organic and man-made traps, urban warriors, police and other baddies in order to complete your mission. And quite frankly, in dear, it just don't give a damn, not when a game's as fast as this!

The graphics are plain, pretty and dull, the sound is enough to have you reaching for the volume switch in those moments and the overall playability is enough to drive anyone completely up the wall. Dull, boring and naïve, Iron Tracker would be better off left in the past.

ST	
£4.99	
Given if you're desperate for a 16 bit budget racer, you'll be better off completely ignoring this, even for a free.	
OVERALL	38%



THE EMPIRE STRIKES BACK

HIT SQUAD

Last month, the C64 built-up relevance of Star Wars got the thumbs down, due to the fact that the machine isn't well-suited to handling fast vector graphics. Now its turn up and movie sequel comes under the hammer - and the same problems rear their ugly heads once more. The game itself is set over four levels - firstly at the controls of a Rebel snow speeder, blasting a sad number of Imperial Probe Droids before they can reform the Empire of the Rebels' whence souls,

then against Imperial Walkers, which are trying to stop the Rebels, evading the ice world of Hoth. That's followed by a space battle in the Millennium Falcon, avoiding attacking TIE fighters, and finally it's into an asteroid field in order to escape. Then you've got to do the whole thing over again!

The problem with this game is three fold, firstly, it's too similar to Star Wars, secondly, it's far too simplistic and repetitive and finally, the whole thing plays like a snail in ice-cream. Quite frankly, even if you're a Star Wars nut, you'd be better off spinning out three quid on something else.



C64	
£2.99	
Slow, boring, repetitive, and not the best action-packed game you'll expect. Save your money.	
OVERALL	42%



THE GAMES: WINTER EDITION

KIDX

This sequel to Epyx's original Winter Games enters the player for seven snow-bound sports, namely, the luge (a suicidal bobsled run), figure skating, speed skating, downhill, slalom and cross-country skiing, and the ski jump. Up to eight people can compete for the coveted gold medal.

This episode in the series wasn't programmed by Epyx's original Games team, and it shows in all the versions. The graphics are decent in most respects, although the sprites do tend to look a little deformed from

time to time. However, the overall feel of the game is a little slow, a factor which can be downright infuriating when you've got about half of a second to complete the luge run, and the response time isn't fast enough to stop you hurtling into a wall. Overall, a not-too-bad game, but the playability just isn't there in the same quantities as the likes of Summer Games II, World Games, and California Games.

**AMSTRAD
£2.99**

A fairly decent collection of wintry sports at a pretty good price, but try before you buy.

OVERALL 81%



R-TYPE HIT SQUAD

When this first hit the streets two years ago, the world and his wife were to put it mildly, gob-smacked to see a brilliant team coin-op translated so well onto the humble Spectrum. Now it's getting a new lease of life as a budget re-release, and it's all the more brilliant for it.

It's a horizontally-scrolling shooter, with bags of power-up weapons, a drone which can be attached to both the front and rear of the ship, and loads of horrible aliens to blast, all in glorious technicolor! Yes, indeed, folks - love

**SPECTRUM
£2.99**

A great conversion, and at the magic price, too! Purchase immediately!

OVERALL 93%

of colour, with the minimum of attribute dash! Okay, it's got a rather naff multi-loader, but with a game that's so addictive and playable as this, such things can be overlooked. As far as this conversion's concerned, if you didn't go out and purchase it then, get it now!



THE B

MIG 29 CODE MASTERS

On my goodness, those naughty capitalist Amiga devs have invaded! Time to unleash the MIG-29 interceptor and blow away those delinquent (unfortunately 'Code Masters' attempt to create a budget version of Afterburner is sadly lacking in just about every department.

The graphics are seriously dull with little or no animation, and the plane looks as if it should go on a diet. The

sound is dreadful, and enough to inspire you to smash your telly into a thousand tiny fragments, and the gameplay (what there is of it) is boring and dull to the max. Even with such 'amazing' weapons as a nuclear bomb (obviously represented by a CCB with an 'M' written on it), this game is completely devoid of any redeeming characteristics whatsoever, unless you set fire to the disk to keep warm during the long winter months!

AMIGA
£6.99

Wow! Mig-29 is an absolute travesty of a game, and certainly not worth the seven quid asking price!

OVERALL 20%

ST
£6.99

Just as crap as the Amiga version, if not more so! Leave it well alone, unless you enjoy flushing your money down the drain.

OVERALL 19%



TARGET RENEGADE HIT SQUAD

After the original Renegade coin-up was successfully converted to home computers, Green took a few liberties with the license, and released this, the second in the Renegade trilogy. As you might have guessed, it's a total 'em up set across the five levels that make up Southville, an urban jungle infested with the worst lawless you could imagine. The aim of the game is simple - duff up everybody (and everything) whilst keeping your own skin intact. The Amstrad version





AMSTRAD
£2.99

A decent good game, and, as a budget re-release, Targhan Foreigner should be snapped up at the first opportunity.

OVERALL 90%

of the original was little short of excellent, and Targhan Foreigner carries on the tradition in fine form, with large, colourful sprites and addictive fumpin' fun, and for the budget price, you can't do better for a budget beat 'em up. If fighting's your thing - re-thing, grab it quick.



TARGHAN

ACTION 16

When this was first released, the general consensus of opinion was a resounding yawn. Now Targhan, quite frankly, it's still as uninteresting now as it ever was, even for a liver. It's yet basic everyday hack 'n slash, with a smidgen of puzzle solving thrown in. The beatcake hits

leaps around mashing demons of darkness to a pulp with a mere fee of his scepter. The graphics are okay, and some of the backdrops are very well drawn indeed, but the animation is lacking in a lot of ways, with sprites particularly breakdancers (remember those?), and the sound is reasonable, but a little apathetic. Essentially, Targhan can be summed up in one word - boring.



RUN THE GAUNTLET

HIT SQUAD

Remember this, the "all-action" version of the Krypton Factor's assault course, presented by Martin "Mug-head" Shaw? Well, when it was devised for computer about two years ago, both 16 and 32 bit formats had a mixed reception, but for a measly three quidlets, it's a much

more attractive purchase.

The idea is this. Three races (as they land, sea-based or on The Hill - an unforgiving assault course) are selected at random, for the player to participate in, and the aim is simply to earn as many points as possible by winning the races. Run the Gauntlet was a pretty decent TV show, and the game is just as good. However, replete with lots of vehicles to race about on, the gameplay for each event is basically the

ST
£4.99
Pretty yawnsome all round. Not the best of second-stringers to start with, but it's a decent game. (long waitwheels)
OVERALL 55%

C64
£2.99
An interesting sports game which is pretty good value for three quid. Check it out.
OVERALL 77%

same, so everything gets a bit boring after a while.



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VEGONE
O DAMNED
FAR!"



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U.S. GOLD

UPDATE

LOTUS TURBO ESPRIT CHALLENGE GREMLIN

Put yourself behind the wheel of a super turbo-powered Lotus Turbo Esprit with the ST conversion of Gremlin's HTI-based road racer. The gameplay's pretty straightforward. There are three levels of championship tracks on offer, each with a different number of tracks and hazards. Your objective is to win each race (or failing that, remain in the top ten to qualify for the next race).

Lotus's greatest asset was undoubtedly the split-screen P4 Race 2-style gameplay, and this remains intact in this ST conversion. Unfortunately the graphics seem to have been turned down quite a bit, especially in the



backside hazard and road-deter department, and the sound effects and music can only be described as atrocious.

Lotus still contains the dynamic additive nature of the Amiga game and still processes the line as an unbelievable road racer which flows then deserves a place in your software collection.

ST	
E24.99	
One of the greatest ST road racers available, undeniably in two player mode.	
OVERALL	89%

BADLANDS DOMARK

Welcome to the future of fast and facing with Badlands. Here, the races of the future take in eight shell-shocked wheelstands and burn as much rubber as is humanly possible. But racing isn't the limit of participation activities, as each Badlands racer has an in-built machine gun and optional rocket launcher! There are also wrenches scattered about the track which are swappable in the shop for extra weaponry, speed, tyres and shields.

Unfortunately, the C64 version is noticeably slower than its coin-op and 16-bit cousins so it isn't quite as playable, and it seems that a lot of the thrills and spills of the original just aren't present in this conversion. With the likes of Ivan "Ironman" Stewart's Off Road Racing looking good on all formats, Badlands looks decidedly average.

SUPER OFF ROAD NINTENDO

Super Off Road went down a storm with C&EG back in October and now we've managed to get our grubby mitts on the NES version, and we're quite impressed! The aim is simply to take your off-road truck for a spin around eight different tortuous tracks with the express purpose of beating the opposition and winning lots of lovely prize money. After each race it's off to the "warehouse"

Speed Shop to spend all that new-found dough on jacking up your truck.

If you're lucky enough to have a control splitter (the NES Gameport is available on request), up to FOUR players can race simultaneously, and

have a damn good time doing it. The problem is that quite a lot of the animation on the trucks has been sacrificed and the trucks don't quite handle as well as they might. Alas, the price seems a bit wildly compared to the coin-

op. Still, there's a decided lack of quality Super Off Road racers on the Nintendo and Super Off Road fits the bill quite nicely.



NINTENDO	
E29.95	
Pretty decent racer named only by slightly strange gameplay. Check it out, cover the floor.	
OVERALL	84%

SPIDERMAN INTERNET ENTERTAINMENT

Memoirs made off with Delaney's moustache, as the hero for the web-slinging superhero to make his way to Britain's 16 and the day live give the Amiga version of Spider-Man the critical eye test and it came out rather well with 87% and a precious C4+G HM.

Now we've cast our bloody eyes over both the ST and the C64 versions and we're

glad to report that they're both exactly the same as the Amiga version! Yes, all the additive (which rather old-fashioned), platform based

gameplay that made the Amiga version feel so good has been transferred faithfully well to both machines, and the sheer enormity of the

quest should keep you hooked for weeks. Check it out.



C64
£9.99

A single level and it's just as good as the 16-bit game! Spide and pounce - WOT!

OVERALL 87%

ST
£24.99

Very playable, very addictive arcade adventure. Recommended without delay!

OVERALL 87%

RICK DANGEROUS 2 MICROSTYLE

Here's back in a flash Rick Dangerous, square-jawed hero and all round hero is back after a little holiday to tell yet more evil plans courtesy of the Fat Man. This time he's got together with some semiconscious marauders and is threatening to take over the world! Rick has five levels of platform moves to negotiate, that take him from Hyde Park in London to the Fat Man's lair in deepest Dor!



(that's where all the aliens have come from, by the way).

When Rick first caught sight of the ST version he was rightly impressed, thinking it a colossal 90%. Now, all of the other versions have arrived and they're just as good. Featuring brilliant

C64
£9.99

Graphics are a bit blocky, but all the gameplay remains intact. Put this on your shopping list or feel very stupid indeed.

OVERALL 90%

visuals, decent sound and extremely addictive gameplay, Rick Dangerous 2 is something of an essential purchase.

AMIGA
£24.99

A classic jumper that more than improves on the original. Rick Dangerous 2 is £24.99 well spent.

OVERALL 90%

SPECTRUM
£9.99

Lower colour and hyper-addictive action make this a must-buy! Or get it!

OVERALL 90%

AMSTRAD
£9.99

Just as good as the 16-bit game, with a near-decent soundtrack thrown in for good measure!

OVERALL 90%

SUBBUTEO ELECTRONIC ZOO

Subbuteo! On On On On On! Yes, this perennial favourite - table-top, cloth-bound rooster action - is now yours for the taking, but on your trusty computer. Subbuteo on the 8-bits is much the same as on the 16-bit game reviewed in the November issue, but the 3D rotating pitch has been replaced by an overhead 3D view. In stead of the usual rooster-type computer action, the gameplay follows Subbuteo rules to the letter. You know,

SPECTRUM
£9.99

Quite a colourful game, but the action is slow and unimpressive. Avoid.

OVERALL 64%



moving one player at once by choosing a direction and "kicking" it.

This is hardly exciting stuff by any stretch of the imagination. The pace is slow and tedious and with the overhead viewpoint it's as if you're just controlling a team of coloured circles rather than the distinctive playing players. You'd be better advised to

stare up those shelves either for a better version game (and there are plenty of those about) or buy the real thing instead.

C64
£9.99

Not really that much difference from the Spectrum game. Add Marmite to the mix or maybe Hughes to your collection instead.

OVERALL 64%

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AWESOME

BY PSYGNOSIS

▼ Super-chunky 3D graphics

Looks like there's trouble in the Octano system. A band of vicious aliens have looted their Essex Tiger Tanks and cashed them in for a Prometheus cannon, a weapon so powerful that one shot can destroy an entire galaxy! Time to high-tail it out of here, you might think, but you haven't got enough gas-jail in your fuel tanks to propel you out of the blast zone. However, the Octanians have



offered to give you some fuel if you complete a few tasks for them.

A typical mission is split into three sections. First off you travel towards your destination, blasting any enemy destroyers and asteroid belts that get in your way. This is displayed in overhead coordinates (a bit like US Gold's *River and Operation Hammer* for all come out in spirit).

After that you boost down to the planet, in the ship's shuttle, land all your pits and weed *Spyke* (the gobs that get in the way). This section takes the form of a very speedy *Space Harrier*-style 3D shoot-out with vast monsters whirling in and out of the screen.

When you finally land, the real is well-and-true on as

▲ Impassable mainkey - with free T-shirt!

you land on the planet and run about the landscape looking for the trading centre, where goods are sold, weapons bought, and the next mission and destination are chosen. Make sure you get there before the timer ticks down or it'll be the worse for you!

UPDATE

Psygnosis plan to release a similar ST version in December, which will emulate the Amiga game as far as possible. How will the graphics and sound compare? Watch out for the update, next issue!

AMIGA
£34.95

Make no mistake: graphically and sonically *Awesome* is totally, um, awesome! The amazing super-smooth graphics and superb animation are backed with a number of funky soft-metal sound-effects, but as wise men often say, "Good graphics and series alone do not a good game make". All of the various sub-games are polished and playable, but none have any real depth and although Psygnosis have tried to keep disk access-ing to a minimum, it's still a right royal pain in the jacket. The option to minimize access by turning the sound off is a bit of a non-starter - how about just one atmospheric soundtrack that always plays in memory instead? Any road up, I had a good few hours of fun with *Awesome* but after that, even the nice graphics weren't enough to keep me playing, it's another tremendously stylish package from Psygnosis, but as far as gameplay goes, *Awesome* is a little disappointing.

RICHARD
LEADBETTER

GRAPHICS	93%
SOUND	92%
VALUE	82%
PLAYABILITY	80%
OVERALL	81%

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▶AMIGA

REVIEW

MASTERBLASTER



▲ A terrifying face-to-face confrontation...

BY RAINBOW ARTS

Back in the heady days of 1984, Lucasfilm released a game that would have a profound effect on games to come - *Blaster*. Now, six years later, Rainbow Arts have resurrected this classic for 16-bit owners. The result - *MasterBlaster*!

The basic idea is a one-on-one sport, each player (be they either human or computer) takes control of a Rocket, a nippy vehicle designed for turning at right-angles in a split second. The playing field is a huge checkered court, with two pairs of mobile goalposts towering each end of the field, with each player fighting for possession of the

ball - a sphere of plasma energy. To win each game you have to score more goals than your opponent by blasting the ball between his goalposts.

An additional form of competition (which wasn't featured in *Blaster*) is a Rocket race along station courses.

**C+VG
HIT!**



UPDATE

MasterBlaster should be blazing its way onto an AT and PC near you any day now, and should be almost the same, bar a few colour and sound differences. As far as the £150 go, *MasterBlaster* has been knocking around on budget for the Atari ST, C64, Spectrum and Amstrad for some time now.

AMIGA
£24.99

It's great to see some old 8-bit classics being turned up and transferred to the 16-bit, and *MasterBlaster* is just as playable now (as *MasterBlaster*) as it ever was, if not more so. The speed and reactions of the Rocketballs make the game play very fast indeed, and the 3D graphics reflect this - the rocketballs even emit flames to make the edges of the squares look smoother. The original *Blaster* never remains intact, as well as a whole stack of new tunes - all of which are stunning. As a one-player game, the whole thing can be a bit overwhelming, as the computer blasts goals in left, right and centre, but it's still enjoyable, nonetheless. In two player mode, the game really stands out as a super-competitive exercise for the extremity glands. New options such as the race and the knockout tournament, as well as driving like the demo and Rocketball blueprint screen, complete the package perfectly, making *MasterBlaster* as much of a classic as the original. Put it on your Christmas list or live to regret it!

ROBERT SWAN

GRAPHICS	88%
SOUND	92%
VALUE	88%
PLAYABILITY	87%

OVERALL 89%

99

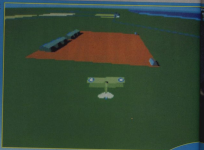


BY MICROPROSE

Having joined up to serve King and Country in the newly-formed Royal Air Force, you are one of many living to strive for glory in the skies against the Hun in this Great War. And with such names as Richthofen and Ack-ack-ack-ack in contention with, yours is not an easy task.

You have the choice of whether or not to tackle any of these airborne warriors, utilizing any aircraft at your disposal (including those of the enemy), but if you feel that you're not yet up to the strain of engaging such foes in solo combat, you have the option of choosing an aircraft from the 20 available, just to practice flight skills.

Once suitably prepared, you may begin your career as a pilot properly, with the goal of surviving the war, and having the best record of enemy



▲ Coming in to land after a successful mission.

KNIGHTS OF THE SKY



kills of any pilot - on either side.

Daily mission assignments give you the chance to fly out into enemy territory, down a few enemy kites, - after five, you receive the title of Ace, and in order to be the best, the Ace of Aces, you've got to beat the best - and continuous following of orders will mean an increase in rank, and the eventual command over your own squadron.

Dinner parties, newspaper articles and gossip at the local pub will reveal information as to where enemy Aces are based, and therefore where to engage them. The reverse is also true - jealous German pilots will do their best to locate you, and end your career double-quick.

Flying your craft is no easy thing, as certain aircraft only have a limited flight ceiling, and trying to gain altitude

to climb over and up is a rather nasty task of power to the propellers, resulting in the plane stalling and you taking a nosedive into the dirt. Tiring the machine isn't just a case of aim and shoot, either - it has a rather nasty tendency to get jammed, but a quick thrump usually fixes it.

The better you are, the better plane you get - but just remember, the Bosche kites are just as good, if not better,

so in the end, it boils down to just one thing - how good a pilot you really are...

**C+VG
HIT!**



1. The devilish Hun escapes a head-filled death...



2. Arrghhh! Disaster as the enemy shoot down our hero!



UPDATE

Flights of the Sky should be soaring onto the 32 and Amiga computers during the latter part of 1991, and should be around the twenty-five quid mark. The graphics should be similar in most respects, but whether the 3D is as fast remains to be seen. Watch the skies (again) for a review in a future issue.

PC
£39.99

I'm a bit busy when it comes to flight sims, but MicroProse have this tendency to deliver the goods every time, and this is no exception. *Flights of the Sky* is a sort of Amigaic P-51 style Eagle II, and everything from the 3D graphics to the storyline itself gives the impression that more than the usual amount of care and attention given to MicroProse games has been put into this. And being put into this. And quite frankly, it's got to rank as one of the best flight sims yet - apart from one thing: you really need a fast PC (anything less than 10 MHz just won't cut the chase), as the plane suddenly becomes rather uncontrollable with VGA or VGA graphics - all of which costs a lot of money before you even consider the game's rather hefty price tag. *Flights* has a lot of nice touches which all combine to create a great atmosphere which you can really get into. Overall, this is an excellent flight sim with loads of options, and which is exciting to play. It may be a bit expensive, but if you've a sufficiently powerful machine, this certainly merits your attention.

ROBERT SWAN

GRAPHICS 90%
SOUND 89%
VALUE 83%
PLAYABILITY 87%

OVERALL 88%

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► **AMIGA**

REVIEW

PRINCE OF PERSIA

BY DOMARK

The mighty and righteous Sultan of Persia is out of the country at the moment, putting his enemies to the sword. Obviously, Persia isn't run itself, so the Sultan has left Grand Vizier Jaffer (not the seedless variety) behind to run the show. Prosperity and mighty the Sultan may be, but even he is unaware that Jaffer is a closet megalomaniac who has evil, selfish designs on Persia.

**C+VG
HIT!**

▼ A fight to the death in Jaffer's palace.



▼ The evil Grand Vizier dispatches his henchman against our hero.



▲ One of Jaffer's henchmen is put to the sword.

His plan for domination involves blackmailing the Sultan's daughter into marrying him, which isn't exactly good news for the player, who accepts the role of a young adventurer who's at love with the princess.

Obviously something has to be done about Jaffer, and you must undertake a cunning rescue attempt by infiltrating the full-screen platform palace, negotiating the traps laid by Jaffer (wooden platforms that give way to a colossal fall or even spikes that stubbornly spring out of the ground beneath you) and disposing of any of his minions that get in the way.

Unfortunately, things aren't quite going to plan. You've been captured and thrown into the dungeons and they've taken all your possessions - even your trusty sword! That's not all - the evil Jaffer has given the Princess one hour to decide whether she'll marry him or not. You simply must rescue her before Jaffer becomes the Prince of Persia...

UPDATE

Prince of Persia is scheduled to appear on the PC by the end of the year, and the 3D early next year. Both versions promise to be exactly the same as the old Amiga game reviewed here.

**AMIGA
£24.99**

Prince of Persia's platforming action reminds me a lot of that old 8-bit classic, Impossible Mission. The latter feature this has in common with the latter is a superbly animated player sprite - it's extremely lifelike and I defy anyone not to be impressed as the hero jumps, pulls himself over walls, and even wrings on his dear life before plummeting down a hole! One of the pleasures of Prince of Persia is discovering its many surprises - watch out for wooden jellies that because they usually lead to secret rooms. There's only one downer with this otherwise flawless product, and that's the fact that when you die you go all the way back to the beginning of the level. Arguably that, watching Prince of Persia is like watching poetry in motion - playing it is better still.

**RICHARD
LEADBETTER**

GRAPHICS	94%
SOUND	75%
VALUE	91%
PLAYABILITY	92%
OVERALL	90%

REVIEW

► **AMIGA**

Think you're hard, do you? Well, here's a challenge to test your mettle - the ultimate trap, one so deadly it has remained untouched for over five hundred years, created by the evil Shantirya, tyrannical Magician king and ruler of vast lands (there's always one, isn't there?).

The trap is set in a multi-level maze, peppered with platforms, traps and mazes galore. Viewed from side-on, your task is to guide the hero, a beely barbarian with a small dagger and the ability to leap and bound like a hyperactive spring, through the many trials and tribulations that lie before him.

It's not all bad news, dead monsters leave one of three different potions, red for magical weapons, green for spells and blue for curing powers. At any stage the spells can be accessed and used to their best effect, depending



▲ In an all-action shot, our hero runs left!

DEATHTRAP

BY ANCO

on how many potions have been collected.

At the end of each part of the labyrinth, a guardian will be waiting, ready to turn you into a large blob. Defeat him, and you can move onwards - overcome the entire trap and Shantirya will be defeated. Failure, however, is a very unpleasant prospect...

UPDATE

Death Trap will be sitting onto the ST quite soon, for the same price of £19.99. There is the possibility of a C64 version some time next year, but apart from that, there's nothing planned on any other machine.



AMIGA
£19.99

Well, this is a far cry from King Of The Hill, is more wary than one's desperately and sensibly. Death Trap is certainly a very nice game, with little finished here and there (especially the very 'Strip Poker' women on the stars panel), and everything is colorful and well animated, and the gameplay is easy, but nothing outstanding - jump around, kick a few monsters into bloody gobbers, eat a few apples, and Bob's your uncle's done down. The program lies in the level of difficulty - it's too damned hard to get into that lower without using most of your credits up! There's certainly nothing here that hasn't been done before - it's a platform game with added gilly bits, so to be frank, Death Trap is something that you should give serious consideration to before purchase.

ROBERT SWAN

GRAPHICS	82%
SOUND	80%
VALUE	75%
PLAYABILITY	77%
OVERALL	79%

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AMIGA FORMAT - 87%
"the game is incredibly difficult to put down."
"Simple and enjoyable games like Pang don't come along too often."
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CU - "CU SCREEN STAR" - 87%
"Superbly converted with plenty of bonuses."

"Pang plays BRILLIANTLY!"
"Ocean have managed to capture the feel of the Arcade game perfectly - and that's what makes Pang a winner."

ACE - 84%

"Just wait till you play it - the game positively oozes addictiveness."
"If you hanker for the days when games were fun and simple, buy Pang - you won't regret it!"

ZZAP - 83%

"A polished conversion of a playable coin-op."

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REVIEW

► **ST**

GOLDEN AXE

BY VIRGIN GAMES



The brother was called by Donald Miller

GILUS-THUNDERHEAD
THE DWARF

SELECT PLAYER



CHOOSE YOUR WARRIORS

The three characters in the game each have their own strengths and weaknesses.

Gilus-Thunderhead, the dwarf, is very strong and can deliver a powerful headbutt, though he's a little slow and his magic is not too effective.

Ax-Battler, the barbarian,

can wield his sword to devastating effect, and his magic is more powerful than Gilus' too.

Tyris-Flare is an Amazoness usually clad in an armored bikini, and has the best magical abilities: she's also the most agile of the three. However she's not very resilient - hardly surprising considering she's only half-dressed! (I don't know - disgusting! Young people today - Ed.)

AX-BATTLER
THE BARBARIAN

The mother was called by Donald Miller



TYRIS-FLARE
THE AMAZON

The father and mother was called by Donald Miller



DIE SHOWN ENEMY
DEATH-ADDER IS IN
HIS CASTLE.

WE WILL TAKE A
SHORT CUT THROUGH



▲ Consult the map and check your progress.

Death Adder, that cunning
Dino bad guy, has not
napped the King and Prin-
cess of Yuria. Your mission -
should you decide to accept
it - is to battle your way
through the hordes of barbar-
ians, Amazons, skeletons,
gargs and other Lord of the
Rings rejects, until you reach
the head honcho himself;
then gently persuade him (by
repeatedly hitting him, of
course) to let the hostages go.

Each player (and there
can be two) chooses one of
the three characters avail-
able, then it's on with the
mayhem. The strategy keeps
coming in groups of up to four
at first, and increases in their
toughness and ferocity. At
the end of each stage, the ob-
ligatory boss rears his ugly
head - if there's only one of
them (but of course huge, al-
ways deadly, they'll all seem
like a soggy paper bag when

you finally reach Death-Adder
himself).

Luckily, the good guys use
a variety of moves in combat
to slice 'n dice their way to
the showdown. Along with a
standard chop or slice, jump-
ing gives the opportunity for a
vicious blow to be delivered
on the way down. Another fa-
voured tactic is to charge
enemies and use a bone-
crunching headbutt or kick to
knock the opponent off his or
her feet.

▲ A combined attack substitutes its full force!

C+VG
HIT!

REVIEW



DEATH-ADDER

▲ Meet Mr. Heavy. You'll be seeing more of him later.



DINO-WARSI

Climbing on the back of a
beastie gives any character
(be it the player or an oppo-
nent) a big advantage in com-
bat. Your typical low-grade di-
nosaurus (shown here) can spin
around to attack any oppo-
nent with its tail, and can also

jump about. The second boss
faced is a small dragon that
breathes fire at the ground in
front of it, giving a severe
burn to anyone in the way.
The top-notch dragon is simi-
lar, but it can shoot fireballs
over a long distance, cropping
up and landing. So saddle up
and kick butt!

REVIEW

GOLDEN AXE



MAGIC MOMENTS

Magic plays an important part in the game. Blue potion bottles are collected by kicking pots in the cave, and the more gathered, the more devastating the spell will be.

Each character's magic is different in its form and effect. Orkus has lightning power, Axle can create earthquakes, and Tanya can call down devastating fire storms. But remember - that power soon runs out so don't waste it!

UPDATE

The Amiga version (discussed here) is available now, and though the gameplay is the same, it features a full-screen playing area and greatly improved sound. The all-Spectra, and Amiga versions have also hit the streets, and they are fast-moving. Check out next issue for the full review!



ST
£24.99

Golden Axe was always a superior coin-op, and this home version is a terrific clone. Apart from the slightly smaller screen and the tiny sound effects, there's hardly anything between this and the Megadrive version - it's that good! The game offers everything a home-console fanatic could ever want, as obviously it's been a big hit here in the C&VG offices! The animation of the sprites is unbelievably good: the figures, moves, fight and walk in exactly the same way as the original, and the superb backgrounds add a great deal of atmosphere and excitement. It's one of the best two-player games around, and my only hesitation is over its feasibility; it's not hard to complete, and after that, interest in the game will wane dramatically. Still, it's hugely enjoyable and graphically stunning, so if you've got an ST, this one has got to be on your Christmas list!

MATT REGAN

GRAPHICS	93%
SOUND	89%
VALUE	85%
PLAYABILITY	92%
OVERALL	91%

SPEEDBALL

2

BRUTAL DELUXE



SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadiums and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

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ENGLAND



AND PLAY WITH THE STARS

COMING SOON



PICTURE DISC VIDEO
100% DIRECT



PICTURE DISC VIDEO
100% DIRECT



PICTURE DISC VIDEO

Yogi Bear & Friends



PICTURE DISC VIDEO
100% DIRECT

Heene-Borkers

►SEGA

REVIEW

C+VG
HIT!



▲ Two wheels are better than one!

PAPERBOY

BY US GOLD

It's early morning and all around Suburbia, people are waking up to another bright, sunny day. The problem is, they all need to have their papers delivered to their homes (they're too lazy to actually walk to the newspaper like I do) and some lucky young fellow-me-fella is needed to pick up a consignment of Daily Sun newspapers and deliver them to the waiting subscribers. You decide to take the job, but you're a paperboy in a hurry, so you decide to skander atop your BMX bike and simply ride down the streets throwing newspapers at subscribers' homes. (Simple, yes?)

A few of the locals are not impressed by such irresponsible antics and so decide to limit your activities by setting their dogs on their remote-controlled cars on you. Break-dancers, burglars making a quick getaway and people driving Sinclair CIs also get in the way but most of these obstacles yield to a well-

placed paper thrown at them. Similarly, your papers double up as lethal weapons when thrown at non-subscribers' homes and extra vandalism points are awarded if you break their windows.

There's seven days of paper-throwing mayhem in this Sega cart, and at the end of each day you're given the opportunity to earn a fat, juicy bonus by completing a BMX course.



▲ Nearing the end of the BMX assault course.



SEGA
£29.99

Paperboy ranks as one of the best arcade conversions available for the Sega, with bright, colourful graphics, great scrolling and plenty of life. For morose souls, the arcade game is in there, even the selectable skill levels, making it a game that'll have you coming back to your Sega machine after purchase. The only slight downer is the Sega's attempt at copying the arcade bonus - they reward a bit money to me. Sega never even gave me any real cash for when it comes to decent coin-op conversions. But Paperboy and Grounds keep out the wind and truly shaggy.

RICHARD
LEADRETT

GRAPHICS	88%
SOUND	89%
VALUE	88%
PLAYABILITY	90%

OVERALL 88%

UPDATE

Paperboy's been out and about on the home computers for years now, and an 8-bit version (apart from the C64 game) are pretty good - and available for £29.99. The 16-bit versions aren't bad either and retail for £29.99 on the Atari label.

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

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



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.



Tackle hard for the ball, deep in 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 defence, as you stretch your legs to their limit. One bounce and you let fly with your foot as the goal seems before you, sending the ball racing 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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- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.
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- International Soccer Challenge. It will make Gascoigne weep with joy, get Madonna excited, and have Hults tearing his hair out.

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Z-OUT

BY RAINBOW
ARTS

STARDATE: 21-04-123-T

• • • TRANSMISSION BEGINS:

CONGRATULATIONS ON YOUR SUCCESS IN THE "Z-OUT
MARS". UNFORTUNATELY, ALL CELEBRATIONS MUST BE
"OUT SHORT, AS LONG-RANGE SENSORS HAVE DETECTED AN
ATTACK FROM THE ALIENS' HOMEWORLD OF ALPHA CEN-
TAURI IS IMMINENT - STOP

THE HEART OF THE ALIENS' OFFENCES ARE SPLIT
INTO SIX REPORTEDLY MASSIVE HORIZONTALLY SCROLL-
ING LEVELS, EACH GUARDED BY LARGE, TECHNICALLY
ENGINEERED ALIEN LIFE FORMS WHICH MUST BE ANNI-
HILATED IN ORDER TO PROGRESS - STOP

PREVIOUS SCOUT MISSIONS HAVE PLACED EXTRA WEAP-
ONS, SUPPORT TRANSPORTS AND OUTBOARD SATEL-
LITES ALONG THE ROUTE, IN AN ATTEMPT TO ENSURE
SUCCESS OF YOUR MISSION - STOP

IF REQUIRED, A SECOND PILOT MAY ENTER THE COM-
MAND ZONE OF ANY LEVEL, PILOTED AS A COLLEAGUE.
ALTHOUGH THIS IS ONLY OPTIONAL - IF YOU FEEL
THIS IS UNNECESSARY, THE SECOND PILOT WILL BE
CONFIRMED TO PASS - STOP

GOOD LUCK, AND MAY THE FORCE BE WITH YOU - STOP

GENERAL A/B/T/EA
TRANSMISSION WITH COMBAT

• • • TRANSMISSION ENDS

▼ An enemy battle cruiser joins the fray

UPDATE

Z-Out will be scoring onto an ST just about now, and should be, to all intents and purposes, the same for the odd colour and sound cleanliness, and also for the value of money saved (all but a penny).



AMIGA
£19.99

After playing this, I've come to the conclusion that this is not so much of a sequel, but just a continuation of Z-Out, but of course that's no bad thing. The only problem is that there are just too many cut and about, and Z-Out has nothing to really put it above the running shoving or quality Amiga shoot images. The graphics and sound are both very nice indeed, with some absolutely stunning effects to be wiped out of existence, but the gameplay seems to be the same old thing - survive and blast. Even the much-lauded B-Type beam weapon makes a very appearance, but in spite of these different out-level details, so that much brightly, but for the blowing thrills, as anyone with love of laser would do well to check out Z-Out.

ROBERT SWAN

GRAPHICS	86%
SOUND	84%
VALUE	82%
PLAYABILITY	80%

OVERALL 83%



▲ Burning around the roads in your Lamborghini!



▲ Spot the road hog.

TEST DRIVE 3

BY ACCOLADE

Many people - especially men (or should that be boys?) - dream of sustaining along narrow roads in a ridiculously fast, helically expensive car. Accolade give those would-be playboys a chance to pretend they own one of these vehicles, as they're known, with the latest in their Test Drive series.

The road is composed of

filled-vector graphics, and is viewed from the driver's perspective, in other words, through the windshield. Having chosen from a Chevrolet Camaro, a Lamborghini Diablo, and Pontiac Firebird, the driver can select whether he or she plays from the keyboard, mouse, or joystick. There's a skill level to choose; the first three of the

► A strange white item runs in front of the car...

nine levels provide automatic gears, while the higher levels give a manual shift - after all, who ever heard of an automatic Lamborghini?

The driver can choose to race against computer or human opponents, or alternatively he can race against the clock. The course is set in five stages between the Pacific Coast and Yosemite National Park (just outside Clear Lake), and numerous obstacles, police speed traps, road works, and (if it turns out) even more hazards to be overcome. So jump in, rev your motor, and get racing!

UPDATE

BT and Acclaim owners should expect to see a version of Test Drive 3 on their machines within the next couple of months.



PAUSE - Press space to resume

PC
£29.99

I'm a great fan of driving games, and a faithful thinker when it comes to aspects such as those in this game. The 3D vector graphics are amazing and very highly detailed, and the various weather conditions, such as rain and snow, along with the night-driving, make this an accurate simulation in that sense. However, the game falls down in a number of ways as far as I'm concerned. For a start it's too tricky - American roads (and aren't they really do feel they go in a straight line for hundreds of miles at a stretch sometimes). Although the number of options available add a great deal to the longevity of the game, the program runs too slowly - even with the turbo bit! There's really no feeling of speed, so the cars might as well be Snodas. If an accurate driving sim appeals to you, you may like this otherwise it's too mediocre to be worth buying.

MATT REGAN

GRAPHICS 83%
SOUND 78%
VALUE 80%
PLAYABILITY 74%

OVERALL 76%

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Live Music	20:00-21:00
Local Artists	18:00-19:00
Newsline	17:00-18:00
Rock & Roll Classics	23:00-24:00
Documentary	20:00-21:00
Foreign Films	19:00-20:00
Public Library	15:00-16:00
Open House	17:00-18:00
Market	10:00-11:00
Children	14:00-15:00
Football Highlights	13:00-14:00
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Documentary	19:00-20:00
Newsline	17:00-18:00
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Abstract

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1. *Journal of the American Medical Association*, 1997; 278: 1039-1044.

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Abstract



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REFERENCES

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Table 1

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Figure 1

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POLYMER LETTERS

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DOI: 10.1037/0893-3200.14.4.475

REVIEW

► SEGA



▲ All geared up with no-one to blast?

ESWAT

BY SEGA

Criminals are swarming the streets of the city, blasting out their own special blend and mist of terror and destruction to any decent citizens that gets in the way. Enter one particular cop who realises that the only solution to the problem is to flick the safety catch off on the old standard issue revolver and let the punks eat lead death. Quite a lot of people agree.

▶ Blasting away a Crime Boss's robot bodyguard.

with him, and thus the ESWAT (Enhanced Special Weapons and Tactics) team are assembled - only these cops are equipped with state of the art neo-armour and mega-death machine guns!

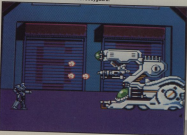
All the cops on the force aspire to become part of the elite ESWAT team, but in order to do so they must prove their eligibility for the job by blasting away the job's worth of nasty criminals.

UPDATE

WE GOLF are the people behind the same computer versions, which are exclusively reviewed on page 70 of this very tab! The aptly Megadrive version has been around for a while, but if you want to win a crystal plus a Mega-drive, check out the comp on page 18.

note. Then, and only then are they endowed with the real tools to finish off the rest of the punks. The ESWAT armour has huge machine guns (and unlimited ammunition) and the capabilities to absorb a number of bullets before the wearer is punis-tered.

With five main levels (each guarded by an end-of-level crime boss), it's a good thing that extra weaponry can be pulled on to the ESWAT armour - including green bomb-like lasers and bullet sprays!



▲ Hot-top surfing with the ESWAT Cyber Police.

SEGA
£29.95

When I first played Sega ESWAT a couple of months back I was quite impressed. The Sega team really got many decent games off their backs available for it and this old ESWAT seemed to fit the bill quite nicely. However, the graphics are surprisingly weak, sporting colours which give new meaning to the word "garish", and the sound consists of awful tunes and half-baked effects. ESWAT's playability is its major asset, and brings felons to justice with the aid of narrative Robocop-style armour and weaponry. It's good fun and addictive too. Sadly, the enjoyment is short-lived because the game is far too simple to complete, especially when it's set on the usual plot level. What's needed are some more status levels and bosses on higher difficulty levels, that way there'd be an incentive to play the game after you've completed the easy version. ESWAT is a decent enough game, but I'd recommend it to less accomplished gamers, because veterans will have seen all there is to see long before they've had their 150's worth.

RICHARD
LEADREITER

GRAPHICS 60%
SOUND 55%
VALUE 74%
PLAYABILITY 79%
OVERALL 73%



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Shown photo from Amiga format



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▲ The Trailblazer docks with home base.



▲ Fire photon torpedoes!

LIGHT SPEED

BY MICROPROSE

Earth is dead. Multiple nuclear meteors coupled with ecological disaster have destroyed our once-great world. What remains of the population have been crammed into massive ten-million-kilobit Cybernetic-class star ships. Each star ship must find a suitably uninhabited world ripe for colonization.

Enter the player, who, armed only with his Trailblazer star cruiser has set out ahead of the colony ships and must find a world suitable for colonization before the people on board reach the point of death. Of course,

most of the planets in each solar system are inhabited and words of diplomacy must be used in order to make friends with the neighbors. Some may send you off on a special mission in order to prove your friendship. Some aliens are less friendly, so expect plenty of nasty photon bolts being aimed in the direction of your base.

Your Trailblazer has space enough to carry cargo and money can be made by selling goods on the Universal Exchange Interface. These financial gains can be spent on new components to repair the damage aliens inflict on you. Alternatively, components from less impor-

tant systems can be looted around in order to keep the more important ones functioning.

Probes are also stored on your ship, and these can be sent out to collect information on a certain planet. If there are any useful materials, mining complexes can be dispatched. Once a planet is claimed in this way, resources are instantly added to your holdings.

UPDATE

Microprose are planning to release 87 and Amiga versions of Lightspeed, but don't expect anything until next year.

Four journeys through hyperspace is disturbed by an alien perpetrator.



PC

£39.99

Lightspeed is a very complex Elite-type game combining both strategy and arcade elements. The depth of gameplay is immense and visiting different star systems and making them suitable for colonization is a very involving task. For example, I managed to find one alien race's secret base and formed a pact to destroy their enemies in order to make the system safe for my colonists. The varied rewards for completing secret missions also serve to make the game more compelling. Graphically, the 3D polygon graphics serve their purpose but aren't overly spectacular, and the sound is much the same. There's loads to keep you occupied in Lightspeed, with a huge amount of strategy fun to keep you busy, but it lacks the instant attraction and playability of the classic Elite. Rate a pair if you fancy what you've seen here.

RICHARD
LEADBETTER

GRAPHICS 80%
SOUND 73%
VALUE 87%
PLAYABILITY 81%
OVERALL 80%

GAUNTLET

BY US GOLD

**C+VG
HIT!**

If ever there was a game that changed the face of computer gaming, Gauntlet was it. With simultaneous four-player action, this coin-op wonder spawned a whole batch of clones, very few of which were up to the standard of the original. It also appeared on practically every computer format imaginable, several years ago, and re-released have reviews all round, and now it surfaces once more, this time on the Master System.

The story is this: the world is plagued by creatures of darkness, infesting 100 levels of the darkest dungeons you could think of. Four heroes - a barbaric warrior, a statuesque Valkyrie, a small but perfectly formed elf, and a miscreant wizard - have vowed themselves to enter the dungeons and defeat the forces of evil. No easy task, by any means, what with magical generators slinging out monsters by the dozen, traps and doors to overcome, but there are keys, food and magic potions scattered around to help the brave quest in their quest.



▲ Pick up the key to open the locked doors.



▲ Choose your character with this interesting screen.



▼ Demonic enemies close the warrior's defenses.



LET

UPDATE

US Gold produced some pretty decent Gauntlet conversions for home computers a while back, and the 8-bit versions have been selling for quite a while at budget price on the Kona label. Mindscape's Nintendo version is already out in the States, so expect that to reach these shores soon, followed by a conversion of Gauntlet II.

The Warrior comes in a couple...



▲ Loads of treasure there for the taking



▼ A serious maze contains the cunning traps.



SEGA £29.99

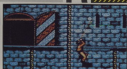
Having been cloned, ripped off and generally done to death, the Gauntlet formula emerges here as fresh as the first day the coin-op appeared. The bright cartoonish graphics and really great sound - including sampled speech, I might add - make the whole game just as playable now as it ever was. The main thing that puts this head and shoulders above practically every other Master System game available is the speed - it's got to rank as one of the fastest games around! The sprites race around the screen with no flicker at all, which goes to show what can be done if enough care and attention is taken with Sega games. If you're a fan of the genre, or just want a brilliant game for your Master System, you could do no wrong with this. Move, US Gold, please!

ROBERT SWAN

GRAPHICS	93%
SOUND	89%
VALUE	91%
PLAYABILITY	93%
OVERALL	92%



▲ Indy faces up to the Nazi opposition.



▲ Whip the platforms and swing across!

INDIANA JONES & THE LAST CRUSADE

C+VG
HIT!

BY US GOLD

No, no, no - I absolutely refuse to write a review that starts with "the man with the hat is back, and he's brought his Dad!" (Surely you didn't then - did I? Anyway, I digress - Indiana Jones is indeed back once more, this time on the Sega Master System, and this time it's a conversion of the US Gold arcade game that appeared on computer during the summer of last year.

Following the plot of the film (part of it, it all begins with

Indy hunting down the Cross of Coronado in an archaeological dig. Lots of obstacles have to be overcome or avoided, including crumbling ledges, pits, skeletons and some rather nasty characters that would rather keep the Cross in their possession. After this Indy has to run along the roof of a moving circus train, avoiding animals that stick their heads out.

Next, Indy must scale the walls of Castle Brumwald, leaping from window sill to window sill, avoiding rats that will unbalance our hero and

send him falling to his doom. Once Indy is successful in breaching the walls, and finding his father, the archaeologist can and must flee to escape in a massive airship, whilst knocking off Nazi troops!

The last level sees Indy in the Temple of the Holy Grail, the holy artifact only a few paces away! But it's still not over, because the path is laden with ancient traps ready to seal our hero's fate!

SEGA
£29.99

Having played this game on other machines beforehand, and after playing the Nintendo version last issue, I have to say that this isn't actually as good as the NES game for two reasons: firstly, the NES version had a whole lot more variety to offer in the game play and the way the whole thing fits together, and secondly, the Sega version will have you pulling your hair out within minutes! Why? It's too floppy! Trying to get off the first level is hard enough, let alone attempting the rest of the game! The graphics and sound are both really good, with Indy leaping, punching and whapping around, and the backdrops are very fancy, indeed. Other aside, the game is incredibly addictive, however infuriating, and will have you stuck in front of the box for hours on end. A good game, but certainly not for novices.

ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	82%
PLAYABILITY	80%
OVERALL	85%



▲ On top of the train, Indy watches out for rampaging animals!



▲ Serious destructive mayhem with Rabid Lepus



RABID LEPUS

BY VIDEO SYSTEM



▲ Our hero unleashes a huge burst of burning missiles.

For some strange reason, lost in the timeless void that is called Space, a bunch of incredibly ruthless alien types have begun a systematic destruction of anything looking vaguely like a rabbit (?!). In a fit of managerial righteousness they have backed down the bunny capital of the cosmos and now plan to destroy it.

One rabbit who isn't particularly chuffed by the mass slaughter of his race is Rabid Lepus. Cursed from youth with a particularly large nose he decides to earn the respect of his race by saving the planet. In a desperate bid to save his kinfolk from the jaws of annihilation, he decides to grab his trusty electro-shield, mega-death laser and a bag of flaming missiles. For close range destructive power, he's also packed his amazing bunny boxing gloves and he can use these to rabbit punch any silly aliens who get too close.

Rabid Lepus must fly into the enemy's horizontally scrolling territories blasting as many of the aliens as is possible. A lot of cannons can be found on the way to the end of the level, and each have a different effect on our bunny saviour. Some provide him with extra bursts of flaming missiles whilst others give extra energy and even a spell of invincibility!

THANKS!

Thank you to PC Engine Supplies (0262 712988) for the loan of the Rabid Lepus cart.

PC ENGINE
£34.00

Order the vaguely amusing rabbit avenger, its a very straightforward/horizontally scrolling shoot 'em up, which is fine if you're into that sort of thing. However, there's a huge avalanche of this type of game available on the Engine (including the likes of N-Type, and although Rabid Lepus is good, it's nowhere near as addictive as the amazing twin arcade conversion. The graphics are great with smooth scrolling and great sprites and the sound is okay with arcade-like tunes and all. The gameplay, though, is very jaded and the range of weaponry available in Rabid Lepus is quite limited. The attack waves hold no surprises and the end-of-level bosses are pretty unimpressive. If you're a hardcore shoot 'em up junkie in need of a challenge, then Rabid Lepus is great, you don't expect anything mindbogglingly original, that's all.

RICHARD
LEADBETTER

GRAPHICS	85%
SOUND	73%
VALUE	76%
PLAYABILITY	78%
OVERALL	79%

The Cold War might be over, but terrorists, drugs cartels and naughty secret police are still causing trouble all over the place. There's only one man (or woman, this being a single game) who can fight this clandestine battle, and that's freelance secret agent Max Remington.

Your mission, should you choose to accept it, is to accompany Max on his/her ongoing crusade against criminals who operate above the law. There are 28 espionage masterminds to be brought to justice, all of whom have an entourage of agents, couriers, organizers and experts to aid their causes. Time is of the essence, and if a mastermind goes into hiding before he (or she) is arrested, they always return to continue their plan, in another part of the world with different allies.

"OK, OK, you got me." The agent agents double agents

Tipoff, Libby
1998 All PC 95



- ▲ If you can get sensitive evidence on a suspect, he'll at worst volunteer to become a double agent - and for that you're awarded double points!

Preparation for Field Work

Training: Average
Driving: Average
Espionage: Average



AGENTS' SKILLS

Success in the game relies on your skills in four secret agent-type abilities: combat, driving, cryptography and electronic surveillance. At the start of the game you get four credits which you can use to give you a head start in your weaker disciplines.

COVER ACT

BY MICROPROSE

MEET THE BOSS

Even though Max works outside the normal restraints of official security forces he has to answer to someone, and that guy is the boss. He's head man at the CIA, and as well as briefing Max and rating his progress, he also assigns him an assistant. That's Sam - the gal who has all the answers. Sam collates and assesses the evidence and can often point Max in the right direction when he's a bit stuck.



Sam, the boss agent says you're not an AG -

To look into Quid organizations
System 1000
There's also a lot of
double agents, double
agents, double agents
double agents



Washington, D.C.
1998 All PC 95

VERT TION

**C+VG
HIT!**

REVIEW



These secret agents don't half get about - but the jet lag must be murder!

COMBAT

Suspect buildings are always swarming with guards, so when Max has to enter one to gather evidence or arrest someone he must prepare for battle. Start by looking him up with up to five pairs of equipment shown on the left of the screen. Once inside, he has switches to an overhead graphic of the room you're currently exploring, complete with safes, rifles, computers and desks which can be opened, photographed or bugged if you're driving the right gear. In this pic, Max has found an agent he's arrested, but he'd better watch out for the guy behind him with the gun!



DRIVING

If Max is watching a building and a suspect drives away from it, he can either place a homing device on the car (which requires electronics skills) or tail him with two cars chosen from a selection of four, each of which has different speed, handling and "stealthily" ratings. Naturally the suspect mustn't realise that he is being followed so you have to switch between your two cars alternately keeping one on his tail, while the other keeps out of sight and is well ahead to pick up the tail. Say, at the next junction. Successfully following a car can lead you to a new, unknown location, so don't lose track of it!

CONSOLE + QUEST

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- Q1. In which year was Console Quest formed?
- Q2. In which year did Anna marry David?
- Q3. In which year did the Berlin Wall fall?

Is the answer to all the above a) 1989, b) 1979, c) 1988.

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CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST
CONQUEST	CONQUEST	CONQUEST	CONQUEST

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REVIEW

►AMIGA SPECTRUM

LINE OF

Sergeant Red and Major Blue are two hardened commandos with loads of successful operations under their belts. It seems that when a job requiring indiscriminate carnage on a massive scale comes along, these two are the ones for the job. Which is just as well, really, as "the enemy" have created a new type of machine gun that is mowing a lot of people in high places. Two men are needed to travel behind enemy lines, pinch a couple of these machine guns and head back to friendly shores. Guess who gets the job?

With Line of Fire, the player and an optional pal actually become Red and Blue just after they've pinched the advanced machine guns, and they have to use them to protect themselves during the dangerous return journey. Eight stages of mass destruction and general target practice await any mercenaries who dare take on the enemy.

Our heroes travel through really different terrains, on the road to freedom. They may hop onto the back of a jeep

**C+VG
HIT!**

and blast a way through the target areas that'll be protected by hot soldiers, planes, helicopters and generally anything that the game's makers can throw at



▲ Exercise prudence under heavy fire...



▲ Watch the rocket bombs in action!



▼ One more set of orders for our hero...



FIRE

BY US GOLD



▲ Travelling along a treacherous jungle river...



▲ Perhaps being back might do the trick...

WIN SOME "HOT" LINE OF FIRE GEAR!!

Right about whipping great prizes, outside hair-dos and darts. The ultimate fashion victims these days are forming an affinity group for the amazing One-Stop-Fits-All Line of Fire wrap-around bands, with free head-band accessory, all from the 40% exclusive House of US Gold's Fashion Inc! We've got 20 of these most outstanding items to give away to the first twenty 100 Members who send their name and address to: 6071 QH 507WOLLO I LOVE TO WEAR A LINE OF FIRE SMILE!! 140, MISTON, C-VO, PHOENY COURT, 30-32 FARRINGTON LANE, LONDON E12 3AU!!



▲ Move the fast and-of-revive boss - if you get that fast!

you. As your trusty vehicle barrels through the jungle it'll have to occasionally change direction (no roads, y'know) and the 3D landscape rotates around the player accordingly.

Other stages include braving a treacherous river where the gunned' machine contraption attempt to wipe you out, and an airborne section as our heroes fly to freedom!

Sometimes the going just gets too tough, so it's a good thing that your new machine guns have a special rocket bomb attachment that destroys everything on screen in a blaze of napalm! They're need it though, as the gunners menace have guarded the end of each level with a huge guardhouse of enormous destructive potential.

UPDATE

Line of Fire should be blazing its way onto an ST, Amstrad and C64 before Christmas - we'll be checking it out in a forthcoming update.

SPECTRUM £10.99

So much happening on screen and the pace never lets up! Line of Fire is a ripper conversion that should be checked out immediately!

OVERALL 85%

AMIGA £24.99

I loved Line of Fire in the arcade, mainly because your trusty machine gun has an infinite supply of bullets at the ready, but I awarded this conversion with some trepidation! Not many software houses have had much luck converting Sega's technically amazing 3D coin-ups, but I'm glad to say that US Gold have succeeded where the others have failed! Although the graphics aren't quite up to the coin-up, they're still gob-smacking, with full-screen overcan and a really nice turn of speed! US Gold have also included the simultaneous two-player blasting action (though you'll probably find it helps to have an extra mouse), and this makes for a great (and much easier) game. If you're into synthesized violence on a grand scale, take a look at Line of Fire - it's the best game of its type by far.

RICHARD LEADBETTER

GRAPHICS	93%
SOUND	88%
VALUE	79%
PLAYABILITY	89%
OVERALL	85%

PLAY THE INTERACTIVE TELEPHONE GAME.

ROBOCOP



0898 345678

THINK IT OVER CREEPS!!

It's Detroit... the future. The cops are on strike. The future of law enforcement is in the hands of one man... or is it?

An evil new designer drug called "Nuke" is developing the remaining fragments of civilised life. Only RoboCop stands in the way of the ruthless drug barons and this time he's got a new enemy... the incredibly powerful **BrainTap 2**.

In this major new state of the art interactive telephone game, based on the script that inspired **ROBOCOP 2**, TBS features RoboCop, taking Death Time (the button on your phone), or Voice Recognition (you speak your commands).

THE
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You decide where RoboCop goes and what he does as he tries to track down the headquarters of **Carl the Nuke King** and his evil gang. You will even have an option to view the game using a personalised **Pink** number so that you can carry on where you left off when you get back at a later date (up to 4 months later).

You are on a patrol, its night. Old Detroit is swimming with law life. Almost the street you hear shooting. There's a crash of glass followed by a burst of gunfire.

The main deadly mission RoboCop has been undertaken has begun. What happens now is up to you!

ROBOCOP © 1990 Orion Pictures Corporation.
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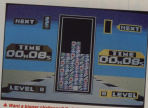
[Calls cost 23p per minute cheap rate and 44p per minute at all other times. If you will not be paying for the call, please check with who they.]

►SEGA

REVIEW



▲ The background roads speeds up in time with the action!



▲ Want a bigger challenge? Switch the jewels to dust!

COLUMNS

BY SEGA

If I was to say that this was a test of blocks, I'd probably get the sack (you're right, we don't - I'd). But that's essentially what Columns is all about.

One or two players (playing either head-to-head or alternately) have to shuffle around groups of three blocks which are falling into a well, a la Tetris, so that the shapes or colours on the blocks (you can change them from gems to dice to fruit) match up in lines of three or more. Easy, eh? Well, not when they start to get faster and faster, it isn't...

Once a line of three or more matching shapes is made, it vanishes, allowing the blocks above it to fall down a level and (perhaps) form more lines. But don't let this fool you - the game is over!

UPDATE

Columns is already available on the Magazine, but no-one seems to have picked up the licence to convert it to any other home machines yet.



▲ An all-action shot from Columns.



▲ Three blocks in a row makes points! Easy!

SEGA
£29.99

Having seen just about every sort of Tetris-like there is, I was beginning to feel that the genre was at last becoming stale. Then Columns appears, and completely throws that idea right out of the window! From first impressions, you might not think that this could possibly be in the slightest bit interesting - the graphics are certainly nothing to shout about, with the possible exception of the scrolling road background, and the sound is a hyperactive little jingle that plinks away in the background. But, as you'd expect from a game like this, the playability shines through, and makes Columns one hell of an addictive little number. If puzzle games are of any interest to you, then take a gander at this - you'll probably end up hooked!

ROBERT SWAN

GRAPHICS	71%
SOUND	82%
VALUE	85%
PLAYABILITY	89%
OVERALL	84%

NARCO POLICE

BY DINAMIC

You're in command of the Narco Police - a three-man squad that's as hard as nails (they're that kind, they can eat a whole box of Shredded Wheat without milk or sugar). Your mission is to infiltrate an island base off the coast of Columbia that is the stronghold of some of the biggest drug dealers in the world.

The team is divided up into three five-man squads, each of which start at a signpost point on the island, moving inward towards the central control area. Viewed in a 3D environment, progress is made using the joystick to either run straight down a corridor, or to edge along the walls to avoid hordes of enemy soldiers, which lie in wait.

These are easily disposed of, however - a quick burst from either your 20mm machine gun or your double-barrelled shotgun will have any adversary lying back in a spray of blood (yuck). Tougher adversaries - usually found behind large machine

► *Blasting away at drug barons in progress.*



gun or rocket emplacements can be taken out with one of three types of missile (jungle round and personnel, multi-round high explosive, or something which has an effect akin to napalm - BOOM!).

Utilising the portable computer system (also used for changing sounds, firing missiles, steering the mission or engaging the medical kit), the island's computer network can be tapped into, pro-

viding information and letting you unlock doors without the use of heavy artillery. Take care, however, as the drug barons aren't about to give up the fight easily...

UPDATE

Narco Police will be available on the 6 bits sometime early next year, priced at £9.99 on cassette.



ST
£24.99

Similar to the Amiga version in most respects, although the sound is a touch weaker, and the intermission skills are missing - but that doesn't stop this from being just as enjoyable. If blasting things is where it's at, take a peek.

OVERALL 82%

AMIGA
£24.99

The problem with a lot of Dynamic's previous releases lay in the difficulty - they were too blasted hard by half! Narco Police is a change of direction for the Spaniards, but just goes to show what they really can do. The 3D system is a little slow, and the sprites have the unwelcome tendency to travel at 'wall-speed' if enough of them are clogging up the screen, but the one point about this attack out of all times - it's actually fun to play! The keyboard element of typing in codes to fire the missiles and change squads adds to the gameplay, but it's a bit of a pain having to start typing codes in to activate the medical pack when you're getting the poppy shot out of you! The sound is really nice, and the sound of machine guns and missiles blasting all over the shop is effective enough to make the neighbours think you've got them! But it's going on in your room! Narco Police looks well for Dynamic, and shows a lot of promise for future games utilising the 3D technique. A good game, and worth a look.

ROBERT SWAN

GRAPHICS	86%
SOUND	88%
VALUE	86%
PLAYABILITY	84%
OVERALL	83%

SAM

Mission

START DATE... JUNE 1990...

Disaster strikes as MCF crash-lands...
No obvious sign of life in the wreckage.

START DATE... AUGUST 1990...

Commanders Bruce Gordon and Alan Miles discovered
plans and well... SAM Coupé perfected
for new mission... Team SAM assembled.

START DATE... DECEMBER 1990...

Co-ordinates set for mission launch...

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16k Memory Upgrade... Cartridge and read-time clock



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OF THE UNIVERSE, SPREADING WISDOM, KNOWLEDGE AND PLEASURE...**

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UPDATED WEEKLY.
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SAM

LATEST LYNX

Now Atari have started getting official Lynx software on the shelves we thought it was about time we started reviewing some of it. And so, resident Lynx owner, Julian Rignall claimed a load of the latest stuff, took it back to his Southend pied-a-terre and returned with these reviews, but for some strange reason the cartridges were never to be seen again... hmmm.



KLAX

What Lynx Klax is an absolute replica of the original coin-op, with perfect graphics and even more perfect controls.

It is a strange sort of arcade puzzle game in which lots of different colours roll down the screen on a conveyor belt and you've got to push them up and drop them into a bin at the bottom of the screen in an attempt to make "stacks" - lines of three similarly coloured pigs, either horizontally, vertically or diagonally.

If a complete line is made, all the lines disappear and the

rest of the lines fall downwards. If you fail to reach a set number of stacks before the belt fills up with pigs it's game over. The game also ends if you let three pigs drop off the edge of the conveyor belt.

If you think that sounds dull, think again. The game is simple, but very, very addictive indeed. It's got a variety of starting options, and there's much to discover - it's possible to score 200,000 on one drop (but we're not telling you how!).

Highly recommended - it's the best Lynx game yet.

OVERALL 93%



MS PACMAN

Pacman's trouble-ful world isn't the Lynx in this single, but addictive maze game which hit bag in the arcades nearly eight years ago.

Each single screen is a maze filled with dots, and you've got to eat all the dots before the four ghosts hunt you down and destroy you. Look! But fear not, for there



ROAD BLASTERS

Burn up the highways of the future and blast anything that gets in your way in this 3D coin-op conversion.

The reason you're required to travel down 50 different hazard-packed roads sounds easy, but there are few things to worry about - fuel and other road users. Fuel constantly ticks down, and unless you reach the checkpoint at the halfway mark, your car comes out and it's game over. This is fairly

easy if you don't crash, but the multitude of other road users makes this difficult, and if you do crash, fuel is wasted, making it tricky to reach that marker. So make sure you dodge or destroy them with your turret-mounted machine guns.

RoadBlasters is a challenging game and is technically superb, with stunning graphics and great speech. But the small screen makes it very difficult to actually see other cars approaching, and as a consequence it does get frustrating. It's fun, but the high frustration levels force me to recommend that you try before you buy.

OVERALL 78%

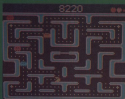


LOWDOWN

are four power pills lurking in the maze which when eaten make the ghosts go all blue for a limited period of time and you can eat them for bonus points.

Even though the quite small-on-screen, Ms PacMan is perfectly formed, and has all the thrills and spills of the original. The lack of variety is a bit of a bugbear, but if you're after a bit of nostalgia, this is well worth looking up. It won't keep you occupied for weeks, but it offers a fun and non-violent challenge which will appeal to anyone.

OVERALL 79%



SLIME WORLD

Slime World is a superbly easy-to-use game which looks bland initially, but once you get into the action it gives you and it's difficult to stop playing.

The player takes the role of a rather cute little character to which job it is to enter the six levels of the multi-directionally scrolling Slime Worlds and clear it of all the badies. It's an ugly married place, with slime dripping from the ceiling, lying in pools on the floor and being spat from the mouths of the rather revolting monsters.

If the hero gets particularly badly stressed, just walk him over to a pool of water so he



can wash himself. If you don't and he gets over-stressed he dies.

With a variety of pick-up weapons, a huge monster, and to explore and some great sounds to boot, Slime

World is a thoroughly enjoyable and highly original game with plenty of long-lasting appeal. Check it out.

OVERALL 90%

XENOPHOB

Xenophobia, the Phoe. Player soon-up never really make it big in the arcades, mostly due to its confusing and rather bland game play. But on the Lynx it's been single-playerised (though up to four people can join up and play together)

and instead to turn it into a fun little game.

The idea is to enter a number of space stations and destroy the aliens who've invaded it. The screen scrolls horizontally as you work your way around each level, and much gun-flying and dodging is required if you're to do your job.

The graphics and sound are both excellent, and the gameplay is challenging and addictive. Not an essential purchase by any means, but nevertheless a fun game which offers plenty of entertainment.

OVERALL 79%



WIN THE FIRST LYNX CARTS IN BRITAIN!

THANKS to a camera, a hotel room in blackpool and some gentle persuasion, we've got hold of the very first copies of the first two British Lynx releases, namely Paperboy and Zaxxon. In fact there are at least five. The programmer's house in California that they're still on their SPROMs, and haven't been imported onto a proper card. But they work just fine, and they could be going to some software-stores. Lynx owner (C-100 reader) As it takes a bit of Lynx sense to answer the following three questions, but based by a bit of common sense to write the answers on the back of a postcard and send them to: ATARI'S A GOSDY COMING, C-100, Priory Court, 38-38 Farringdon Lane, London, EC1M 3RA. Get your entries in by January 30th, 1989, and the winner gets pulled (mostly).

1. If you asked David Attenborough what a Lynx is, what would he say?

- (a) a rhubarb-eating fish.
- (b) a big wild cat.
- (c) something to do with golf courses.

2. What exactly is a Wealden Lynx?

- (a) a rhubarb-eating fish.
- (b) a British-made combat helicopter.
- (c) something to do with Cornish golf courses.

3. How many Lynxes make-five?

- (a) Less than two (on average).
- (b) Five.
- (c) Don't understand the question.

ARC



RACE DRIVIN'

The sequel to the massively successful *Hard Drivin'* has appeared at last, with plenty of new features to challenge even the greatest of arcade racers.

Once again tiled-3D graphics are used to display the action as you race around like a lunatic, attempting to reach the next checkpoint before your time limit expires.

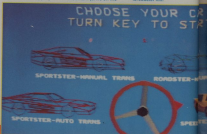
At the start of the game there are four different cars to choose from, including three manual high-performance racers and an automatic car (which is the easiest to drive, but doesn't go as fast as the others). Once one of those is chosen, it's time to choose a course, either the super stunt road, an off-road track or even the original *Hard Drivin'* track if you fancy a bit of nostalgia!

The off-road track is

pretty straightforward, and gives you plenty of opportunity to practise rallying techniques and master slides on the slippery

roads. The super stunt track is much better, though, with the road twisting around the side of a mountain (drive off the

road and you fall for miles), a broken loop and bridge, super high-speed banking, a triple corkscrew and a rollercoaster hill!



GRADE ON

Race fans are bound to go nuts over this. With the winning formula of the original applied to an even more challenging and varied set of courses (and even a simultaneous two-player option if your local arcade owner buys two machines and a link cable), this is an incredibly addictive game which keeps you piling in the cash until you're skint.

JULIAN RIGNALL

GRAPHICS	92%
SOUND	73%
VALUE	91%
PLAYABILITY	95%
OVERALL	93%



ARCADE ACTION



KATO
GRD DEGREE
BLACK BELT
HT: 5'9" WT: 176
SPEED
COMBO PUNCH
FLIP KICK
BACKHAND
CREDITS: 2



BUZZ
EX PRO
WRESTLER
HT: 6'2" WT: 226
POWER
BODY SLAM
HEAD BUTT
FLIPDRIVER
CREDITS: 2

PIT FIGHTER

If you're into these Jean-Claude Van Damme Kick Boxer films - or any film of that ilk come to think of it - you'll absolutely adore Jean's latest offering.

It's a one-to-three-player beat 'em up which uses massive, digitized sprites to give one of the most violent, and definitely one of the most enjoyable arcade fighting games in a long time.

The scenario is straightforward enough. Pick one of three characters (a martial arts expert, a kick boxer or a mean 'n' mean wrestler), enter the fighting pit, which is surrounded by cheering spectators and fight a variety of aggressive opponents, ranging from street thugs to b-tards.

Put simply, it's a brawl where anything goes. Pick up anything you can lay your hands on and throw it at your opponent, or just lay into him for that, for

there's a rather penny-look-ing leather woman who you fight on level three) with a variety of kicks and punches. The object is to wear down his/her energy bar before he/she does the same to you.

Successful fighting is rewarded with cash prizes, and there's a brutality bonus for particularly mas-

sive combatants. Get far enough into the game and you get to fight the champion, who's really difficult to beat.

Pit Fighter is a thoroughly enjoyable beat 'em up which really packs a punch. Grab a load of coins and play it at the first opportunity!

JULIAN RIGNALL

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



YOUR SEGA SHOPPING LIST

[illegible]

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THESE ARE THE
THESE ARE THE

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CHICAGO, ILLINOIS
DEPARTMENT OF CHEMISTRY
PH.D. PROGRAM
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FOR THE STYLISH
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RENTAL HOME.**

NORTH EASTERN CONSOLES

[illegible]

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1994. *Journal of the American Academy of Child and Adolescent Psychiatry* 33:1031-1038.



1999

**TEENAGE MUTANT
HERO TURTLES
VIDEO GAME**



Richard H. Thompson, executive
vice president, is shown above with
other executives of the company.

[illegible]

Abstract

What Local Party
Does Not Do
Should be doing
Should Not Do

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Bozalis Oregon	123.00
Marionville	175.00
Portland	178.00
Taco Falls	178.00

Public managers and organizations: responsibilities

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SAVE YOUR SKIN

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References

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...on NEO-GEO SEGA MEGADRIVE
and MINT NEO SYSTEM

Call us today or drop in and see our range of services and products.

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Abstract

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ARCADE

HIGH SCORES

[illegible][illegible]

Yoi! Welcome to the Official UK Arcade high-scores table, the def. happenin' place to send your highscores to. Reclaim your glory, get the mettle (and the scores) to earn the rank of arcade champion? Well then, log your highscores on the back of a postcard, or taping that sealed down envelope and send them off to **ARCADE HIGHSCORES, C-VG PROMOTIONS, BOX 30-32 FARRINGDON LANE, LONDON, EC6A 3AH**

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STUN RUNNER
 1974 Ford F100 Super Cab (4x2),
 2000
SEMI TRUCKS
 1996 Kenworth Dump Body, 5000000

SUPER HAND-ON
 1995 24' 14" 6700 Motor Coach,
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XMAS

Have you been reading your copies of C+VG thoroughly, ever ready to pick up every last bit of trivia essential to your continued existence as a games junkie? Or are you a bit of a thickie, who only reads the mag "for the reviews"? Now, thanks to a set of extremely cunning questions thought up by the C+VG brainboxes (in collaboration with government scientists) you can find out just how much you know about games... if anything...

Gamers who know their Flying Sharks from their Forgotten Worlds should have no problem with the next set of questions, but be warned! Because the last set of questions were so flippin' easy, we've thrown a few "toughies" in there for good measure! Nasty, aren't we? To sag it all off, this lot isn't in the "multiple guess" format, either! Hal Three points for a correct answer - over-killin' shame if you get the question wrong!

1. How many third games have Domark released and how many have received over 90%?
2. Which brilliant Sega road racer are US Gold hoping to release this Easter?
3. What was the last game from Millennium we reviewed and what overall mark did C+VG award it? HMT: Check out question one for title clue!
4. What is the name of the hero in Shinobi, Revenge of Shinobi and Shadow Dancer?
5. Which amazing 16-bit conversion of a sleazy C64 shoot 'em up made the front cover of the August issue of C+VG?
6. What machine did Electronic Arts' Indianapolis 500 make its debut on last year?
7. Toshiba and Sony have both released microcomputers on the British market. True or false?
8. Name FTL's follow-up to Dungeon Master (which will isn't out on the Amiga).
9. What is Ocean's follow-up to Chase HQ called?
10. Which Ocean beat 'em up topped the charts during the summer?

SECTION THREE - THE 'BLINKIN' FLIPI HOW DIFFICULT?' ROUND.

It's in this round that we really separate the men from the pigeons! Award yourself five points for a correct answer, and take one point away if you get it completely wrong. Regular readers of C+VG, with brains the size of Jupiter (isn't that all of you?), should have no real problem in getting the majority of these right. So let's go, and good luck!

1. In which year was the original C64 version of Pac-Man released?
2. What was the first coin-op science fiction ever bought?

3. Which arcade company brought out games like Tapper and Spy Hunter in the early eighties?
4. When the Atari VCS was first launched in 1979, which cartridge was given away free with the console?
5. In which game did Mario first make an appearance and how many different screens were in the game?
6. How many games have the Gynop Brothers programmed?
7. Who were the first company to sell games for £1.99?
8. Name a Sega arcade machine whose title begins with a 'Z'.
9. How many different versions of the Spectrum have been released (not including the Scan Coupe)?
10. How many Spider-Man games have there been in the last ten years?

SECTION ONE - THE BRAIN-DEAD ROUND

Just to get the old brain cells ready for action, a warm-up set of very easy questions that even evil, wing amoeba on Pluto would be able to answer correctly. Award yourself one mark for a correct answer and a smuck in the chops if you get it wrong. Can't say fairer than that, eh?

1. What major imageworks licence scoops a C+VG HIT in this very issue and features green, scaly, martial artists?
- a. Teenage Mutant Hero Turtles.
- b. Radioactive C+VG Reviewers of Terror.
- c. Ragnires vs Mr Born - The Final Confrontation.
2. What's the name of the super-amazing new console from Nintendo?
- a. The Megaflex.
- b. The Tetrax.
- c. The Super Panicon.
3. What new release from Ocean is the follow-up to one of its biggest selling games of all-time?
- a. Robocop 2.
- b. Total Recall.
- c. Super Space Invaders (Delux).
4. Which of these portable consoles has a monochrome screen?
- a. The Nintendo Gameboy.
- b. The Sega Game Gear.
- c. The NEC Turbo Express.

S QUIZ



2. Which of these games is the follow-up to Populous?
- Flood,
 - PowerMonger,
 - Professional Powerball Simulator,
 - Which software house produced the "interesting" budget effort, MSX-2B Soviet Fighter?
3. System 3,
- Codemasters,
 - Lucasfilm,
4. What's the name of Activision's latest from coin-op conversation?
- Dragon Breath,
 - Dragon Hugs,
 - Dragon Greet,
5. Which of these Marvel superheroes has NOT starred in his own computer game?
- Spider-Man,
 - The Punisher,
 - The Silver Surfer
6. Which of these games is follow-up to the superb Future Wars by Delphine?
- Operation Wolf,
 - Operation ("surgical exclamation from M&M gamers"),
 - Operation Stealth,
7. Which of these exotic cars was licensed by Gremlin and turned into an amazing light-gun racing 3D shooting game?
- The Lotus Turbo Esprit SE,
 - The Honda NSX Rapid,
 - The Ford Coyote.

SECTION TWO - THE "NOT QUITE SO EASY" ROUND

1. For the benefit of modern civilization,
2. The questioner (each joined in a web and all the way - for the benefit of modern civilization,
3. In some the putting and ending questions
4. Obviously you have not owned some too and with
5. Everyone takes a great deal for a day and that definitely
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HOW WELL DID YOU DO?

- game should be appearing next year?
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THE ANSWERS

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ATARI ST & AMIGA GAMES

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SIXTEEN BIT COMPILATIONS

[illegible]

Abstract

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Abstract

[illegible]

THE GOLDEN JOYSTICK AWARDS 1990!

VOTE FOR YOUR FAVES OF LAST YEAR, AND YOU TOO COULD WIN!

Sound the fanfares, hang out the flags, it's that time of year once more, folks, when we give you, our readers, the chance to vote for your fave games of 1990!

And we're making it worth your while, too because the first voting form pulled out of the sack at the end of January will earn its sender £100 worth of software for his or her machine! Yikes!

Anyway, put on your thinking trousers, and take a look at the voting form below. Fill in your nominations in the spaces provided, and when the form's complete, send it to: GOLDEN JOYSTICKS 1990, C-VG, PRIORY COURT, 34-32 FARRINGTON LANE, LONDON EC1R 3JU.

Please make sure your entry is in by January 30th, as that's when we'll be sifting through all the entries so that we can organise the event itself in April. Watch out for a full report, with the results, in an upcoming issue!

BEST GRAPHICS (8 BIT)

BEST GRAPHICS (16 BIT)

BEST SOUNDTRACK (8 BIT)

BEST SOUNDTRACK (16 BIT)

BEST SIMULATION (8 BIT)

BEST SIMULATION (16 BIT)

BEST COIN-OP CONVERSION (8 BIT)

BEST COIN-OP CONVERSION (16 BIT)

BEST CONSOLE GAME

BEST PC GAME

GAME OF THE YEAR (8 BIT)

GAME OF THE YEAR (16 BIT)

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GOLDEN AXE



Take the challenge! The evil Death Valley has taken over the King and his daughter, and is holding you for ransom with the precious Golden Axe. Only you can rescue the rulers of the Land of Nod and save the world!

But can you battle through the evil forces of Death Valley and save the King and his daughter? In the name of the Golden Axe, you must! The Golden Axe is a powerful weapon - a challenge for the King and his daughter. It is a powerful weapon that can save the world. It is a challenge for the King and his daughter. It is a powerful weapon that can save the world.



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COMPO RESULTS

Hey, hey, hey! Did you enter one of the hyper-powered compos in the November issue of C+VG? If you did, then cast your beady eyes over the following lists of winners - you may well be in there!

COMPUTER SHOPPERAMA COMPO

There, this must be one of the most of the biggest comps we've run in ages - the response was absolutely enormous! Anyway, the lucky dev'l who gets to face around the Westley Conference Centre grabbing tickets by the earlocks is LEE COLIN SIGRAM of BALESTREY, 5-YORKS. Congratulations, Lee! The three runners-up who each get a pair of free tickets for the show are MARTIN O'DONOVAN of NEWPORT PAGELL, CHARLIE HARRISON of BRIMCOMB and JOSEPHAN WRIGHT of PORTERHEAD. Well done, all of you!

WIN A PC ENGINE

Arcade action in a box is waiting its merry way to A GIMPICHELL of LEICESTER, who grabbed the glory by getting our questions (last night) well done, Al

WIN A LYNX

It's colour, it's portable, it's a bundle of joys, and SARAH DALEY of NORTHAMPTON is the gal who's snatching off with a brand new Atari Lynx in her pocket! Have fun, Sarah!

NOVEMBER HOTLINES

WIN A MEGADRIVE

It's amazing how many people out there want one of these console wonders, but that guy STEVE TOWNSEND from BARNAGE, ESSEX walks away with that sleek, black beast! Congrats, and have fun!

WIN A GAMEBOY

Hand-held games were up for grabs yet again (no, Andrea, you can't enter), but TIM CHUNG of DORSET is the happy chap who'll suffer no more travel boredom!

OOOPS....

Remember the Flood lamps in issue 100? Well, due to a bit of a cock-up, the list of winners got lost in the post between Chateau C+VG and Electronics Arts HQ. We know who the winners are, but not where they are. So, if you were announced as a winner, please write to us at the above address, marking the envelope "WINO SCHEMATED LIFT FLOOD COMPO", we'll get your prizes to you as soon as possible.

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 gamesplaying public. A crack team of C+VG readers will be whisked over (expensive, paid, 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 Glassey, Rob Swainier, Robert Lashburner, you'll be facing up to years of gaming experience. But, if you fancy your chances (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!

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

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PREVIEW

SUPER MONACO GP US GOLD

It streaked through arcades across the globe waving any gamer who dared play it. The latest in Sega's long line of mega 3D driving games took the player to the street circuit of Monaco - the scene of the greatest video formula one race of all time! US Gold have enlisted Probe software (the guys behind the acclaimed Turbo OutRun and 3D conversions) to come up with the goods, and by the looks of it, they've done wonderful!

The game puts you behind the wheel of one of three formula one racers. The beginners' motor has an automatic gearbox and is quite easy to handle - but isn't the fastest car on the circuit. The four-speed gearbox machine is the next progression and whilst faster, it's a bit more difficult to control. The seven-speed gearbox is only recommended to arcade Nigel Mansell who can take every one of Monaco's twists and turns with ease.

Then it's on to the qualifying race, where you race across a section of the Monaco track aiming to get as high a position as possible on the starting grid. During the actual three lap race, there are no time limits - you just need to stay among the front runners in order to stay in the race. If you do well then it's off to a second race, where rain beats down on the Monaco circuit making the car even more difficult to control.

The Megadrive version went down well with the C+VG crew because of the extra circuits they strapped into the cart, along with a whole season's worth of racing. You could even drive a better car by challenging a superior team's driver and beating him during the season. US Gold even have plans to add this into their home conversions!

We've had a butcher's at Amiga, ST, C64 and Amstrad versions of the game and to say that we were impressed is something of an understatement. The 16-bit versions look amazing with a speedy car and fast, smooth graphics. All of the brilliant presentation screens of the coin-up have been included, and Probe's artists have actually improved on them! 8-bit stars aren't being left out either. The C64 version we had a look at was simply amazing with a very nippy turn of speed and the Amstrad version also holds a lot of promise. Check out the multi-format preview shots dotted around the page!

We're going to be reviewing the finished game exclusively in our March issue, so stay with C+VG for the first word on the hottest games!

RELEASE: SPECTRUM, C64, AMSTRAD, ST, AMIGA, EASTAR

PRICE: 8 BITS £10.99, ST £16.99, AMIGA £24.99





M.U.S.H.A.

SEGA

Yet another shoot 'em up is about to explode onto the Megadrive, but this one's a little bit on the fancy side! As is the case with these, the scenario's a bit maff-siffie to say, you are a translocating robot, with tremendous firepower, and your task is to fly through myriad alien-infested levels, and blow the little suckers to oblivion!

Some of the weapons are quite stunning - especially the twin lightning cannons on full power, which is almost equivalent to invisibility! Phewee! Could this possibly be the best blaster on the Megadrive to date? Check out the next issue of C+VG, when we'll be keeping you the full exclusive review on this little baby - can you'll find out if the gameplay matches the rather sexy visuals!

Thanks to PC Engine Supplies of Stoke who supplied us with a M.U.S.H.A. cartridge.

RELEASE: MEGADRIVE, JAN

PRICE: £35.99





SHADOW DANCER US GOLD

Sega's novel follow-up to the classic Shinobi made quite a splash



when it was released in the arcades and as mentioned last month, US Gold are the chaps behind the home versions. The game is standard Sega 'em up fare, with one exception - this time the hero (Joe Musashi) has brought his dog! When the going gets tough you can even send in your doggie pal

to maul the enemy! US Gold have set programming team images onto the job and from the looks of the ST demo we've seen, it's not looking too bad at all.
RELEASE: ST, AMIGA, SPECTRUM, C64, AMSTRAD, MARCII
PRICE: AMIGA £24.99, ST £19.99, 8 BIT £10.99

CHIP'S CHALLENGE US GOLD

Having first made its appearance on the Atari Lynx, US Gold snapped up the rights to bring this arcade puzzle across to both 8 and 16 bit formats! The gameplay is remarkably simple. A number of chips have been placed around a four way scrolling maze and you have to guide your little character around picking up all the chips and then making an escape. The problem is that the maze is full of obstacles including ice, locked doors and water. Luckily there's plenty of keys to open the doors and bridges that can be pushed over the water. We've already had a peak at seventeen levels of the game on the Amiga and we were rather impressed. Keep your peepers at the ready, because C+G are going to be reviewing Chips Challenge next month!

RELEASE: ST, AMIGA, SPECTRUM, AMSTRAD, C64, DECEMBER
PRICE: AMIGA PC £24.99, ST £19.99, 8 BITS £10.99 CASS



DOMARK

Playseat! Not content with blowing our minds with the likes of MG-20 and STUM Runner, Domark are set to release Hard Drivin' 2 - the follow-up to their amazingly successful conversion of last year. The sequel promises to be more of the same with the addition of a powerful track editor (create your own slant tracks) and simultaneous two-player action! Yes, with the aid of a null modem link you can connect two computers together and race across tracks that you've created!

We've cast our external peepers over the PC package and although it looks much the same as the original game, the track editor is a more than welcome addition!
RELEASE: ST, AMIGA, PC, DECEMBER
PRICE: ST, AMIGA, £24.99, PC £29.99.



HARD DRIVIN' 2

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End authors: Monday, 20 February 2006 2:00pm, Wednesday 22 February 2006

For comments, contact Jill.Holmes@utoronto.ca or Jill.Holmes@utoronto.ca

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**SPECIAL
ADDITIONS**

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Journal of Management Inquiry

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DUCK TALES

DISNEYSOFT

Disneysoft are just putting the finishing touches to their first arcade-style strategy game, *Duck Tales*. Featuring the peeing-piercing Scrooge McDuck and his lovely nephews, Huey, Dewey and Louie, the aim is simple. Scrooge is on the lookout for yet more wonga to add to his collection and decides to nip around the world, picking up money at the same time. With plenty of different game styles and gorgeous graphics, *Duck Tales* should be something of a hit. Paul saw a pre-production copy during a recent trip to Paris and his only gripe was a slight lack of speed. Still, hopefully this should be rectified by the time *Duck Tales* is released in the New Year.

RELEASE: AMIGA, JANUARY, OTHER FORMATS TO FOLLOW

PRICE: TBA



MICKEY MOUSE

SEGA

Disney's evergreen cartoon character is soon to hit the Megadrive - and that's official. According to our sources, the Mickey Mouse game promises to be a very colourful, very addictive, coin-op-type platform game. From what we've seen it promises to be a great ball and should be available next month. Check out the full review in a following issue of C+G.

RELEASE: MEGA-DRIVE, DECEMBER
PRICE: IMPORT ONLY



TEENAGE MUTANT NINJA TURTLES

NINTENDO

Arrghhhh! Not! Not! Not more Turtles! Oh well, if you were part of the thronging masses who were pretty annoyed to discover that the NES Turtles game wasn't a conversion of the brilliant arcade machine, then take heart. We've just got wind that the tabboo beat 'em up coin-op is being reprogrammed for the NES and if you don't believe us, then check out these screen shots! The conversion promises to be a faithful copy of the coin-op with all of the enemies and levels present. However, it'll be absolutely ages before the finished game appears on British soil - it hasn't even been released in Japan yet!

RELEASE: NINTENDO, TBA.
PRICE: TBA.



MIG-29

DOMARK

Not to be confused with the awful Codemasters budget game, Domark's MIG game is a accurate 3D sim based on the hottest Soviet fighter in service today. Domark have managed to get hold of information from TASS (the soviet news agency) in order to come up with one of the most realistic sims to date. Featuring five fun-filled missions, super-fast 3D graphics, and a stirring soundtrack from ace maestro Matt Furia, MIG-29 is shaping up quite nicely and should be hitting the shelves in the New Year. If the price tag seems a tad excessive then have no fear, because included in the package is a brilliant MIG book - with all the info on the Soviet wonder and a colossal great manual as well!

RELEASE: ST, AMIGA, PC, JANUARY.
PRICE: ST, AMIGA, £34.99, PC £39.99.



ARE YOU MAN ENOUGH TO



ESWAT is a fast-paced, action-packed game that will test your skills as a police officer. You'll be fighting against a variety of criminals, including drug dealers, burglars, and more. The game is set in a realistic urban environment, and you'll be able to see the results of your actions in real-time.

ESWAT



Criminals are tearing apart the Cyber City, law and order is no longer stable. Only ESWAT (Enhanced Special Weapons and Tactics), the elite division of the Cyber Police are capable of restoring peace. For you're going to prove yourself by facing the dangers of the streets as a regular ESWAT cop. Survive our missions - improve your reputation - earn your stripes and then, if you dare, become a cop. You might want to check out our ESWAT website.

Armed with a cybernetic assault rifle and equipped with the latest firepower weaponry including state-of-the-art weapons you will be guaranteed to make every the most hardcore punk cop in the city.



They'll be waiting for you, come to the north end, ready to kill. You'll be the one to kill them. ESWAT - it's your only chance to win the war.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Bl...

DO WEAR THE ESWAT BADGE?

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POLICE
DEPARTMENT
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OF
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SEGA

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**NO LIMITS ... NO MERCY ...
NO SURRENDER!**

The logo for the video game Strider 2. It features a large, stylized number '2' in the center, flanked by two ornate, golden pillars. Below the '2' is a small, ornate golden crown. The word 'STRIDER' is written in a large, bold, golden font with a metallic texture, positioned below the crown. The entire logo is set against a dark red background with a blue horizontal stripe at the top.

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