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Next
Month



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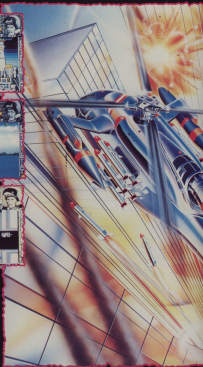
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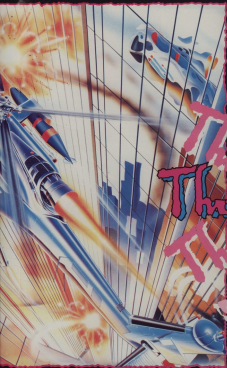
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THE NO

Thunder

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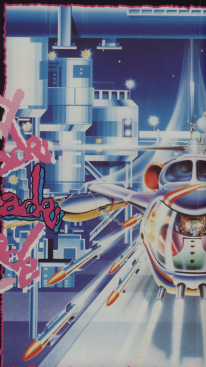
No. 1

Golden Blades

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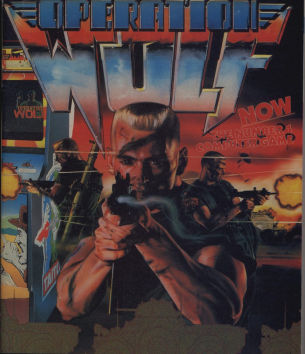
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Same ol' same ol'? We review all versions including a World exclusive — first and best version of the 32-bit.

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game looks the other and second flavor of 2-D-PS reviews. Afterward scores a 100 P. 26, as does (except in 3D) and later Good

PS-20 which they follow (and is one of the most brilliant and polished games of the year) — in 3D, also 3D — in 3D that made us the 3D

P. 26, and Game Squad from Cartridge shows that the French know what what when it comes to racing games. P. 26 — all that and more! Japan

was in to get up a 2-D-PS 3D for the CD-only game. What ever computer you're on — 2-D-PS 3D.

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Subscriptions

All enquiries to EMAP FreeLine, 1 Lincoln Court, Lincoln Road, Portlough, PE1 3BP.



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Don't miss...

Big changes are sweeping G+YB. Tony Takouahi gets the boot as Julian Signal takes over our re-vamped Mean Machines column - bringing you all that's hot, and some of what's not, on the Nintendo, Sega, and PC Engine.

AGM is our brand new column for role playing enthusiasts and adventurers. Playmasters is bigger and better than ever, plus you could win an S-Type coin-op and a host of other goodies if you play your cards right. It's all inside for you - (including our booklet for you - (including our booklet for you are 114 pages of top notch editorial) for just £1.20, which quite simply kicks everyone else into touch. Enjoy.



Mighty Larry's back in 4 Oct. P. 700.

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Flax

Twisting Circuits

The storage-chip racing games continue again, with Atari's *Street Racer* and Amiga's *Street Racer* being the newcomers to the genre. *Street Racer* comes in two versions: one for the Atari 2600 and one for the Atari 5200. *Street Racer* is a fast-paced racing game that features a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars.

Mastermind with a twist, *Street Racer* is a fast-paced racing game that features a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars.



Elite has *Space Warrior 2* on ST (£19.95) and Amiga (£24.95) available in November amongst other major new releases. Elite's *Pop Quiz* should also be out at about the same time to join the other trivia games competing for the Christmas sales.



The 8-bit *Street Racer* is a classic racing game that features a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars.

As far as only 20000 points (and one comment) there's no way to touch the Japanese. As if any more good were needed, we see the already massive combat cars.

As far as the game itself goes, it's a classic racing game with a variety of tracks and a variety of cars. The game is a classic racing game with a variety of tracks and a variety of cars.

Hyper Drive



Terror Baal

Playtech's have one of their strongest ever 16 bit releases available for ST and Amiga (£19.95) around the time you read this. *Terror Baal* is a multi-level scrolling platform shoot 'em up with some stunning weapons. You get to "blow things up" through a series of tunnels and platforms in an attempt to destroy the many twisted components of an alien death machine. One to watch out for Christmas, and while it looks as double excellent in their very center "Collector", we hope that it plays a bit more smoothly.



Elite Bits



Available Motor Madness is an all-new street game-operative racing game to join all the other game-operative racing games. Lots of tracks, split and division time are provided, as well as an overall top view of the entire available Motorway.

Motorway Madness

Pun of the month must this time go to Electro Software for the title of *Wale* now - *It's unfinished - an adventure, "Get Laughing Gads On"*. This is an unfinished story somewhat, but the whole thing looks great to us.

Pun of the month



Mr Joystick Radio Comp

One of the things that if you're looking for (looking for Christmas - it's not so far away, you know) is a nice option. The Mr Joystick range from Powerplay have a number available, from the Mini, Mach (25.99) and Laser (25.99) with optional Counter range. In the range more sophisticated Crystal model. These are all fully clear, an eye-opening memory (except the most "new" ones) with red handle and particularly creamy sounds. The standard model comes at £14.99 with the best sounding equipped Turbo model coming in at £16.99. To celebrate, we have a Christmas present even better than a joystick to give away, the Sony SoundDog. This is a portable, high quality radio cassette player in a soft, squishy bag for easy and portability. Now it, we'd get you to come up with a few names for a reduced list of the range system. We've written everything would suit our list. Give some technical details of it too if you want, even draw a picture. We'll choose the one we like the look of best, and award an invoice to make taking the prize home. Instructions, someone will get a nice Christmas present.



Mail Call

There can be few characters so popular culture who haven't been computer generated at some point or other. And there could scarcely be such a popular hero, any less, as the building and often-criticized Pinocchio Pin. Therefore Pin should become a computer game. Now the cartoonists have come from the industry like Alternative for us brought their line over those for a character, and intend to have as it fit fit in the shops for Christmas. Quite how you can make a game out of the thrilling adventures of a pin - perhaps notwithstanding - we await with interest, but we look forward to the appearance of the Mark and white eye.



Name _____

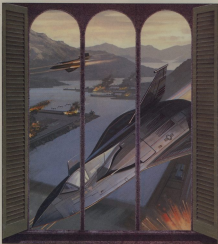
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*Avez Vous un
Beat'em Up,
Silver
Plate?*

**3rd Festival de la Micro:
The trials and tribulations of a
Yorkshireman in Paris.**

More report by Matt & Peter

For the reasons (mentioned) above, the first impression of the Paris Festival would be of something odd and odder. The largest stands were little bigger than your average living room, there was only one free play-zone up around (Coventry '88), and the show booths were conspicuous by their absence.

Only Tauson was showing a big entrance on their stand (a Family and world of it, there was no bar).

The first standish Crazy-Cars 2, which looked about 1970s better than its predecessor. You drive an ultra-stick, ultra-expensive and ultra-ultra-quick Ford or F12 (Cobra) Non-American make, steering clear of police and other odd cars with use of your raster detector. It's enjoyable provided for Amiga/ST/PC/Amstrad in November and Spanish word only.



That of the other exhibitors, but they were showing an impressive number of titles. There were some good titles on display, but they were not the best. The most interesting was the game called 'The Great Escape' which was a very nice thing and worth a look. It was a very nice thing and worth a look. It was a very nice thing and worth a look.

There were also some very nice titles on display, but they were not the best. The most interesting was the game called 'The Great Escape' which was a very nice thing and worth a look. It was a very nice thing and worth a look.

An almost identical game was being given away by Paris also shared the same thing with being given away by Paris. The same amount of that is a very nice thing and worth a look. It was a very nice thing and worth a look.



shared the same thing with being given away by Paris also shared the same thing with being given away by Paris.

Conor's stand had a number of new games which they had the distribution for or show you their main attraction with an adventure game called 'Freedom' based on the escape of slaves from a Caribbean plantation.

They had some nice graphics and a Caribbean style flight scene, but perhaps overshadowed by another adventure based on Jules Verne's '20000 Leagues Under the Sea'. As made for the captured sailor Ned, it tells of the escape from Hawaii to Australia, right with sharks etc. In the section of the show later over completely for Alan there was a fairly large education section which I believe you'd be reading completely. I feel some nice looking titles programmed for free year olds. The graphics of some and as an extra to good to get involved "proper" games. In fact there were a



number of titles on display, but they were not the best. The most interesting was the game called 'The Great Escape' which was a very nice thing and worth a look. It was a very nice thing and worth a look.

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Fax

Take a Butcher's at This

Jungle warfare. It's just the ticket these days. Isn't it? Looking not too dissimilar to the game that has just grooved almost ever magazine cover under the sun — though to be fair it is no clone — is Greenlight's *Butcher Hill*. Through three sections — a rubber dingy ride down a river, on foot through a jungle and a village — you make your way through Vietnam to "Butcher Hill". It's a short 'em up for Sega, Amiga, 64, S1 and Amiga in January.

Axiom Stations

German Software House Axiom are starting to be distributed in the UK, and intend to be one of the bigger names in the 16-bit arena by the end of next year, or so. Their first three releases are all in the exclusive feature CD games on the Amiga. Through later CD versions will be available: *War of the Little Dragons*, which they are in testing; *Crystal Hammer*, the first of a 3D arena game to be played against either the



War of the Little Dragons



Axiom Station



Crystal Hammer

machine or another player. Graphics are rather nice, though generally better than average, an association that should be quite easily recalled against the other games in each. *Crystal Hammer* is a 3D arena/arcade clone, while *Powerplay* has a remarkable capacity to hold your gaze; you must build up a defence for surviving all portions of the screen, with your turret, while avoiding the hoards of alien and so on whose music makes sense. Later releases include *Quattro*, a board game; a 3D helicopter sim called *Substare*, and *Spacewar*, where you pilot a spaceship through jittery weight controls. All games will be £14.95, which makes for very good value. Watch it out for the first review.



Powerplay



Axiom Station

THE BEST CD GAMES

- 1 *Amiga 64 - Battle*
- 2 *Amiga 64 - Power*
- 3 *Amiga 64 - Battle*
- 4 *Amiga 64 - Battle*
- 5 *Amiga 64 - Battle*
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- 8 *Amiga 64 - Battle*
- 9 *Amiga 64 - Battle*
- 10 *Amiga 64 - Battle*

These are the best CD games available on the Amiga 64. The games are ranked according to their overall quality, taking into account graphics, sound, and playability. The games are ranked according to their overall quality, taking into account graphics, sound, and playability.

THE BEST CD GAMES

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- 10 *Amiga 64 - Battle*

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ARCADE ACTION



From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim... Guerrilla War is the means!

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WAR

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SPECTRUM

£9.95

The name
of the game

Flax

Software Circus

This is the spring of a new software circus that is planned to launch in an attempt to bring us a colorful, lively

Brazilian fair where various computer software titles are sold and playing for the first of a national software circus. Already there are plans for a national software circus to come to town.

Thoughtful on how to make the most of the software circus and what it can do for you in this area - look for the Brazilian software circus to be a national software circus.



Storm Warning

Get ready with Storm Warning, a new computer game that will hit the shelves in the near future. The game, which will be available in Europe in December, will be launched in December on all major forms.

It is a new title of 1992, which will be available in the month of October and November. Though it is a new title, it is a new title of 1992.

Some of the new titles, which will be available in the month of October and November.

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German correspondent Carlos Bergstein is in a fight, with all the new products coming out of Magic Bytes, Rainbow Arts and more . . .

Software titles from the international market are produced from Germany. German software titles, including Rainbow Arts and Magic Bytes, are being tested in a wide range of new titles on the German market. Games are not expected to see the German market. Games are not expected to see the German market. Games are not expected to see the German market.

One of the most common titles in the German market is the game 'The German Market'. Games are not expected to see the German market. Games are not expected to see the German market.

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German

HINT:



The German Market



The German Market



The German Market



The German Market

Bytes (II)



game. However, for more information on the game mentioned in the October's issue (10-16 called) — was purchased by Review Staff member (I guess) instead of change through comes direct from the South-Ohio Mass. Assessment Union, MIT of Harvard Inc. After some trouble with Microsoft and Microsoft's division of the future. Binary code Game System is available. It's like a new system. However, you first had to be brought to the computer market. But now they decided to change some games and bring it back under the name. It's a new system. Binary code Game System is available. It's like a new system. However, you first had to be brought to the computer market. But now they decided to change some games and bring it back under the name.

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And that's the news from Germany. get between it!



nothing as the rewriting. Best of the town, color-coded, 2500 John Young, a color vector graphics game for IBM and 1980 machines. Based not on light of any sort — but on modern music software. This illustrates the capture of a 1980 machine in the market out of the local future. Nothing means. Binary code and all sorts. It's the Review Staff seems to be a

Video Star



Who can have the best? (Walkman or camcorder) for \$80 that will not be. The Sony Video Walkman will be available some time in the new year, at a price about the same as a good comparable VCR (a few hundred dollars).

Using an 8mm video cassette the Go-It has a three inch LCD screen with 60,000 resolution and offers up to three hours play at a short, using 1/2 inch batteries. It can be watched on the back or side or upright, though we wouldn't recommend the car battery power source option for true portability. It can record both from TV and through a portable video camera, though what quality will be like we don't know. As it is, it makes you think back toward '85, and could even be seen as early '80s. Best and quite much in the end.

Chewits Eat-Until-Youre - Ill Compo

To be in order as nearly with Director's release of the Chewit's "Muncher" game (see 10's roundup review this issue), we have an extra game, including a game. The Chewit's Muncher also get a year's supply of our best (and sweetest) 1/2 inch game, including the writing in it, as well as when better than they. But it's obvious, make way if like to see something up the local newspaper's release, and to buy one of the things could be yours. How else will they get the review on page 100, they might



Name _____

Address _____

How Chewit's Muncher and why _____

AFTER BURNER

AERIAL ARCADE ACE

SHAKE. RA



 **ACTIVISION**

 **SEGA**

AFTERBURNER – 'THE ARCADE S

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Amiga screen shot above



ST screen shot above

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Sticky Decision

This here is a Spectrum look at *Dark Fusion*, a new 8-bit shoot 'em up from Geminis. Fight nasty aliens and get that stuff, but you'll also find you have to beat your own demons with that of your tail-dog boss (ok) to survive. Big monsters at the end of levels and all that sort no doubt, out early December.



Come Play With Me...

Play
Robbie the Frog
 The floating island has the best of this little fish living day 2 of the fishing season. What an alien infests, hordes from Captain's team before Christmas in December - a complete game based on the famous sci-fi novel. Find a report from the best fish in the universe based directly on the plot of the original film - **Robbie the Frog** - details are more of the moment. More news to read when.



Roy's a Boy Toy

Football games continue to come out of the woodwork at a quite alarming rate - just check out



Chubby Giller's round up on page 98 - and not least of these is *Laramie's Run of the Rivers*. This is a Spectrum look at a game that will have been released just before this mag goes on sale - check out the full review soon. Roy's *Business Team Macintosh* wear red and yellow vests, we believe, which doesn't seem to have come over too well on the Spectrum!

Hellbert

Learn how to get into the Hellbert world in "Hellbert" this month's new... (text is partially obscured)



Charts

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In terms of the consistent quality of life game across a variety of resolutions it definitely is the best ever.

What I particularly like about the original game design is the way it simulates the struggle - as well as the blood and guts of the battle. The six levels are: The construction camp, the jungle, the village, the powder magazine, the concentration camp, and the gasper.

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Reviews

OPERATION WOLF

► MACHINES: ATARI ST, AMIGA, C64, SPECTRUM, AMSTRAD.
 ► SUPPLIER: GIGAWATT.
 ► RASLES: 16 TO SPECTRUM, 16 TO C64, AND PLUS 2 DISK £24.95, ST 179.95, AMIGA £24.95.
 ► REVIEWER: EUGENE LACEY.

Operation Wolf — or 'Op Wolf' as most coders call it — is, obviously, the coin-op of the year '88. I mean, you are pig sick of

Chances are it is also the game with a cluster of gamers huddled around it. When you leave your line you can easily get the impression that all the game amounts to is a case of watching that Up on its base and enjoying the frenzy with machine gun fire — smacking anything that moves. Nothing could be further from the truth. Although



1. Dumbbells bring you in the jungle level.



2. A round can patrol the concentration camp.

that phrase "coin-op of the year" I know all the odds claim that their coin-op palaces is the one that all the punters are pumping their cash into. Well, there is nothing I can do about all this hype — all I can tell you is that the official arcade industry charts prove that Op Wolf is the real number one. And if that isn't conclusive enough for you, the game is also the one that the C=VG team have just re-re "88" into their anything else this year. There is no re-reasing the game in your local arcade. It's the one with the Ut machine gun mounted on the front of its steel, bulky cabinet.

you are aimed to the teeth — with stacks of bullets and grenades — you have to make every bullet count if you are to succeed. And



Crabby Dixon's round-up on page 66 — and not least of these is Graham's *Play of the Month*. This is a Spectrum look at a game that will have been released just before this mag goes on sale — check out the full review again. Boy! It looks damn bloody nice and yellow, red, and green, which doesn't seem to have come over too well on the Speccy!



3. No prizes!

! RESCUE HOSTAGES !

ATION

LE

that had been activated previously in military shooters up like *Green Berets* and *Combat Assault*.

The use of the UI led many people to believe that its absence in the home versions would make the game unconvertible. Mike Pottersden, for example, writing in the December '87 edition of *DU* said "Why do they bother? Are they going to



live on US sub-machine gun with every game?"

Gocon's programmers came up with a far simpler solution. They simply replaced the gun with a floating cross-hair. Controlled by joystick or mouse, you simply move the cross-hair to the target and press fire. OK – so it's not quite as good as handling, and feeling the weight of the UI pressing against your

Level 1 is set in the Communications compound where your aim is to cut the enemy off and stop them from calling up more reinforcements. The enemy constantly fire at you, lobbing grenades, throwing knives, and – should you let them hover – stuffing you from helicopter gunships.

Each hit weakens you and makes your Damage Meter fall downwards. If it reaches zero it's curtains, and a grim sounding voice will inform that "Sorry you are finished here" (only on US and Amiga versions).

The aim of the game is to avoid sustain hits by



▲ Into the action by parachuting parachute



▲ Skilled necessary too. By with its accurate

shoulder blade – but from just about every other angle. This game has to be ranked as one of the best conversions ever. ■

In terms of the consistent quality of the game across a variety of machines, it's definitely in the best five.

What I particularly like about the original game design is the way it simulates the strategic – as well as the blood and guts of the battle. The six levels are: The communications setup, the jungle, the village, the powder magazine, the concentration camp, and the gasnet.

Each level sets you a specific task which helps a little towards your goal of freeing the hostages.

shooting the grenades out before they hit you and eliminating the soldiers before they take aim.

Get through this and you find yourself in the jungle of **Level 2** where your mission is to extract information from the enemy about the concentration camp.

Level 3 is not for pros-lets. You are ordered to go into the village and kill all the enemies, which at the same time to "take a rest". I should point out the irony of this: the operation of *air Op Wolf* does have some semblance of conscience – there are hostages civilians fleeing from the mayhem – and nurses tottering across the battlefield carrying the wounded on their



▲ From that episode before it. Back you

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SPORTS



Reviews

shooters, should your bullets accidentally hit any of these you are punished by losing energy. **Level 4** is set in the enemy's ammunition dumps — your task is to "take the ammunition by force".

If you survive this for you get your first chance to rescue some of the hostages. **Level 5** has five hostages incorporated in the concentration camp. Your orders are to "help them".

You have to do a pretty good Op Wolf player to get to the **Level 6**, set in the airport — this is where the remainder of the hostages are being held. Your orders are to rescue the hostages in the airplane and get away.

The gameplay of the various levels is essentially the same. The battle field scrolls slowly from left to right — your close range rifle pointing across with it. The enemy rush on from both sides — in three set planes. There are soldiers in the foreground that practically fill the screen when they dash on middle sized ones in the mid

ground, and dozens of troopers that dash across the screen in two and three in the far distance.

Depending on what level you are on the tanks, lorries, motorcyclists, choppers, or gun boats (in the jungle level) usually arrive in the foreground.

The game is at its best when you take out the enemy vehicles. You can knock them out with persistent use but the most effective method is to use the grenade launcher. You can even take out two vehicles with one massive boom.

The tanks rip apart when the grenade hits them and go up in a ball of flame and grey smoke. Trouble is you have to be careful not to waste your grenades as you only have five of them at the beginning of each level. (Which is why a certain, nameless C+VG reviewer's policy of blasting the muses with grenades as soon as they appeared is not particularly recommended.)

Special mention has to be made of the quality of the graphics on the 32 and Amiga versions — the armoured cars, choppers, and gun boats are

OPERATION WOLF



▲ In a chopper... can't stop... chopper... slow down...



▲ Menace runs but excellent Spinix version.



▲ Best version — almost 'n' pretty.

ATION

LE

identical to their counterparts in the coin-op.

I suppose a certain degree of reuse coin-op graphics is now taken for granted in 3D and Amiga conversions — but what pleased me particularly in the 3D version is the little details of game play that have not been forgotten. The tricks that you discover

after you have played *Op-Wolf* are good few times, like shooting the birds, and the pig that scampers on to pick up more gems. It is this kind of attention to detail that makes for a good coin-op conversion, irrespective of the graphical capabilities of the computer you are playing the game on.

The software tycoons are having right bottle-royal this Christmas. Bets are being placed, claims are being made as to who will be number one. It reminds me of the famous Bill Stacey quite about football being much more important than, life, or death, or something like that. To you *Op-Wolf*, *Thunderblade* and *Thunderblade* may just be games. To the tycoons they are company profits, reputations, image and a whole host of other things. C+VG doesn't take sides in

these matters. We just review the games. So what is our advice should you only be buying one coin-op conversion this Christmas? Buy *Op-Wolf* — it's a brilliant conversion and you will get a lot of fun out of it.

UPDATE . . .

Op-Wolf will be out on all formats by the end of November. The PC version is being coded in the US and won't be ready until next year. Expect big things from the Amiga version — like ultra smooth scrolling, speed and improved digitised speech. *Saga Battle II* is an *Op-Wolf* clone, and an officially licensed Nintendo version will be on sale next year.



	3D	SPECTRUM	GM
■ GRAPHICS	8	8	8
■ SOUND	8	8	8
■ VALUE	8	7	8
■ PLAYABILITY	8	8	8
■ OVERALL	94%	91%	90%



▲ Release — the 3D battles with explosions.

▲ Watch out for the doggie.



There are worse, okay, far, in
our (S), stay, playing the
especially good game
stay.....



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R-TYPE
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R-Type is the master blaster conversion of the year. Spectrum, ST, and C64 versions received the thumbs up in last month's issue.

Lucky C64 and Speccy owners also get the chance to play the first level. If all of that fails to impress get set to win the real thing — a stonking great R-Type coin-op machine for your bedroom.

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"Look back through the dark mirror of the seasons to the time when the Eagles deserted the sacred Altior to the ravaging of the Saxons. Look back to an age of bloody war and mysterious magics." And while you're at it, why not take a little back to about three years ago to a time when battle was filled with Spectrum games that involved semi-mythical characters loading around dungeons?



▲ Artura looks no different.



▲ Can she really see an AI game.

backgrounds like Captain Pygmalion characters.

These "classics" usually involved searching for the last sword of someone-or-other and fighting to the death against hordes of beasts from the dark side... get the picture? What the basic history lesson is leading to is that Altior has for some reason decided to resurrect the game — probably so that "real" games players can be introduced to the "new" that these games bring.

Artura starts with the usual sub-Atlanian legend gibberish. You are Artura, son of Penelogen and half-brother to the vil Morgause. This which has kidnapped Nimus, apprentice to the wizard Merdyn... etc. etc. This puns could easily have been avoided by their use.

■ Not one of Gower's best

of one sentence, find the lost Rune stones and rescue the girl.

The brief also describes Artura as an "escape adventure" and I'm loath to use this term as neither word is really applicable. Basically the idea is to explore a multi-roomed castle, consisting of left to right scrolling walls with doors in both the background and foreground allowing doors both onto "into" and "out" of the screen.

Along the way there are opponents to be managed, quest rats and tokens to be chased off level by broken and sections of Rune stones to be collected. (These stones will be the sons of me) — form the Bennett Williams school of awful puns). An enemy bar below the play area diminishes every time Artura comes into contact with a nasty of any

Reviews

description — and guess what happens when this bar runs out?

Attack is always the best form of defence, and in Artura's case it never-ending supply of axes is opposite. Bars and the like over the screen roll with a single swipe, but it takes a Golemstone (that's four axes to you mate) to get rid of the rest of the Opposites.

When a Rune is completed, you can then be switched into "Rune mode". This involves placing a pointer finger on the completed Rune and then stepping back in amazement on the Wheel of Certainty (which means you'll see another planet) — phew!

Try as I might, I couldn't find anything about Artura is recommended. The graphics are awful, the gameplay is seriously dated, the levels are too similar, the landscape is too confusing and no sense of interest is generated at any point.

This next little piece may sound like it should be shouted out from speaker's corner on a Sunday afternoon, but I really believe the software publisher should release games like this. Computer hardware has developed in leaps and bounds over the last two years — and as a sort of knock-on effect 8-bit games have improved beyond recognition in the same time. In my mind there's no excuse whatsoever for taking what is already a well-standard 8-bit game and converting it upwards.

I'm going to have one last try at thinking of something nice to say about Artura... erm, the cover artwork's nice.

▶ GRAPHICS	3
▶ SOUND	5
▶ PLAYABILITY	4
▶ VALUE	2
▶ OVERALL	17%



MUNCHER

- MACHINE: SPECTRUM/AM.
- DEVELOPER: GEMINI GRAPHICS.
- PRICE: \$100 (MSRP \$129.95).
- PLAYER: 1, SPEED: OVER 140 MPH, GEAR: OVER 174 MPH.
- VERSION: 1991/01/04.
- REVIEWER: JAMES SMALL.

Have you seen the Chewits yet? You know, the one with all that angry green monster who's running amok in a desaturated version of London? Just when he's about to sink his fangs into a famous landmark, he suddenly spots a Chewit, pops it into his cavernous cake-hole and finds his voracious appetite suddenly sated. Well, Beam Software, in conjunction with Gemini Graphics, has decided to base a game around this whole 'ol, and have managed to persuade Chewit to endorse it.

Rather than taking the usual head-on and cast the player as a Chewit, these devious Beam people have decided on an alternative approach and have put the player firmly into the size 237 boots of the Godzilla-like monster.

The mission of myriem begins off the sea shore. Soldiers immediately start walking from both sides of the screen, and shoot at



▲ Stamp!



▲ Leap and thump a chopper

the monster, knocking it off his energy bar with every hit. However, these weak and puny humans are no match for the monster, who can leap on them, splattering them into horrible smears on the road. If he's feeling peckish, he can bend down, pick them up and eat them. Yum! And this rollicking exercise adds a bit of energy to the boot-trotting pedestrians in the form of backpack-carrying city kids and grim-pushing women also run around in terror, and are similarly blasted or noshed.

Soon reinforcements

arrive with. The third level, the army base, has even more soldiers and vehicles. However, at the end is a big brown monster who fights with fireballs, feet and claws.

As you might have already gathered, *Muncher*'s a game with a sense of humor. I thoroughly enjoyed playing it, and more a smile was in evidence as I booted, smashed and chomped my way through the enemy forces. If you're a fast-food fiend, the game throws down quite a challenge, and should keep large-scale voracity happy for some time.



▲ Closing some loots.

drive, with tanks, jeeps and helicopters firing missiles and running the monster's fun — but he keeps and snags at the choppers with the great choppers, and jumps on the vehicles in a display of wroth destruction. The monster can also spit fire.

Buildings are encountered frequently, and can be booted with the monster's tail, or climbed and thumped. Rampage-style. If he's feeling particularly tough he can climb to the rooftops of a particularly high building and roar down at the pitiful humans below.

When the end of the 1st level is reached, the action switches to Waterloo village (ahem, you're going to change that soon, you Gemini!), which offers more of the same gratuitous violence, only with more things to

The graphics and sound are both fine, and even though the novelty will eventually wear off, there's plenty of *MUNCHER*...

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	8
► OVERALL	77%

UPDATE . . .

The Spectrum version looks even better than the Commodore, with slightly faster gameplay and more impressive sprites.

Gemini say that there may be an II version next year, although couldn't confirm that as definite. Let's hope so — improved graphics and sampled sounds mixed with the 8-bit gameplay could produce an incredibly good game!

STARGLIDER IN

Wish!



A little more desirable than "FOUR CALLING BIRDS" don't you think?



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SPACE RACER



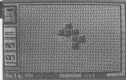
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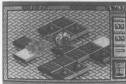
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Ever since the first
 computer programmer
 made light move around a
 screen, there's been a
 race to find a new concept
 that's more difficult and
 absorbing than chess.
 Ingo Works, Bombuzal
 doesn't aspire to this lofty
 ideal; but it does come
 across as being a
 combination of Chess,
 Play-Doh and one of those
 Chinese number puzzles.

Like most difficult puzzle
 games it's based on a very
 simple idea. The only
 objective is to move a



▲ An aerial view of the action.



▲ **Hand-moving Bombuzal**,
 visibly monster around a
 series of tiled sections,
 exploding bombs by
 stepping on them and
 staying in one piece in the
 process — but bombs
 spring back either all in
 their regions and then
 disappearing under your
 feet make this a sight more
 difficult than it first
 appears.

Each screen is made of
 up to a number of different
 types of tile, and you can
 bet your life that you'll be
 in deep trouble if you don't
 watch where you're
 stepping. Normal tiles are
 safe enough, but the
 Disolver does just that
 after you've stepped over it
 and the ice tile is a little too
 slippery and should be
 avoided. Other hazards
 include the teleport tile
 which whisks you to a
 random square and the
 spinner type which locks
 you in any direction. A few
 tiles, such as the temple
 (which absorbs
 explosions), the

▼ The 2D game.



bomb-moving Sled, the
 indestructible inverted tile
 and the map-seeking
 Switch can be used to your
 advantage, but don't
 depend on them showing
 up too often.

The bombs also come in
 three shapes and sizes —
 each type has a different
 effect which almost always
 has to be taken into
 account if a screen is
 going to be completed.
 Small bombs only destroy
 five squares that they
 occupy, while medium
 and large bombs destroy
 four and 10 surrounding
 squares respectively. Then
 there are three varieties of
 aerial bomb, which
 explode when any other
 aerial bomb is detonated
 and cause exactly the
 same amount of damage
 as their 'normal'
 counterparts. Small bombs
 change size randomly and
 mines detonate on contact
 ... phew! There's a lot of
 time to stop and admire
 the scenery in this

environment.

To make matters worse
 you don't even have any
 privacy in this odd little
 world. A couple of other
 characters knock around
 on later levels and if you
 think that that's there to
 help you out then think
 again. 'Bubble' needs all
 bombs as mines (and you
 can imagine the trouble
 which that causes), while
 'Squack' is capable of
 doing anything that you
 can and does his level best
 to get in the way.

As if all this wasn't
 difficult enough, the
 awesomely precise
 joystick/mouse control
 adds to the difficulty and
 the supposedly helpful 3D
 option only causes more
 problems than it solves. By
 who even you blame all of
 this 'murder on'? Well, the
 programming was done by
 the Bitmap Brothers, but
 they were aided and
 abetted by a number of
 famous screen designers
 including Andrew
 Braybrook, Jeff Minter, Mick
 and Jan Wilson, so you
 take your pick from that lot.

This is more of a
 mind-bender than a
 thumb-twister because
 once you've solved a level
 once it shouldn't prove to
 be a problem anymore. If
 you aren't the type who
 usually shrug off how you
 could solve Rubik's cube in
 a fraction of a second then
 this is just the brain-teaser
 you've been waiting for —
 if not, prepare to lose a
 lot of sleep and a lot of hair.

▶ GRAPHICS	7
▶ SOUND	8
▶ PLAYABILITY	7
▶ VALUE	6
▶ OVERALL	74%

UPDATE ...

All versions will play
 identically. Spectrum is
 excellent, the CD and
 Amiga are more
 colourful. The Amiga
 version is identical to the
 ST but slightly improved
 sound.

Reviews

BY FAIR MEANS OR FOUL

► No knockout game this.



- MACHINES: 64, AMS, SPC, S, SPP, 80, SUPERIOR SOFTWARE.
- PRICE: 10 (to follow)
- VIDEOS: 16:9 (100) (AMSTRAD).
- REVIEWS: FORTY DUST.

Talk about hitting the knockout! First Level Switzerland announce its boxing game, *The Champ*, then Nintendo steps in with Mike Tyson's *Punch Out* and now Superior Software release its soon-to-be-forgotten *Fists of Fury* on the Amstrad.

The reason for the slightly strange title is that this isn't a realistic boxing game, where every man is a British fighter and everyone is clean and angelic. In this game, you dirty dirty if you want to get anywhere.

The game is viewed side-on, so it's that your boxes on screen are square on with each other, only able to move forward and back, as in games like *Tommy McEvoy's Boxing Ranges and Fight Night*. A referee wanders about aimlessly, and to win properly, you've got to keep your eye on him as well as your opponent.

Like most people, the referee has a tendency to get boxed very quickly. This is the key to winning. Fight like a gentleman when

on foot as it goes up, it drops twice as fast. These boys head quickly!

You are very limited in the moves that you have to choose from. Basically a punch to the face, a punch to the punch, a head but (dirty move) and a kick below the belt (another dirty move). Needless to say, the dirty moves do the most damage.

It's with this in mind that I don't like this game very much. I found I was far too switched for a boxing game.

Graphics are simplistic and boring, with sparse



► Fight dirty when the referee's looking. He's watching, but as soon as he turns away, play dirty.

He doesn't look away for very long, though, so timing is all important. Go for a dirty move, and he calls foul, taking you one of your five lives. The only other way you can lose a life is if you are knocked out, but that only seems to be possible after about 30 continuous hits with no interruptions.

As you hit your opponent, and indeed as he hits you, a damage meter at the bottom of the screen slowly fills. The idea is to hit him hard enough to knock it up before he can recover. For

almost unrecognisable, especially so when the bell gets boxed. His head deflates and collapses on his shoulder.

Sound is as sound does on an Amstrad. I.e. it sounds like it's coming from the other side of a very tight wire mesh whilst you are wearing a greased cucumber in your right ear and is copy of the Financial Times, rolled up and smeared with Scarsbury's own brand Laminole in your left. (Sorry, what have you been up to? - 66). In other words, lots of crackly scratching sounds coming from the 'ground' and all occasional bangs from a punch or ping from a bell.

► *Fists of Fury* on Amstrad or Four just isn't a very good idea.

► GRAPHICS	3
► SOUND	4
► VALUE	3
► PLAYABILITY	2
► OVERALL	30%

UPDATE . . .

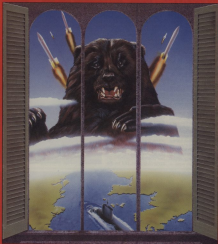
The 64 and Spectrum versions should all be available as you read this, but let's be honest, who cares? The only difference between the Spectrum and Amstrad versions is the colour and the only difference between the 64 and Amstrad versions, is the resolution.

► Don't not to look for, me thinks.



► Dirty as a bludge on.

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Reviews

STAR GOOSE

► **MACHINE:** CD, AMIGA, IBM PC, AND POWERPC OS.
 ► **DEVELOPER:** LOGICBOSS.
 ► **PRICE:** TEAMIGA £19.95, PC \$24.95.
 ► **VERSION TESTED:** STAB CD.
 ► **REVIEWER:** MATT BILEY.

The first thing you have to say about *Star Goose* is that it does look gorgeous. You may not think the game design is very imaginative, you may find the game play gets repetitive as you encounter your little red identical level, and you may think some of the controls verge on the ludicrous, but you have to admit that it looks very nice. *Star Goose* is a nice idea for a vertically scrolling shoot 'em up. Well executed, but marred by a lack of visual variety and a few silly obstacles.

You may say, and quite rightly, that the idea of a vertically scrolling shoot 'em up doesn't sound very interesting anyway, but *Star Goose* does give the idea quite a nice little twist. Despite its looks, the goose is not a space ship of oil, but a land-wagon of some sort, and as such travels up and down over the base-level terrain. This means that your guns are only of any use in taking out the hostile ground installations and enemy craft you encounter when they are directly in the line of sight of your pistoning craft.

Your weaponry consists of normal forward-facing guns — which are not the most powerful thing ever — and need to be trained on most enemies for quite some time before taking effect — and a limited supply of guided rockets. Unfortunately, these are not controlled by the joystick trigger, but by the

Alternate and Caps Lock keys on the CD itself, and as such are ill but useless should you — like me — be in the habit of sitting back with your feet up to play the game.

Extra ammunition can be gained by entering funnels of varying length through

heavy blue gates that appear periodically on the landscape; here you see your ship from a different angle — almost directly rear — as you scoot down a tunnel that looks like nothing so much as a spider web, picking up tokens shaped like

► *See spider web.*



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BY MAJOR **ENTERTAINERS**

OSE

To progress onto the next level you have to collect six brightly coloured jewels from the landscape, which could seem to be quite a problem since your ship will slow down but never stop, and by the time one appears on the screen it

almost as much of a mystery. The mountain shapes and occasional pebbly "holes" may be different, and there may be a few more boulders to take on, but the overall look is identical. I have to admit a fondness for the metallic valleys and hills of the landscape, and in particular the way the whole mood can change as they take randomly from one colourway to another.

Though there are more spikes in the later levels of only one time, and soon a perfectly clean screen, it still is a bit dull. There is not a single one I could describe with any degree of accuracy 24 hours after having played the game.

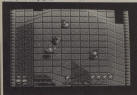
The same could be said of the rather uninspired music and sound effects. We have, then, a game with the potential to have joined the list of really good 16-bit shoot 'em ups - your *Sidewinder* and your *Centurion* - but which botches the job through repetition and possibly the most annoying piece of ill thought out game design I have encountered this month. If I ever again have

to reach over to the Game Lock key, taking taking my eyes off the screen for a couple of seconds, only to see my precious jewel roll uselessly off the top of the screen, it's larger than having moved... it will be too soon. The under "honourable attempt" doesn't quite cut it.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	7
▶ OVERALL	72%

UPDATE . . .

The Amiga version, released exactly the same time as the ST, looks and plays much identically. There is also a PC version scheduled for November though we haven't seen that, and quite serious talk of a C64 variant appearing before the New Year, though that is also not definitive.



grab eyeballs, swing your ship from side to side and you can increase speed to a point where it is possible to circle right up one side of the tunnel and down the other.

There are other bonuses to help with shield and fuel supplies.

It should be too late to swing right across and collect it. It's okay though, because each level adds ground on itself, and so before long you'll be back in a position to pick it up again.

Quite why anyone should ever bother going onto the second level, however, is

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DOUBLE DRAGON

• MACHINES: SPECTRUM, C64, XT, AMIGA, PC.
 • SUPPLIER: MELBOURNE HOUSE.
 • PRICE: C64, SPECTRUM, XT, AMIGA £79.99, PC £84.99.
 • VERSION TESTED: XT.
 • REVIEWER: TONY DRUM.

This is the third version of DD that I've seen today, and I can't deny that I am becoming just a little bored with it. The problem is that all the versions I've seen so far, and that

includes this one, are all far too easy. Still, on with the review.

Double Dragon is a unorthodox sequel to the well-critical beat-'em-up, Renegade, has you, and a friend if you so wish, in a classically violent rescue scenario, all for the love of your sweetheart, kidnapped by the infamous Mr Big. The bit I can't understand, is why can't the two chumps involved realise that the girls is having fun with each other.

The game itself is basically a right to left scroller much in the mould of Renegade. Weapons etc, with a bit of up and down scrolling, just to give you a bit of elbow room. Enemies come in the form of your average everyday street punks and

punks who emerge from all manner of places (hedge by rooftops, doorways, from hidden niches in shrubbery etc) and have the basic mission of causing as much physical damage to you as possible.

To do this, each fight is their own specific way. Some merely try and wade in with punches, some attack from a distance and flying back you to the ground. You get some really unfair fighters that gang up and attack from all directions at once. If you're really unlucky, a group of about six or seven will just stand around you and keep punishing you to the ground every time you get up until you lose a life.

You can fight back with a variety of moves ranging from the simple punches and stomach kicks, to some really dirty back elbows to anyone standing behind you, and I do mean anyone. You can beat up your partner, which

unfortunately you find yourself doing quite a lot as you launch yourself into a crowd of enemies.

That isn't all of the combat. There is one more thing to tell you about Renegade. These enemies emerge into the game with baseball bats, whips, cocking poles, barrels, knives. You name it, they've got it. Of course, it goes without saying that most of these items do a lot more damage than your regular punch or kick. Thankfully, you too can use these items. If you're a real clever-dick, you can position yourself just as they come onto screen, and knock the weapon out of their hands before they can use it.

When these weapons come in handy is against the really big enemies. Twice the size of the ordinary jeremy, these huge giant break through



Reviews

DOUBLE DRAGON

the walls that line some streets, gravel mancoingly, and their smash you to the ground. Sounds a little difficult to me.

Unfortunately it isn't. In fact it's amazingly easy. You can earn an extra life in almost no time whatsoever, and it's thanks to the fact that I completed the game on my first go and technically lost no lives.

Speaking of the sound, which we weren't, it's hilarious. All the regular trumps and traps are there, as well as two really unusual death noises.

When the women die, they make a short "eek" sound. When the men die, they make a sound not unlike the sound made by someone breathing up violently. Not fun.

Graphics aren't too good. They're not terrible, but there's something about them that says "look at me, I'm not very well designed or distributed. Aren't I comical?" At least they're fast.

I would like to



recommend Double Dragon, because when it comes down to it, it is quite fun. But I can't because it's just far too easy to be worth it, and for a coin-op conversion opportunity of this "cut" appeal it is not quite there.

▶ GRAPHICS:	5
▶ SOUND:	5
▶ VALUE:	3
▶ PLAYABILITY:	6
▶ OVERALL:	54%

UPDATE

All other formats are being released at the same time and all feature the same style of gameplay. Most, if not all, could very well be a problem on the smaller machines, especially with tape loading times. There are no 8-bit disk versions definitely planned, but they are being looked at, as is an Amstrad CPC version.

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AFTERBURNER

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- DEVELOPER: TETRA GAMES
- PUBLISHER: GAMES, GAMES, LTD, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200
- VERSION TESTED: SPECTRUM
- REVIEWER: ALAN DONALL

Arguably the hottest arcade game of the year, Sega's *Afterburner* has finally arrived on home computer format courtesy of Activision.

The unenviable task of converting this monster machine was given to Keith Smith, whose previous masterpieces include *Ghost in the Shell*, *Space Harrier* and *Commando*. Has he been able to work magic and reproduce *Afterburner* on the Spectrum? Well, the answer is a resounding yes — believe it or not.

For the arcade virgins among us, *Afterburner* is an aerial combat game in which the player flies an F-14 against an entire enemy airforce. The action

Next: perfect title screens on the 64.

is viewed in 3D from behind the plane, rather like a traditional space game. Formations of enemy craft fly over the horizon and attack before peeling away. Sometimes planes emerge from the sides of the screen, sweeping across the F-14's flightpath, and others from behind, requiring some nifty manoeuvring to shake off the pursuit.

The solo mission of death and destruction starts on an aircraft carrier. The F-14 takes off automatically and heads for the sea, and from there on you're on your own.

The plane is armed with an unlimited supply of bullets, which fire constantly throughout the mission, and a limited amount of air-to-air missiles. When an enemy plane comes into firing range, a box appears around it and a missile can be launched by pressing the fire button to send it hurtling across the sky to home in on the target. Bullets are a good means

of bringing down planes that fly in front of the F-14, but otherwise they're pretty useless in combat.

The first few formations of planes are merely cannon fodder, but the jets that follow launch missiles of the F-14; one hit is fatal and the plane plunges to the ground and brings a great furrow as it comes to a standstill. As the player progresses the missiles become faster, more numerous and more accurate, and self-refills and good hand-to-eye co-ordination is needed to fly the plane safely through the seemingly unceasing assault.

Occasionally a plane or homing missile approaches from behind with the sole intent of destroying the plane. This frantic situation prompts only one course of action, a spin. This particular manoeuvre is tricky to master, but essential if the player is to complete the mission. A short tug of the joystick in one direction, followed by a quick switch



1. Looking closely at the *Spooky*.



2. *Spooky* has the right opening sequence

sends the plane — and the horizon — into a complete rotation, shaking off the aggressor in the process.

At regular intervals a big tanker plane flies in and the F-14 automatically dives in relation to retreating and returning.

There are 23 levels in all — like the arcade game — the majority of which involve aerial combat. There are two canyon runs where the plane is guided down the middle of a steep-sided valley to strafe ground targets that litter the plain. The sides of the



BURNER



canyon have to be avoided, so it's useful to slow the plane down as much as possible — that way there's more time to pick the correct targets and notch up as many points as possible.

There are also two friendly airfields to land on, where the plane is quickly serviced before returning combat; it provides a very welcome breather from the frenetic action. The programmer has included the little Kang-Oh bike and Quiver car which follow the plane up the runway as



4. Dive down to take our ground targets.

it takes off — it's good to see that sort of attention to detail.

The original arcade game had lavish and very fast graphics, unfortunately the colour is lost on the Spectrum — the playing screen is black; a combination of two colours to avoid software problems — but the speed has been retained, and the game is as fast as its coin-op big brother.

The main sprite is clearly drawn and the 3D update on the enemy planes is smooth. There are few ground features, the majority of them seem to be bushes, but you tend not to notice when you're flying — these are far more important things happening on-screen to spend time gawping at that scenery. The canyon section is well executed, and again the update is convincing.

More importantly, the game is extremely

playable. The plane handles beautifully, and targeting and firing missiles is easy. My one single gripe is that it's sometimes difficult to see incoming missiles due to the colour restrictions — but it doesn't ruin the game. Play is exciting, and the benefit option keeps you on your toes constantly — the only time you can ever afford to relax is when the plane is on the runway!

The difficulty level is set quite high, and even though the game is started with a generous number of lives, it doesn't take long to blow up all the planes. Nevertheless, this small fact didn't stop me playing it incessantly!

Afterburner is an excellent conversion, and while Keith Bennett goes for a stroll on water, Spectrum owners of at least one level in one of the latest and most impressive arcade games to appear in the six-year history of the

machine!

And now that *Addivision* has proved the seemingly impossible, the ball is now in US Gold's court. Will *Thunderblade* shoot down *Afterburner*? Or will *Afterburner* leave *Thunderblade* in its jet wake? One thing is for sure: *Thunderblade* will have to be exceptional to beat this.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	9
▶ OVERALL	90%

UPDATE . . .

The 16-bit versions are being programmed by Argonaut Software, producers of *Magister II* and *Illegality*. Their usual high standards will be in evidence in their first arcade conversion.

Afterburner on the C64 & Amstrad should be as fast as the Spectrum, and have more colours.

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■ MACHINES: C64, PC,
 ■ RELEASE: 1993
 ■ PRICE: C64: £425 \$1.99,
 C64K
 \$14.95, PC: \$24.95,
 ■ VERSION TESTED: C64,
 ■ REVIEWER: TOM DILLON

1988, or rather, Summer
 Games II falls well into the
 reputation of the
 seemingly endless Games
 series that started off that
 fine ago with Summer
 Games. By that I mean
 great graphics, terrific
 sound, stacks of playability
 and horrendous
 retooling.

The whole point behind
 the Games series is that
 they give off the same old
 feel-good, but stress it up so
 you think you're getting
 something new. And to be
 honest, they've done a fine
 job of miming this one up.

What you get are eight
 events, all portrayed in a



■ Look out for the ease of play, both the game
 almost ends second in every
 event that's the exact
 moment to let go of the
 horse, you usually find
 yourself completely
 mastering it.

Parallel bar bars. Move

but you still seem to do it
 pretty well.

Probably the most
 graphically interesting
 event is the Pole vault.
 What your runner is racing
 toward the box, the

Reviews

Archery. My love.
 Wiggle the joystick to
 build up the stress on the
 bow, then line up the sight
 on the target, making sure
 to compensate for the wind
 shown by the windsock.

As usual, the game is
 excellent, and so is this isn't
 much of a problem as far
 as this review goes
 concerned, console
 owners are in for a
 nightmare. Most events
 take around three and a
 half minutes to load, that's
 a long time considering
 that most of the events
 don't take that long.

I quite like AGS, but there
 is, as always, a fault or two.
 With this, the fun is

THE GAMES SUMMER EDITION

new and interesting way.
 They are.

Diving. More than a little
 similar to the original
 Summer Games event,
 except that now it feels
 much fancier graphics
 and is a lot easier. The idea
 is to make your man jump
 off the spring bit of
 wood (the glass and land
 in a large puddle in the
 nice plastic way.

Velocipede Cycling. This
 is the event in which
 the two cyclists get chained
 to race their cycles and have
 to race themselves around
 the inside of a bowl. The
 graphics are done as first
 person 3D view, from
 slightly behind the cyclist.
 The 3D update is relatively
 smooth and very fast,
 giving a good overall
 impression of movement.
 Unfortunately, as before,
 the event is far too easy.

Horseie throwing. A
 good joystick wagger, this
 one, with some pretty
 amazing graphics.
 Wiggle your stick to get
 the ball swinging, press
 fire, and then keep on
 wagging to get the man
 swinging and then press
 fire to let go. All this is easy

the joystick in random
 movements left and right to
 get your athlete to do some
 pretty amazing things and
 make up some pretty high
 scores. Yet another nice
 and easy event.

Rings. Wiggle the
 joystick in either of the two
 directions to send your
 man up and down on the
 old steel inverte rippers.
 Yet another one of those
 events where you don't
 know what you're doing.

■ Good presentation, nice graphics, but you've seen it all before.



'catharsis' is positioned at
 the end of the pole, so you
 can't lose down and see his
 furrowed brow as he
 waltzes whenever the
 pole will snap as it did to
 our own Golem Thompson.
 Once in range of the jump
 the view goes back to the
 old side on bit. Another
 remarkably easy event.

Hurdles. The normal bit,
 wiggle the joystick left
 and right to run faster and
 fire to jump.

incredibly short lived, due
 to the quickness of the
 event. That, plus the
 loading time, isn't
 enough to keep anyone
 playing past their bedtime.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	6
▶ PLAYABILITY	4
▶ OVERALL	70%

UPDATE...

The PC version is pretty
 similar to the 64 version,
 with only a couple of
 slight colour and sound
 differences. Also, instead
 of running the 10m
 hurdles, you run the 400m
 hurdles. Strange.

Spectrum and Amstrad
 versions are being
 worked on and will be
 released soon.
 Amiga and 32 versions
 will definitely happen
 and will be even more
 taboo than Catherine
 Jones, but don't hold
 your breath. They won't
 happen until well into '88.

HELLFIRE

ATTACK

► MAGNUS SPECTRUM,
D&A
AMSTRAD, AMIGA, ATARI ST,
► SUPPLEE, MASTECOM
► PRICE: \$19.95 (SHELLAY,
D&A, 175 FORT LEE, S.E.
IN PRETTY, STAMPA
175.95)
► VERSION TESTED: ATARI ST
► REVIEWER: MATT BILEY

Morehe's Hellfire Attack is a scrolling shoot 'em up... oh, 100%, unless... certain other high profile shoot 'em ups you will be seeing and reading about in the run up to Christmas.

You play the pilot of a Supercobra flying against wave after wave of enemy fighters jets, choppers and missiles. The scrolling isn't perfect, with many of these jumping towards you in a steady series of jets rather than getting progressively longer, but since level six gains us 'Victory' fun on the PC (ignoring other from the same fruit, it is forgiveable).

Whoever played designer on this game must have visited some pretty strange places. However, as the first two levels consist of a bizarre combination of woods, castles and Manchester-style tenaced suburbs, with level three showing a rather radical interpretation of what we would normally think of as oil rigs. In other words, none of the backgrounds resemble anything that could be construed with reality, and thus far from being an "absolute simulation" of an attack chopper it occupies the strange limbo between the world as we know it and pure fantasy. No attempt is made to suggest why we should spend ten minutes staring up Coronation Street before being whisked immediately into a frozen polar wasteland, and so the obvious inference is that they have had trouble trying to interpret the computer's movements; this sort



▲ Hellfire Attack's pilot goes up in smoke.

of game requires only even a 16 bit machine, and so have let the "concept" of the thing go to pot.

"heads up!" reads the legend as your 'copter takes into the air at the start of Level One, the rotors making a harsh whir and the gun sight hovering a few inches above you. The gun fire automatically the moment you are airborne, and with recommended steps between the level there is no danger of running out of ammo. Your joystick buttons allow you to fire extra rockets, and the space bar on the computer gives you turbo boost with a decidedly unchancy flick of the feet. Honestly, this would have been far better

incorporated into the joystick with a double click or something - no one wants to have to take their

► Attack's choppers zoom to the attack.



eyes off the screen and one hand off the stick.

And whatever its other faults, there is no way you could fairly accuse this game of being slow. Waves of 'copters rush towards you, and while in the early levels it isn't too hard to avoid them by skirting around the edges of the screen, you can't count on this technique for long. With a homing missile nearly always right on your tail, it is impossible to use the corner of the screen for fear of it connecting. This soon forces you into a corner and... Whomps! It would take some hot shot flying to stay in one piece against the whole barrage of attackers.

Hellfire Attack isn't too bad a game - I enjoyed some of the backgrounds and the tenacious action was sort of fun.

► GRAPHICS	5
► SOUND	5
► VALUE	6
► PLAYABILITY	6
► OVERALL	56%

UPDATE...

Hellfire Attack should be released on all formats at once, and though of the time of writing we haven't seen finished 8 bit versions we heartily recommend you look before you buy (in other words, they may not be too fast).

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► VERSION: 1.01/1.01
► REVIEWED: JULIAN HENNELL

Some great fool has pressed the button and started World War III. Who started it? Nobody knows, but hell-o-uh, the missiles are flying and the only thing standing between them and the obliteration of the entire Western hemisphere is you and your 20 satellites. Yes, that's why you like Star Wars: defence system that cost a mere 60 billion dollars and was fully endorsed by everyone's favourite cowboy President, including Supreme Boygenius is about to have its first test run — and its curtains if you fail to do your duty in this latest Sega coin-op conversion.

The first scene is set in space, with mother Earth forming a part of the fantastically swirling backdrop. The player's

satellite is dropped off by a friendly space shuttle, and the action begins. The aim is to shoot down all hostile missiles and satellites by blasting them with your laser, which is aimed with a mouse-controlled cursor in similar fashion to Alan's ancient Missile Command. For some reason, which will remain unknown — let's call it game designer's licence — the lasers don't strike their target instantly, but take a split second to get there, sometimes

allowing the target to slip by. Before the laser impact, therefore, the player leaving targets (it's often wise to shoot just in front of them to ensure their destruction).

The satellite can also be moved, either by nudging the mouse while the left-hand button is depressed, or using a joystick in the other part in conjunction with the mouse, giving a similar feel to the arcade game, with its joystick and trackball. Although this sounds a little tricky, the latter control method is excellent — more that can be said for mouse only, which is very sluggish in practice and tends to cause frustration when the satellite won't move quickly enough. The reason for satellite movement is that if an enemy space vehicle hits it, a life is lost and the level is restarted from scratch.



► Defense mode is engaged — as the

Occasionally a friendly satellite appears which drops a power pod when blasted. When this is picked up, an extra feature is added to your craft: a yellow pod gives extra firepower, a red one gives multiple cursors (up to three) and blue pods give extra speed when moving the satellite.

Each level lasts for a specific period of time, and if every enemy missile and satellite is blasted, a 20,000-point perfect bonus is awarded, and the player goes on to tackle the next level. If some missiles get through the defence, indicated by a damage meter at the bottom of the playing area, the player has to endure a 'defensive' level.

► Don't let those nukes slip past you



► The world turned upside down





to navigate.

At the bottom of the screen is the health, obvious to the clusters of missiles winging their way over the horizon. These die and with lowers before they fall to earth and unleash unavoidable damage. Any missiles that sneak through add even more to the damage meter, which results in a loss of life if it is totally filled. When the health is over, the percentage of health shot down is displayed, and converted to points before the second level begins.

This is played over a different backdrop, and although fundamentally similar to the previous level, has faster and more aggressive enemy forces. There are twelve levels in all, each offering an

increasing level of difficulty.

A neat feature is the playable highscore table, which apparently leads to a cheat level if you ever complete it. Scores are automatically saved for posterity — a presentation point I applaud.

An extra room, SD is a Missile Commander variant, although enough has been added to make it a thoroughly additive game. Features are tied to their tanks as tanks of enemy craft and volleys of missiles fly around the screen. I particularly like the joystick/mouse control option, which keeps the gameplay at a frantic level as you coordinate both hands to inflict as much

damage as possible, yet stay out of harm's reach.

The graphics are visually rich and detailed, and the horizontal scrolling is surprisingly smooth. A portable starfield is also used to get good effect.

The backgrounds are nicely detailed, and in the middle of the action, the colorful explosions look as though a fireworks display is taking place!

There's a pleasant tune on each level — some are rather melodic and melodic, quite a treat for the usually tony 3D sound chip. The involved loading music is also good, although it's a little repetitive in places.

SD is a very simplistic game, but that's where its

appeals — you can load it any time, put your brain to rest, and blast away until your heart is content. Take the initiative and try it out.

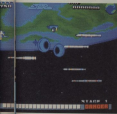
▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	6
▶ PLAYABILITY	8
▶ OVERALL	84%

UPDATE...

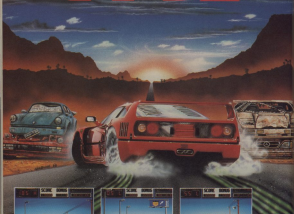
Both the Spectrum and Commodore versions will be available shortly. They're both looking good, although how the games will play without the mouse/joystick option is another matter entirely. Our advice is to test them out first.

▶ A nice game that is fun to play with a mouse

▶ A tank is taken out by gunner Sigurd



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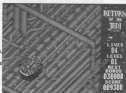
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Reviews

► MACHINES: ST. AMBROSE, C&G, SPECTRUM, AM/F&D.
 ► SCREENS: 640x480.
 ► PRICE: 149.95 (AM/F&D CASE OF 2), 244 (ST. AMBROSE), SPECIALS (SEE LISTING), STAMBORE 279.95.
 ► VERSIONS: PC, STARDI 31.
 ► DEVELOPER: CIGARRA SYSTEMS.

A long time ago in a galaxy far away, a



▲ Scrolling through the grid on the floor.

attempts to avoid or destroy oncoming logs and boulders. Being aware of and using a "fall sensor" effect comes into operation, with the action switching at crucial points from the forest to the Death Star where Luke Skywalker and the Millennium Falcon are on a do or die mission to destroy the central reactor.

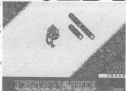
Lando also has to battle along a diagonally scrolling landscape, with Imperial fighters in hot pursuit and dangerous professors putting them every which way. The action gets a touch hectic at the end, as you have to keep a close eye both in front of

RETURN OF THE JEDI

powerful regime known as the Anorri Confederation produced a series of massive strategy games — Star Wars: The Empire Strikes Back and Return Of The Jedi. Meanwhile, in far off Wimpoleton, a small, revolutionary outfit, Demark, managed to infiltrate the Anorri HQ and escape with the home computer manuals for these games. Over the past year Demark has successfully converted the first two — but now they've pulled off their third and most difficult mission, making a good job of Return Of The Jedi, and thus makes the universe a safer place!

The first section takes place in the forest at Endor, where you join the Princess Leia — no action here! Instead race along a diagonally scrolling pathway on a high-tech speeder bike avoiding the copious forestry and keeping your eyes peeled for the Imperial stormtroopers who wait behind the trees like evil speed traps.

The scrolling is super smooth and the sprites and background are good enough, but this section is



▲ The AT-AT battles show speedy action.

let down by a couple of little faults. First of all the joystick control is clunky, making controlling the speeder bike into a little too fine an art for my liking, and second the action scrolls by at a fixed speed — pushing forward rushes the play! However, the rest of the screen, but once there the action returns to its normal pace. But for all that this is a enjoyable enough task, finishing only when Princess Leia reaches the Rebels' base camp to be greeted by an ecstatic R2D2 and C3PO.

At this point your body changes dramatically. You grow by about three feet and develop a rather bushy hair problem — that's right you're Chewbacca the Wookiee! Things aren't going too well for old Chewie, as he's off the controls of an Imperial scout trailer and attempting to take it to a bunker to deliver a pretty desperate Iron Solis.

Once again the background scrolls diagonally although this time it's from bottom right to top left on Chewie

the Falcon for obstacles and behind for the enemy. It's difficult to decide whether Jedi is a good finish to the Star Wars series or some kind of space turber.

The presentation is up to Demark's usual high standards, with a choice of three difficulty levels, demo mode, high score table etc.

Return of the Jedi is probably not as good a game as either of its predecessors, but it is a good conversion and an adequate game in its own right.

	8 sec
► GRAPHICS	7 8
► SOUND	7 8
► PLAYABILITY	7 8
► VALUE	6 6
► OVERALL	67% 72%

UPDATE ...

All versions will play similarly to each other. Amiga will have speech and better graphics.

Reviews

GAME OVER

► **MACHINE:** SPECTRUM, AMSTRAD, C64, XT, PC
 ► **DEVELOPER:** GEMSTAR (U.S.), REVELL (EUROPEAN COUNTRIES), ORG (JAPAN), SIVIC (FRANCE)

► **VERSION TESTED:** AMSTRAD
 ► **REVIEWER:** MATT BILEY

First things first: there is no way you can argue that *Game Over* isn't a great value. There is a lot of game here for the money, from outer space shoot 'em ups through 3D-style tunnels to 2D-style beating and blasting — almost as much as one of those budget compilation discs. With winter ending in, you need something to fill the evenings.

The 8-bit versions come with the first one on the floppy.

side. Add this to the free poster — featuring some of the most attractive (but least relevant) box art we've seen for a while — and you've got quite an attractive little package for your Amstrad or PC.

The game comes in two levels, the first of which you have to complete before you gain the access code for the second (and this, I'm not going to tell you what they are). Let's go through the levels in order, shall we?

After the nice title screen, we're straight into the action with a bang as we approach the enemy prison planet. Two sorts of aliens approach — those that fly back at you and those that swirl around the screen — as well as a number of asteroids.

Unfortunately, your ship will start on drifting back to the left of the screen at every opportunity — leaving you very



▲ *Game Over* II — we wish it was.

vulnerable to incoming from the left — and shots of "That come nowhere near me!" could be heard to echo around the office if your ship was more manoeuvrable, everything

a little less janky and the collision detection less ropes. It would be a very playable little Amstrad game.

It's down the tunnels and into the planet next, for a —

► **MACHINE:** C64, XT, AMIGA, PC
 ► **DEVELOPER:** EPIC
 ► **PRICE:** £39.95, \$4 \$14.95, £4.95

► **VERSION TESTED:** AMIGA
 ► **REVIEWER:** TONY GILLON

I can quite happily say that *Final Assault*, without a shadow of a doubt, the greatest, graphically best, most exciting and most realistic mountain climbing game ever. Probably because it is, as far as I can remember, the only one ever.

Before you can begin your ascent to the top, you have to make some vital decisions including the route you wish to climb. The route you choose greatly affects what kind of a chance you're going to have to get to the top. If you choose an easy course, you are allowed to lose your footing three times before you die. Choose a hard one, and you only get one chance.

Still, on with the decisions. The next thing you have to bend your brain over is whether to take champagne or not, or a double hat, or climbing spikes, or anything. Yes, it's

"What shall we put in our suitcase" time. The most important things you should bring, apart from the obvious stuff like crampons, soft shoes, rope and a couple of C+ VOs, are things to warm you up, like slithering or drink (Bum, wine, hot chip for etc). Once you've got yourself kitted up, it's onto the big steep you go.

Unless you get there, you've got to walk along the gentle slopes. This is done by, and don't laugh, moving left/right on the joystick, occasionally

feeling the ground by pressing down and jumping over cracks by pushing up. This is how the whole game is played. Rather than mope the climber as it whines, you have to move individual parts of his body.

Yes, you've got to your first bit of vertical rock. What now? You can climb it by hammering in the old iron spikes and hauling



▲ Nice title screen — shame about the game.



▲ Surely someone can do a better

ER II

Woe befalls you if you dare venture anywhere near the top of the staircase.

The last section of this load has you step out of your space ship and mount a space-walk thing. Armed with a "photonic" blade which looks like a giant yo-yo on the Amstrad, you slash your way through a swampful of giant frogs and perlocacyll snakes. Come out the other side and it's the end of load time, just in time for a cup of tea and a sticky bun.

Throughout Load Two you play a jet-jet-jet equipped little chappy, armed with a variety of weapons as the phases go on. There are six stages, the first of which involves using your jet pack to keep above the action as robots go past, while you roll a force ball shaped creature into hostile members of the same species. As you enter the alien base there are a variety of load guys to cope with, including men on living, biting, spinee leopards and floating submarines which materialise in front of you.

By now you should have picked up a gun so you make your way through the maze of tunnels, eventually coming into a wooded area where the key to a blue door lurks. There are plenty of extra lives hidden around here, so you can afford to die a few times and still continue the game. Through the door lurks a monster filled lake, a section where you must use a helicopter to avoid falling rock and reaping load (most of the others to leave a jet ranger lying around) and the final level

where you get to free your friend from prison.

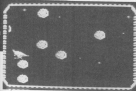
The whole thing is laughably load on the 31 - do wonder if you haven't bothered with an Amiga version - but the 31 bit package is gorgeous, and while it won't set the world alight, could be a wise purchase. Though C&B owners are - still - spoiled for choice, there is too little ground on the Amstrad for this to be ignored.

None of the shoot 'em up styles that make up the various levels are good enough to stand up on their own, but together they make for a quite appealing package.

	Amstrad	31
▶ GRAPHICS	5	3
▶ SOUND	5	4
▶ VALUE	8	3
▶ PLAYABILITY	6	4
▶ OVERALL	74%	21%

UPDATE . . .

All the versions mentioned at the top of the page are released simultaneously, but the Amiga is going to be available, Boris swears.



ASSAULT

yourself up. This is done by putting up to hoist the spikes in, pulling down to move the climber's legs, and then pushing up to

move the climber and get him to put in the next spike. It's wild, it's woolly, it's bonny.

Finally you reach the real challenge, the vertical steps.

One of your climber's appendages flashes at a

line, and you have to move the joystick up or down to copy through the vertical way he can position it. Brave happy that he's got it in place, press fire to move the next bit until you've got both arms and legs in the

perfect position.

Final Assault isn't a bad job. In fact it's quite fun. It's nice to know that there is still some originality left in the market. The only problem is, it's for too early. On the test you played at intermediate level and finished it without any problems. With that problem in mind I have to give Final Assault the thumbs down.

	Amstrad	31
▶ GRAPHICS	5	5
▶ SOUND	5	5
▶ PLAYABILITY	5	5
▶ VALUE	5	5
▶ OVERALL	57%	

UPDATE . . .

The 31 version of Final Assault has identical graphics to the Amiga, though, as in the case with nearly all 31 games, doesn't have nearly as good sound. The PC version, frankly enough, also boasts the same well-detailed visuals, with some attractive sound to boot.



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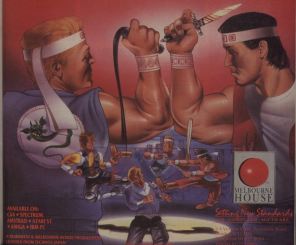
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Reviews

► **MACHINE:** SPECTRUM, C64, AMSTRAD/CBM/ULT, ► **DEVELOPER:** SPECTRUM, ► **PRICE:** £19.95 (C64), \$19.95 (C64), ► **PICTURE:** SPECTRUM, 4, ► **REVIEWER:** TONY DUNN

If I was to walk up to you in the street and tell you that a Spectrum was capable of an arcade quality game with huge, colourful graphics and intense playability, what are the odds you'd have me looked upon? That's why I'm not going to tell you in the street. I'm going to write it here. The Spectrum is capable of an arcade quality game. You will don't believe me? Then test your eyes on *Savage*.

Savage is, if you didn't already know, the hottest game from Telesoft yet, who seem to be having a bit of a ball at the moment, what with *Conan Command* and *Starliner II*, and these still screenshots can't even begin to convey the wildness of this game. It's the only game that makes a colour monitor worthwhile for the Spectrum. It's amazing!

Savage is a 3 1/2" bold haired, macho Danish programmer-type person,

whose girlfriend has been kidnapped. His job is to rescue her, through fire and ice, some hell or high water. *Savage's* woman has been wounds-stopped by some vicious fiend (probably) and so, as lovers do, he's set off to rescue her through three levels of glorious fantasyland, non-clashing, brilliant, 100% pure arcade action. The first features our hero, Frantoniak, in all his

SAVAGE



1. *Starts to do his own magic play, and what a stud he is. He even walks nicely. He make Eugene Lacey look like Arnold Schwarzenegger, er, something more, um, Sylvester Stallone. He has to run from left to right, hurling magic dust from his infinite magic ore supply at the attacking*



2. *Not that deep.*



3. *Things are a bit no quier*



4. *Savage, standing proud*

fire, spiders, and Ad Hominem. Yes, even in a game as wonderful as this, our own Gerry Williams makes an entrance as a huge, pot-bellied, light-swilling, oo-ee-ing demon, who bounces around hurling lightning bolts, which is only slightly different to what he

normally does. He bounces around hurling abuse. The graphics are huge, well defined, colourful, non-clashing and simply amazing. Definitely a must see.

Now that lot and it's onto the second level, which is a 3D jewel, space carrier-like, through a

IMAGE

1988. The 16-bit version promises some surprises as well from what I've heard – like the digitised roar of its raven who shouts:

'Savage' every so often on the Amiga version.

Next it's onto the third and final level. The girl is hidden somewhere in a maze far too difficult for

'Savage' to negotiate, so he sends his pet bird in. For most people, a pet bird is a fudge or a coney. For Savage, it's an eagle. What

can get squashed under a falling cone, he can get impaled on spikes, he can get mowed by his head (when it falls to the floor as portrayed in someone's govt work).

Savage is definitely one of the best arcade games yet seen on the Spectrum. If you don't buy it, it's not worth your while having a Spectrum.

Savage would be the game that puts Development House Probe well and truly on the map. Congratulations are due all round.



▲ The Great Goddess of the stone world



▲ I wonder if it is friendly.

nightmare world of rotating head-shaped monoliths and telen poles that stick their tongues out subtly when they get close. As usual, fast, colourful graphics abound, and the 3D movement works really well. Funny enough, the programmer has quite

cleverly managed to get brown as one of the colours on the working floor. Quite clever considering the Spectrum doesn't have brown as a base colour.

That is the beauty of Savage – it pushes the Spectrum even further than anyone believed it could be pushed right at the end of

you have to do on this level is fly the eagle around the maze until it finds the girl. Simple! The only difficulty is that the eagle normally flies some way off you in it, and in a this level that features the best of the graphics, the eagle's death. Yes, there is more than one way to die, its

	86	87C
▶ GRAPHICS	9	
▶ SOUND	7	
▶ PLAYABILITY	8	
▶ VALUE	8	
▶ OVERALL	76%	87%

UPDATE...

The Amiga version looks and feels pretty similar to the Spectrum version, the only main difference being that there's considerably more blood when you die on the third level. The C64 version, funny enough, is also looking pretty similar to the Spectrum version. How it plays remains to be seen. If Amiga variants will be available soon, boosting even better graphics, and an amazing soundtrack on the latter, Savage will be the same – but is there really enough to justify the price tag?



▲ A nice view from the castle battlements.

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Amiga screenshot

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Screenshots taken from ATARI ST

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"Doooooooo! It's gaaaaaa! I know it, I know it... No, it's gone. You're the mate, you are, mate!" The unmistakable tones of your own Emlyn Hughes, sportscaster, commentator, popular TV personality and all round neutral pain has been given his own game. Oh dear...

Take a look around these two pages and watch the screen shots to the next statement. Emlyn Hughes International Soccer is the best ever 64 arcade football, even better than the top Amstrad one. The graphics are terrific, you may say. No they're not. The still graphics are less than wonderful, I know, but the animated graphics are unbelievable. The movement is just so smooth and fast, it has to be seen to be believed. Though slow, the graphics are amazingly clear, and at no time is there any doubt as to what a player is doing or in which direction he's going.

The best way I can describe this is to say that Amstrad's top talent the guys at Foxe from International Soccer, made them much better, added myriads of extra frames of animation and new moves, blended in the league and cup bits from *Football 2*, put in a spot of *Football Manager* options here and there, and came up with quite an amazing product.

The first thing I will praise about this game is its amazing ease of use. Between matches, you are presented with a large black 'workpage' and a bar at the top of the screen.

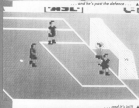
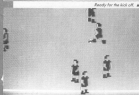
This is where all the work is done as far as setting up matches and basic game options is concerned.

Move a pointer to the bar, and four pull-down menu files appear. Move the pointer over one of the files and press fire. The menu that appears, and what a menu. On each of the files is a choice of at least 15 options. That's over 60 options in total, allowing you to change team names, player names and statistics, speed, attacking strength, defensive qualities, team colours, allow you to start a league or a cup tournament between eight teams, any or all of which can be under human control. On top of that you can choose to just score out a team or two, or score out all five game options, including team colours, current cup league status. In short, everything.

You get out onto the pitch after all the decision making, and your team runs out on pitch, alongside the opposition. Here is where the game gets special. As I've already stated, the graphics are amazing. Large and beautifully animated. The diving keepers are terrific, and the goalkeeper diving and the goalkeepers diving are enough to have you on the edge of your seat.

The sound is pretty ace. Mr. A. Quill's vocal rumble goes on continuously in the background, building every time something important happens, like you take a shot on goal and miss. Perses with *Biggles* bark out the familiar "Hark-hark, hark-hark-hark-hark-hark-hark etc", as well as realistic ball-bounce sounds and an interesting alarm when the ball hits the crossbar.

Now I get to the best bit!



HUGHES ONAL SOCCER



all the gameplay. On the simplest screen you can choose how advanced you want to play the game, and the later levels, though hard to get into at first, are well worth getting the hang of. At the very basic level, the game plays much along the same way as International Soccer. As you progress, the game becomes far more realistic.

You can choose how many directions you are able to kick in at the start. One way means that you shoot in the direction you're facing. Three way means that if you hold down left and then push left or right, you can shoot 45 to the left or right of the direction you're facing. Five way gives you the choice of 70 and 90 shots in either direction. On top of that there are 28 strengths of shot, and three heights you can shoot at - ground, normal and high.

As normal, the team currently under control is a different colour to the rest of the team, and the computer automatically chooses the best one for you. This doesn't mean that all the other players are aimlessly milling about, however. All the players are given a little bit of intelligence. If the ball is rolling past them, they'll do a sliding tackle for it. If the ball is going over, they'll jump for it etc. All this leads to a pretty exciting game.

A great deal of character has gone into the production of *Goal*. For a start 28 various points of the game, different characters will do different things. The goalkeeper, for example, stands in the goalmouth, head facing, watching the ball, jumping and leaving at the appropriate moment. Should the ball go over the crossbar, his arms will drop to his side

and he'll turn and store dignity if the ball as it falls over his head. If he saves the ball, then he does the usual three step run up and boots the ball into the other half of the pitch. Should you score, your little man runs away from the goal, arms in the air, and then acknowledges the roar of the crowd with a fist in the air.

What other innovations has AudioGenix come up with? For a start, the game is two player. That's nothing you might not well expect, but two players on the same team against the computer? That's a new one on me.

Two player one team is a great touch, especially if you are playing with an experienced and talented professional like Gary Williams. You can have endless fun passing to each other, teasing it up, and setting each other names for the rest of the match. When two players on the same team are on screen, one is decided out in a trendy red jumper, whilst the other either has gone for the tan colour top or simply has just gone topless.

Unfortunately, this game came too late to be included in the league of football games in this month's football league. Just as point of information, the points I would have awarded it are: Graphics: 10, Sound: 8, Playability: 9, Value: 7, Fun: 8, Total: 42. A clear winner.

Forget the swastika. Forget the squeaky voice and cuddly personality and think about the game.

▶ GRAPHICS	10
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9
▶ OVERALL	94%



▶ The goalie gets it out (Goal)



▶ Up into the air with a well timed punt



▶ Looks a bit like an open goal to me.

THE CRUCIAL COMPILATION



THE IN CROWD

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Reviews

INTERNATIONAL KARATE

► MACHINES: C&A/STANSON.
 ► SUPPLIER: SPIRIT 1.
 ► PRICE: C&A/STANSON: £9. C&A
 GMS: £4.99, ST/TTV: £9, AMPGA
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 ► VERSION TESTED: ST.
 ► REVIEWER: JULIAN BIGNALL.

The best 'em ups available on 16-bit are a pretty weak and wacky bunch but Spirit's offer to change with the needs of 8-bit 'n' fighter 'n' bumber game fans looks ever-so-tempting for us.

It was written by Archer Maclean, whose previous games, International Karate and Dropzone, are both considered classics. His latest creation is basically a rehash of the 8-bit version, which appeared during the Autumn of last year, and has been enhanced with digitised sound effects, digitised graphics, an extra bonus round (and nin-like opening sequence).

Unlike most karate games, 8-bit has three on-screen fighters, either two computer controlled against a brave solo

player, or two humans against the computer. The objective is obvious — stay alive by beating the others. There are seventeen moves available, ranging from middle split kicks to head butts and backword somersaults. Each kick or punch scores on an opponent awards the player with either one or two points, depending on the effectiveness of the move. The first fighter to score six points wins the bout, and the remainder of the thirty second time limit is converted to bonus points. If the player has the second highest points score, he goes through to the next round if he's lost he's out.

Every third screen takes the form of a bonus round, in the first the fighter has a shield and deflects balls as they bounce on from the left and right. The more balls deflected, the faster they come — stage 01 64 and 8,000 normal points are awarded. The second bonus screen requires the balls to be kicked off the screen before they explode — if the fighter gets hit by a bomb the round ends. If all bombs

are successfully kicked, 8,000 points are given. Every subsequent round alternates between balls and bombs.

The player starts a game dressed in a white belt, and as he goes through the rounds is promoted to yellow, purple, green, brown and eventually to black — where the opponents are very tough indeed.

A very unusual feature of 8-bit is the mass of cheat modes — there are over fifty of them! Some of the things you can do include changing the judge's shirt colour, altering the size of the attack logs during the bonus round, making the fighter's knees fall down and changing the background screen. One of my favourites is

► Two fighters struggle in the police mode.



► Red and blue provoke each other.



► Karate boys, the shield on the belt.



SIONAL RATE



opening sequence and the screen, complete with psychedelic fighters, and the pause mode is great.

Some may say that best 'em ups are past their prime, but I defy anyone to pick this up and not get totally hooked. It's got all the elements of a classic, and has the timeless gameplay that'll keep you coming back long after big games like *Street Fighter* and *Streets of Rage* have been relegated to the software shelf.

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	7
▶ PLAYABILITY	9
▶ OVERALL	93%

UPDATE . . .

An Amiga version is following but on the heels of the PC, and although it won't play extensively, the complete sound effects should be a little crisper. The CD version has been available for well over a year now, and can now be found on the *We Are The Champions* compilation from Ocean, which is great value for money.

activated by typing PAC - keep watching the background). There are also a wide variety of messages, and the game can also be put into turbo mode, which is brilliant fun!

The animation is excellent throughout, with the fighters looking superb and moving with a convincing cartoon-like fluidity. The range of expressions and reactions is absolutely superb, further enhanced by the incredible digitised sound effects. The grunts and pumping sounds are great, but the best ones of all are the *Stable Lee* screams and wails - in the middle of a fight it sounds just like the fight scene at the end of *Enter the Dragon!*

▶ Plenty of fighter vs. 'Sempai' action

The gameplay matches the high standards set by the visuals and sonics, and provides much entertainment and enjoyment. The difficulty level is set just right, and the fighters are very unpredictable - there doesn't seem to be a 'safe' move that often flummies games of this kind. Although the opponents are slow on early levels, their erratic nature can surprise even the most skilled opponents, making the game that much more exciting to play. On very high levels prior gets unbelievably frantic, and requires reflexes and complete concentration to ensure survival.

The presentation is superb, with a lovely



▶ The 'Sempai'!



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Reviews

TURBO

- MACHINES: IT, AMIGA.
- DEVELOPER: LORICEL.
- PRICE: £29.99.
- VERSION TESTED: IT.
- REVIEWED: TONY DALTON.

Turbo Cup is the result of a large sponsorship deal on behalf of Loriciels. In case you didn't know in the Amiga Turbo Cup race in France one of the biggest celebrities is the one and only René Metge who, judging by the

documentation I have at hand, has done more races and rallies than you've had hot dinners. As I said, this game is based around the Amiga Turbo Cup, a grueling event around some of France's toughest tracks, including the hairy and twisty (with a bit of straight) Paul Ricard track, too.

You can choose which of five tracks you wish to compete. For a beginner, you want to look for a track with lots of straights and some gentle bends, to make the race a little easier. Unfortunately, computer cars also find

that kind of track easy going, and go just that bit faster. On the more complex tracks, the cars go slower, which makes it a little easier for you to get position, but not to stay on the road.

The AIC is set over a weekend's racing. On the Saturday, each car has to do a solo lap to establish an average lap time and grid position. So, before you can race, you get to do your solo attempt. You start looking down on your remote control Porsche from behind and above, and this is how you stay, it isn't like Out Run, but with a much higher viewpoint. It's at this point that you realise just how good the graphics are. The Porsche is amazingly well defined, complete with recognisable interior and Loriciels logo on the door. The road is in much the same mould as Out Run, with the two-tone grey stripes that spiral around

the screen giving the impression of movement.

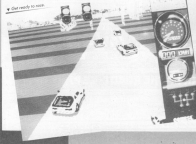
Not that they are necessary. The markings on the road, coupled with the smooth update of the massive edge of the road bars (like grandstands, buildings, trees etc) and the ultra-slick hills and dips do all that is needed to make this a convincing game. That plus the smoothly animated computer cars and the widening and narrowing of the track and, oooh, everything.

The sound is good and atmospheric. I didn't know that a Porsche 944 turbo in neutral sounded like a bus. Still, rev up the engine, wait for the light to turn green and push her into first. How do you push her into first? Here's an innovation for you, you get a choice of five different ways to change gear. You can change it the ordinary way



► Turbo cup has top marquees.

► Get ready to race.



SO CUP



Hold down five and push up or down to change up or down), you can slam it into automatic or you can use the keys one to five to change to gear one to five. All pretty basic. Then you get two choices never seen before. You can use a second joystick to change up or down, or you can hold down five to go into cruise, and move the joystick in the same way as a shift gear stick to move into position, which, though a little awkward at first, soon feels much more natural.

So, you're off and racing round the bends. What do you notice first? The story control. Unfortunately every game has a fault, and with this it's the simple fact that the programmers have been a little bit heavy on the inertia, which makes the car very hard to control. Plus the fact that the car is hard to steer

round bends at high speed.

Once you've done your practice, you get instant positioned amongst the 28 other cars in the race and wait for the race to start. The race itself is the same as the practice, other than that there are more cars and it's a bit longer. What you're looking for is the best race time possible, as well as the best positioning at the end of it all. The computer cars make it a little difficult, however. Each has been given a limited amount of artificial intelligence. Basically, they'll get out of your way so that they don't plough into you, but then they'll put you up so that you can't pass. Should you hit one, one of a three things happens. You bump into them and slow down a little; you're sent into a reversible spin out, or you're sent flipping and spinning and land on your roof, all depending on

your speed before the crash. What got on my nerves at this point was the way that the computer car was unharmed, and carried on going.

Laniers hope to release the software with a limited edition offer. A free six-foot metal model of the Laniers sponsored Porsche 911 Carrera out car competition for race starters, complete with movable steering wheel and gear stick, opening doors, boot and reclining seats. At only another few pounds (price to be announced), it's definitely worth shopping about for it.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	6
▶ OVERALL	81%

UPDATE . . .

The Amiga version is planned for release at the same time and boasts the same high definition graphics and even faster and smoother gameplay.

IBM, Amstrad and Spectravision versions are planned for release at a later date. Obviously the graphics won't be half as fast, but the gameplay promises to be just as good, if not a lot better.

▶ An early attempt to take the field



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The benign surface of the Pacific Ocean belies the bottle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscaphic should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

April 95, PC, Amiga £84.95

CD-ROM, Amstrad £14.95 (disk), £9.95 (tape)

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FORM 1/88

Tadio Rimes CHRISTMAS & NEW YEAR

ABC **1**

9.00am SAVAGE

First out of the stocking this Christmas has to be SAVAGE. An epic of gargantuan proportions and three initial Mowing action-packed levels.

Savage features graphics so stunning they'll put your Christmas tree lights to shame!

Spectrum cassette £8.99

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Amstrad/Commodore 64

11.00am ELITE

Inter galactic action hits the 32-bit screen with a bang as the all time classic ELITE explodes into 3D splendour. In short, this

game is so addictive you'll be up all night... and Santa won't leave any goodies if you don't get up before time!

Atari ST £24.95

Amiga £24.95



Atari ST/Amiga

3.00pm DYNAMIC DUO

Going mad? Go mad on a new meaning as you battle through pitch black tunnels and passages in a search of wealth beyond your wildest imagination. But beware of lurking monsters with no sense of tradition. It's duck out turkey on their Christmas trees.

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Amstrad/Commodore 64

6.00pm BLAZING BARRELS

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Atari ST/Commodore 64

9.00pm EXPLODING FIST +

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Commodore 64 cassette/disk



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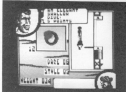
A GEMINI GAMES SOFTWARE

SUPERSPORTS

Reviews



1 Shoot the die for extra money (target practice).



2 Living show - aiming to possible wins.

► **PACKED:** EPIC, AML, OAL.
► **SUPPLIED:** 64K/64, 127.95.
DISK: £19.95. **RAM:** 64K/64. **CASSETTE:** £19.95. **CAS:** £19.95. **1984:** £19.95.
► **VERSIONS:** ATARI, AMSTRAD CPC.
► **BY:** WIRE, 1000 DOLLAR.

SuperSports tells itself as 'The Alternative Olympic' alternative. Yes you could say that. Just get to look at what's on offer.

First up is the Crack Shot event. You have a gunlight, a six-shot rifle, and an ordinary, everyday, city alley. You gain points for blasting away at the bounding targets and pop-up targets that appear from corners, and the round targets that mysteriously float across the alley. Now and again a friendly Aley cat will pop

then attempt to jump from it, perform six merry flips and tumbles in the air (as possible), and then land in a kiddies' inimitable pecking pool.

The table tennis is a laugh and a half. Two sumo wrestlers stand either side of your kateo champ and hold up prizes of stone. You have to punch or kick in the appropriate

now and then and his mouth moving amazingly fast of yinchi. Not as good as Judo by Year.

Graphics are nice and colourful, as seems to be the norm with Amstrad games these days. The sound is jingly but becomes grating very quickly.



3 Olympic level - aim up yours.

direction and try to break as many shots in the 60 seconds.

Crack bow has you at the end of a field, with a target at the other side. Waggle your joystick to build up pressure, then press fire. Aim the bow using the little sight provided, taking care to compensate for the wind and distance and everything.

You don't have a time limit, and you don't have a specified number of lives. Not much of a challenge, really.

Finally, it's the underwater assault course. Swim the length of the black logpool avoiding slams, jellyfish and mines and collecting coins, occasionally swimming to the surface to get a bit of air. Amazingly tedious, this bit.

All this is overseen by your jolly commentator, Gilbert, whose face remains perpetually in the corner of the screen, a little speech bubble appearing

Although there is technically nothing wrong with SuperSports, I still don't think I can heartily recommend it. I just didn't have much in the way of employing it. And when it comes down to it, it's the fun that counts.

► GRAPHICS	5
► SOUND	6
► VALUE	4
► PLAYABILITY	7
► OVERALL	62%

UPDATE...

The Spectrum and C64 versions are all being released at the same time, so all three should be in the shops as you read this. The Spectrum version has all the same graphics as the Amstrad, although colour isn't used as lavishly.

The 64 version has much the same in the way of graphics and feel as the Amstrad version.

Reviews

— MACHINES: C&G.
— SUPPLIER: MICROPROSE.
— PRICE: \$39.95 (C&G, \$39.95 (C&G)).
— REVIEWER: TONY DELUCA.

Red Storm Rising is the latest in a long, long line of wonderfully realistic and creepingly involved simulations from Microprose, and pretty damn good it is too.

As you might have already guessed, I think that *Red Storm Rising* is terrific. It's got everything a good simulation needs: good graphics, neat game play, both in terms of the visual side of things and the accessibility side of things. It's got new strategic lessons and a depth of play that my weekend's superlucid playing barely managed to scratch. And it's by Sid Meier, well known for his contributions on other Microprose products such as *Seaforth*, *Shogun*, *Iron Dawn* (another sub sim), and, so I've been told, the new superhit *1942*.

As with all the most recent Microprose "games", there are two

ways to get maximum enjoyment from the product: you can bung on the key overlay, load the game, put it on easy and learn the game itself, or you can go through the manual and learn the game slowly and carefully. Now I don't know about you, but I'm all one to plunge right in at the deep end, but that's the kind of guy I am. The manual, now that I've got round to it, is great and has full pages of very interesting information, full of statistics on steam vessels, weapons, crests around the globe, full



▲ The start of a beautiful (and expensive) journey.

RE STORM



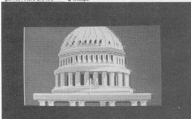
▲ Microprose!

battle analysis, complete step-by-step breakdowns of the GUI controls and the capabilities of your sub, plus a large section completely devoted to battle tactics, which come in handy quite a few times during my underwater escapades.

The last thing you should do when loading up is switch the video language filter you get, offer a few advertisements for other Microprose sims, is a complete history of the past of the game, complete with animated films. I especially liked the bit where the Whitehouse is bombed over to the Germans, signified by the Stom and stripes coming down and the Hammer and Sickle being raised to the Russian National Anthem.

As with all the Microprose products, you are fed with an almost overwhelming number of options. You'll get four skill levels and five subs to choose from, as well as nine different battle situations, ranging from *The Duel*, which is an underwater dogfight with the Russian sub, to *3-Corner Tank Force*, which has you on all out assault on an aircraft carrier. Plus two training missions against a trackless boat or an ancient sub that gives out more noise than Gary Shyft.

Select what you're going to do, press all the right buttons, stop on the incredibly useful key overlay (almost every key has a function) and it's on! You'll see. Probably the two most useful keys when you start out are the



Your failures could mean the destruction of NATO and the defeat of America.

▲ Again for you, Justice and the American way.

ED

RISING

Focus key, handy for looking through the maddled wheel; you suddenly realize you don't know what you're doing, and a help key which enables the world's best computer to provide you with helpful advice like 'I'd launch a Harpoon or Tomahawk attack on that son-of-a-bitch at 090 degrees, and then get out as quick as possible.'

Once past all the glitz and glamor of the intro sequence, you get into the working environment of the sim proper. Viewed mainly as a set of readings and a map showing all sensor contacts in relation to you, it's plain, it's effective, and it's very easy to use.

So, you're engaging the enemy and you've got a sensor contact. What do you do? Well, first you have to identify what's out there. This can be done two ways. If it's a ship, then you can just surface and check it out with the periscope. If it's out of visual range, or is an enemy sub, you have to go through the many screens concerned with 'sensor recognition'. The basic principle behind this, as far as I can understand, is that everything has a different sensor signature. Your sub's onboard computer has all the details on anything you might be likely to meet, and it's by matching the signature against signatures held on computer that you identify the enemy. Once you know what it is, you then know what it's likely to have weapons wise, and also what its capabilities are, as well as what weapon to use against it.



1. Afloat from below.

The key to the game, however, isn't just mindless 'There's a boat, boom, oh no there isn't, oh look, there's another one...' and so on. The key is to attack the low and slow, sneak up on them, launch a quick but deadly attack, then get out of sight again. That's the secret.

Attacking is slow, however. You have to remember that some of these weapons travel through the water, and as they are guided, they are designed to double back should the enemy take evasive action. The flight of the missiles/torpedoes is

displayed as a trail on the map, so you can look back and see just how hard that particular enemy was to sink. To level things up, thankfully, you can shoot quadrants, which allows you to see the heading of the weapons, plus when they hit, you get to watch the death of your opponent.

Should you ever get bored with the many missions that are provided of the sort, and I can't see that happening very quickly, you can always try out the full Red Storm Rising scenario, on board on the boat itself.

Red Storm Rising's pace, pace, drill, waiiied and totally awesome. Well up to the Microprose standard of quality sims, I can't wait for the next one.

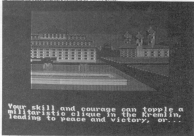


2. Looking at the back of the boat, you're still with the boat.

▶ GRAPHICS	6
▶ SOUND	7
▶ PLAYABILITY	9
▶ VALUE	9
▶ OVERALL	93%

UPDATE...

At present there are no other versions available, though Spectrum, Amstrad, Amiga, ST and PC versions may become available over the next 12 months*.



Your skill and courage can topple a militaristic clique in the Kremlin, leading to peace and victory, or...

3. What a picturesque view (complete with text).

Reviews

- MACHINES: EPIC, C&M, AMIBIRD
- SUPPLIES: TARGET GAMES
- PRICE: EPIC/AMIBIRD/\$24.95 TO \$34.95
- VERSION: TETRO-EPIC
- REVIEWER: TONY DILLON

Aside from the rather naff introing, *Laser Squad* is one of the best games I have ever played on any computer. It's one of two-player tactical warfare simulation on a small scale with great graphics, sound, playability and flexibility to boot. One-player it's great, two-player it's unbeatable.

You are put in command of a group of (usually) five or seven characters, each with different statistics concerning weapons and basic strength (both manually and characteristically). The group's role depends on which player you are and which of the three basic scenarios that you can choose to play.

The first of the scenarios

Player one plays the *Laser Squad*, a band of Rebels given the job of assassinating Steiner Rego, one of the biggest crime bosses. Player two takes the role of Steiner and his house security detail, each armed with high-powered lasers. Player one wins if he manages to kill Steiner within 20 game turns (cycles). Player two wins if he manages to wipe out the *Laser Squad*.

Second comes Moonbase Assault

As before, player one takes the part of the *Laser Squad*, who this time have to attack a moonbase from inside, wiping out all the databanks and computer analyzers in the base. Player two has to defend it. Player one wins if he manages to wipe out all the computers. Player two wins if he manages to wipe out the *Laser Squad*.

Third is *Rescue from the mines*.

The *Laser Squad* has to



▲ In the first, it's all tomahawk wags...

LASER SQUAD

go down into an alien mining colony and rescue the three business-impounded there. The aliens have to stop them. Player one wins if the humans are rescued. Player two wins if he manages to wipe out the humans, *Laser Squad* or not.

Before a scenario, each player has to select armor and weapons for their respective teams. You are presented with cash and have to buy the best armour and most powerful weapons you can, which is a painstaking process. You have a lot of weapons to choose from, which one you choose depends on where you are going to fight. It's no good having a mega-destructive rocket launcher if you're going to be fighting in an enclosed area. You have to deploy your characters. For the uninitiated, deployment is a merely positioning your characters in their start positions. The areas you can deploy in are highlighted, and the

computer will tell you where you can go. Once all this is done, you can get into the game.

A plan of the map can be called up by selecting Scanner on the pop-up menu. On it you can see the positions of all your men, plus the positions of the enemy in any of your men's field of vision, which extends 45° either side of the direction a man is facing.

It's this 'line of sight' rule that governs the combat rules. If you have your back to an opponent, you won't be able to shoot at him, because because if you don't register on your scanner, or even on the main display, you can't shoot the main character around, but you won't find any enemy units, which is far more realistic than some previous efforts.

Each man has a number

of Action points, and it's these that govern how much that character can do during a turn (it costs one action point [AP] to turn through 45°, four to walk forward over level ground etc) and once his supply has worn out, he can't do anything more with objects* rotate him using the left and right keys, and push forward for him to move in the direction he's facing, and pull back to make him walk backward.

Graphics are large, colorful, full of character and instantly recognizable. The attention to detail is pleasing.

Sound is top. It's actually quite amazing the sounds Ms. Gordon has managed to get out of the little rubber eyed thing.

Laser Squad is one of the hottest games I've ever played, if that isn't enough, for get it releasing expansion packs for the game, with more scenarios and more details. Me, I want to see a construction set.

In the mission in the first scenario there are a couple of bathrooms, each complete with a loo and a sink, as well as lots of other rooms, all fully furnished and some even have some pretty effective carpet.

► GRAPHICS	9
► SOUND	9
► VALUE	9
► PLAYABILITY	9
► OVERALL	97%

UPDATE...

A 44 version will be available mid-December and boasts some enhanced graphics and sound. The gameplay remains the same.

Expansion Pack One should be available as you read this.

It has five new adventures, the second of which is set in a huge alien landscape and is spread over two levels. Sounds good to me.



▲ Scouring for items stores best goods.



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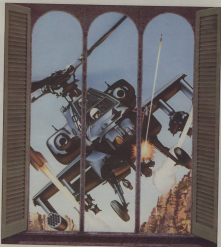
Some titles from various systems.

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So you think you grew up in a tough neighbourhood, huh? Well, make me breakfast, punk! East LA is no easy lay - the families and their loyalties, they all carry this. So when it comes to school, you gotta stay cool... (Thought of this...) - [Sings] - Ah!

What I'm trying to say is that this month we have two movies set in the sort of area where you wear a bullet proof vest to go shopping. The gangs rule the streets, chugging drugs, chomping their needles, displaying their colours (89). Not the sort of town for an average cop... but then again, Bob Hodges isn't an ordinary cop.

Hodges may be no angel but he steps in where even the Yodish fail to tread. He's the first but he understands the language of the ghetto, which has helped him build a sort of trust with the streetwise kids. Not as Danny McGavin, his rare partner. He's only a little older than the gang members themselves, and his idea of diplomacy is a gun in the back or a nightstick to the skull.

Warfare escalates as machine gun fire sprays from the side of a passing car, shattering the silence of the streets. When the smoke has cleared, the screeching of tyres faked into the distance, yet another corpse lies blood onto the sidewalk. It's a jungle out there but the police CRASH teams are fighting back, wearing their 'colours' too. Will Hodges subtly nobly approach to McGavin's gang-bro aggression with the dog?

When Colors appeared in the States it caused an uproar because people said it glorified the gangs. I can't see Colors as a recruiting film for street fighting - if the guns don't get you, the drugs will. But I'm writing from the peace and quiet of England. There really are areas of American cities which the police have surrendered to the teenagers, and Colors paints a scintillating portrait of total anarchy.

Robert Davall is excellent as the same and other Hodges while Sean Penn contributes as the hot-headed McGavin - but then again, he's had a bit of practice. Dennis Hopper directs for maximum

BIG Screen

Freeze, movie-geez! You have the right to remain silent as Ward E Street prowls the latest film previews in the C+VG patrol car.



• Sean Penn fights in Colors.

atmosphere, and though the film may not be quite the deep-statement it wishes to be, it is exciting and frightening. Watch this one - they get paranoid as you walk home.



• More toughy children in David Axel Collins.

Who'd be an East LA Cop? Who - who'd try to teach maths in an East LA school? For some reason, crossing reason James Korbakine has given up a perfectly good job to computers because he wants to train the urban terrorists of Garfield High in the mysteries of advanced calculus. This stooping figure with his crazy complexion is obviously a madman.

You may think I'm pretty wacky too, asking you to

• World gets on in The Seventh Sign.

go see a film about black left arms but Korbakine is probably this month's most charismatic hero - so when he says Stand and Deliver (18) you'd better give him the goods. Faced with a group of early students who can hardly add two to two, Korbakine uses every technique from karate chop to playing with toys to persuade his class that they can understand calculus.

Faced with his molecular approach to maths even the toughest of the tough eventually give in, putting in hours of overtime to take a major exam. But their success is so overwhelming that the education authorities won't believe they did it right. So, having successfully battled against a society which told them they would never achieve anything, Korbakine's class now has to fight to hold on to its victory.

All this would be a nice heart-warming little tale but for one thing - it's all true. There is a teacher called James Korbakine and he really has worked mathematical miracles. Like Korbakine the atmosphere of the streets and classrooms is unbelieveably vivid, with great performances from all the students. But best of all is Edward James Olmos - Castillo in Blood Vice - joking, threatening, persuading them that they can do the impossible.

It's good to see a film which says that everybody can achieve things if they only have the confidence and work hard. Compare Stand and Deliver with Vice (18), a formulaic thriller postponed from last month, in which the 'hero' overcomes his underprivileged background by becoming a violently unorthodox cop. If it comes to a head up between street warfare or classroom calm, I'm on the side of Korbakine and Hodges rather than Vice and McGavin.

Another delayed release is The Seventh Sign (18), a not too horrific horror flick in the Omen mould. That great warehouse in the sky has run out of souls so the apocalyptic is now. Despite some of the work, most of the gear is kept hidden. Not so with The Hidden (18). Here the horror drops, squelches and bleeds in explicit colour.

BIG Screen

If East LA cops have problems, the cops faced by Tom Berke are literally out of this world. Investigating the case of a staid businessman who suddenly goes mad and ends up on a killing spree, Berke is given a new assistant, a young FBI man named Gallagher.

Is there something strange about the self-assured rookie? Heck doesn't have time to wonder because now another man has gone berserk, springing up from his intensive care hospital bed to live for kicks! Something very strange is happening — something which looks like a huge slug and which comes out of one man's mouth just before he dives into the body of another. See, I said it was *psyche!*

The idea of an alien parasite using its human hosts as disposable shells while it lives for fast cars and rock n' roll is a great one and the first half of the film is enormous fun. But creativity tails off in the last half hour and the movie ends in its climax rather than rising at full speed.

Some times it seems like America — or more specifically East LA — is the only place where anything happens. Then all of a sudden you're sipping Guinness in a small Irish seaside town and everything outside town and everything except around you. It's a time like this you call for *Tuffin* (18), at all, at all.

Tuffin is the local strong-arm man. He collects debts, beats up people, that sort of thing — and you know he's not just a common thug because he's played by brooding, brock and one-time local renegade Pierce Brosnan. He's when big business moves into town, with plans to develop the picturesque cliffs into an industry development, even Tuffin has his hands full.

With its pretty scenery and a liberal touch of the Marlowe, *Highland*, Tuffin is fairly entertaining. But somehow it isn't tight enough to keep you on the edge of your seat and its underlying debate about the use and abuse of violence is forced.

If you want a film which really flies try *Blind* (18) the story of the great jazz saxophonist, Charlie Parker. Okay — so this won't please you Status Quo fans but if you're into more soulful

music this is one dancing solo from first to last.

At around two and three quarters hours, *Blind* is just a couple of minutes longer than *Last Temptation of Christ*, which gives you some idea of how you have worship Parker — and without wishing to appear blasphemous, this story is a lot more interesting and better made than that.

• *Hands up or we shoot.*



• *Power Woman* in *Tuffin*

• *Turns down her* *Switching Channels*



• *Witch the Bird* — says *Word* & *Stone*



• *Korman* is full of *eyes*.



• *John and* *Pablo* — in *Highland*

period-theological music.

Todd with all the foreplay of a jazz improvisation, *Charlie*, Bird drifts from poverty to fame, but his with drug addiction and depression, attempts suicide and spends time in mental institutions, told via a series of flashbacks and memories. How good is this film? Well, I need to never having heard Bird play and come out looking for a late night record store to buy an album. Get hip because the film really is the word.

I better mention while we're on matters another film, which appeared at the end of October. Imagine: *John Lennon* which is a documentary composed from over 200 hours of film from the late-Bear's private collection. For anybody interested in the band, or even what happens when a perfectly ordinary Liverpool lad wins fame and fortune beyond most people's imagination.

Talking of superstars, *Switching Channels* (18) has three of them but still comes out as a much more than satellite TV news. Quite how Christopher Reeve, Pam Reynolds and one of the most intelligent actresses in Hollywood, Kathleen Turner, get mixed up in this mish made is difficult to understand.

Turner is the ace reporter about to quit to marry sporty young playboy Reeve while her boss and ex-husband, Reynolds, tries to hold onto her to cover one last story. Fans of old movies will recognize this story from several other incarnations, but *Switching Channels* doesn't fail because the plot is rocky — it just fails to do it with the style of previous versions. Despite the title, you cannot switch channels in the cinema. *Pity!*

Slightly more interesting is *Kansas* (18), the story of a college kid, played by Andrew McCarthy, who screws up with *Drifter* Blat Dillon and ends up on the run for robbing a bank. How McCarthy falls in love and tries to avoid the psychotic Dillon is entertaining enough but the film fails to capture the bleakness of middle America in the way that *Badlands* or last year's *Prevedil* *Lured* did. Despite good performances, in the real Kansas is full of *eyes*.

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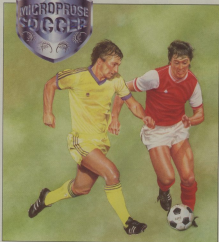
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VS Anyone entering the Spitting Image competition (see FAX the issue) and wants to draw a cartoon of one of the line and upstanding body of boys (and girls) pictured above may find it useful to know which is which. Left to right at back: Lee, Andrew, Eddie, Matt, Seamus. Front: Gary, Jos, Euge. Remember, some of these are cartoons already.





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FUNNY OLD INNIT

Football has been kicked around computer screens for just about as long as the gaming habit has existed. 1988 saw more releases than ever before - Tony Dillon asks what is and what is not good computer football.

Of all the simulators, authentic emulators and plain old originals at present, there can't be any topic that comes as close to a game as player's faces that our very own scores. Even in the very early days of paddles and mono displays, where the Grandstand home entertainment console reigned supreme with it's

best, the worst, the one with the closest graphics, the one that you couldn't tell the difference between the ball and the players, or indeed the players from the pitch, or simply the one that we liked the most. Also, we've put our heads together and come up with a league table of all the football games around at the moment.



► Computer football - around only in popularity to computer Pong.

High up in the list of best selling games. There were many early attempts at football games way back in the dawn of programming history, when programming people were just finding their feet. Now defunct Artix, for example, released World Cup I and II, which both featured small pixelated men, slow gameplay and a very low computer skill level. Family enough. World Cup II was given a Football (well, not really a football), more a strip-and-tack around the clock and was released by US Gold under the title World Cup Carnival to coincide with the World Cup happening at the time. It came packaged with lots of photographs, posters and other World Cup memorabilia. Nevertheless it flopped and went down in game history as one of the worse games ever, ranking up there with The Great Space Race itself. Probably the most



► Football Five-A-Side - budget footy smoot.

incredible 4 game selection football was one of them. Admittedly it was nothing more than computer tennis with double the number of bats, but it was still football. And it was the best.

Since then, many have tried to recreate the feelings of running about on an open pitch, being buffeted by the wind, the cheers of the crowd and snarls of the other players. What we at C+VG have tried to do is come up with a comprehensive guide to the most memorable ones, the

including the ones we didn't get to mention. So, here goes, straight into section one, which Family enough is about.

Arcade Football

Of the three genre of football games (Arcade, Managerial and Diagnostic), the arcade is easily, judging by the sales, the most widely popular, though games like Football Manager still rank

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OLD GAME, CECIL?



the Spectrum anyway. It featured large, well-animated graphics, a goalkeeper that could dive and a chance to play through a knockout championship to win the FA Cup, as well as simultaneous two-players to boot. Not long after that came *Matchday II*, which had all the above and then some, such as jumping headers, a league facility with a coin entry system, and improved graphics, not to mention 1498. What's DDD? The Diamond Deflection System. What this does is work out what direction the ball's going to travel in when it hits off another player, with the player's speed and direction brought into account.

successful of the early arcade football games was *International Soccer* on the Commodore 64. Originally only available on cartridge (now released on tape and disc by CML), it featured large blocky graphics, crude animation and a tendency to crash quite a bit (well, mine did). The funny thing is, even with today's high programming standards and the high level that consumers expect (in fact of today's software, it's still one of the best you can get on the 64). Except, of course, for a slightly altered version I saw a while ago, changed by the hands of our dear friend, Mr Gary 'Moone' Peas, who changed the players from their running state, and placed them all in wheelchairs, which is sick and terrible (giggles), and not (gasp, again!) at all (and to be sure) funny (Ha ha ha).

No, what else happened that shook the world of football gaming? *Matchday* did! Written by Joe Blomax, and Bernie Brummond, it was quite simply incredibly superior to anything that had appeared before it, so



■ Soccer Soccer - C + M's all-time favourite game.

Between these two came the game that should have been a lot better and, judging by its features, it was. Unfortunately, it was 1. *Soccer Soccer* included things like sliding tackles, energy levels and extra training, but was so buggy that it was impossible that it flopped. One major bug was the energy thing. If you played a long game, the players would run out of energy quite quickly. What they would finally end up doing was jog around the pitch at a snail's pace, then if

you tried to do a sliding tackle, they wouldn't get up again, so basically 90 minutes into the game, the pitch would be littered with dead players.

Both the *Matchday* and *Sega* have their own soccer games. Nintendo's is called *Soccer*, and is quite playable and has several levels of play. It also has a two-player option, but suffers from slightly sluggish joystick response. That notwithstanding, it's still a lot better than you can buy on most home computers.

Sega's World Soccer is one of C + M's all-time favourite games, and can be held responsible for many hours of lost work time - particularly the case with



ALAN BALL



PAUL SCHOLES



MICK HILLS



JOHN BARNES

Gary Williams, the *John Manager*. Unlike him, though, the game is absolutely brilliant and fully captures the spirit of a big game, with the players able to do overhead kicks, banana shots and slide tackles. It's a shame that it's only available on the Sega, so it's the best soccer game on any home system.

Up until recently, games have been developed in some forced perspective 3D, which works really well but often makes aiming for the goal difficult. Now a new

FUNNY OLD GAME, INNIT CECIL?

view is emerging, the overhead viewpoint.

Games like European Ice-Hit and Supercup Football let you view the action from above, which gives a much more accurate look at the action, with the size of the ball increasing and decreasing to denote boots skidding. Easily the best, however, is the new one from

Microprose, Sensible Software. It's smooth, fast, very playable and extremely polished and scored 90% in the last issue. It's menu system is incredible, and the game comes a very, very close second to World Soccer - it's easily the greatest football game available for home computers.

But these are mere highlights of all the amazing football games around at the moment. Check out the league table for the full C-VG report. Now, let's move onto the next section, which by some staggering coincidence happens to be about

the manager/secretary/accountant of your chosen team and have to make all the right decisions with the ultimate aim of taking your team to the top of their league and winning the FA Cup/World Cup/Nations Cup/whatever. Of all the ones I've seen, rather than mention games that stand out, I'm going to talk about



Microprose Soccer - is the one to watch



Daily Worker failed to score. Matchday - special on the Soccer.



Managerial Football

Moving completely away from games that require fast reactions and an eye of an eagle, and onto the slower, more thoughtful games that are around the managerial. Typically, in a managerial game you take the role of

the computer (or several) of the computer (or several) company, Addictive. They released the first successful managerial game way back in, oh, well it was a while ago. It was then hailed as the best football game ever (not much of a claim; check out the opposition at the time!) and was pretty simplistic. Written in 1977, it

consisted of a series of screens with a choice on some of them. After cycling through them, you get a few highlights of the match you just played, with matchbook news and lengthy sound effects. Though not much by today's standards, it still has to get a mention for being the original. I wish I could say the same for it's successor, FM2. The only difference between them, were screen redesigns and better graphics on the game highlights. A shame really, considering what could have been done.

One company that I have to mention are D & B games, a company almost solely devoted to managerial games, especially football ones. Though none of their games require huge amounts of thought, feature no graphics, have a tendency to be slow and are generally small, there is still an edge of the seat feeling when playing a match so minute by minute it updates the score. Probably their most famous one is Football Director.



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FUNNY OLD GAME, INNIT CECIL?

What a lot of people don't know is that Football Director is only part of a series. As well as the usual Football Director II, which boasts more screens and faster gameplay (except on the -3, which is six times slower than any other version), there's a two-player Super League, which is identical to Football Director except that it boasts two-player simultaneous action, and International Manager, set in the tapestry world of international football.

The last company I have to mention is the company that has recently written the best ever managerial game, Gothic Games, headed by Doug Matthews, of six-woman team. Track Suit Manager was the company's first release, and was well-received by everyone and featured all the teams in the World Cup, and all the players in all the teams (around 700 in all) as well as accurate statistics on all of them, a revolutionary match commentary system

that gives you a continuous flow of text telling you what's happening on the field. All this would normally cost speed, but in this case it doesn't. The speed of the game is fully adjustable via the joystick. From the full 45 minutes a half, right down to eight seconds a half. The Spectrum version is a bit slower than the Commodore version, and boasts a masterful piece of competition. All the data just fits, and looking at the statistics I've been given, there were two bytes left at the end of it. The funny thing is there were two spelling mistakes.

"Substance" and the other one manages me for the moment. The point I am two letters missing altogether, so if those letters were included, there would be no room left at all.

I can't talk about managerial games, though, without mentioning the worst Soccer Boss. Soccer then is not a very good game. In fact, it's very bad. It boasts amazingly slow a gameplay, unresponsive

controls and is slow easy. Needless to say, it's still sitting high in the budget software charts. Makes you think, doesn't it?

But of course, there are many others. This is just the cream of the crop and we simply haven't the space to re-review all the old games, for the simple reason that there are so many of them. We came up with over 30! Plus there are lots of good production things and revised files and lots of other serious gimmicks that can't be classed as games.

We leave you now with the league tables. We've done this because it just isn't fair to class arcade games alongside strategy games.

If you've not had a football game that you think is any good, or you know of one that isn't mentioned here and you think it should be, then why not drop a line to C+VG. Even if it doesn't get reviewed in the mag, we'll still get back to you and let you know what I think of it. Please include an S.A.E. if you want the tapes returned.

Football Feature - League table 1 - Strategy

TG	How good	Index	Depth	Speed	Graph	Fun	Tot
Track Suit Manager	Gothic Games	9	8	9	7	8	81
Brian Clough's FF	CHS	6	8	8	7	10	74
Football Director 2	D+H Games	4	4	6	5	8	33
The Double	Scorpion	8	8	3	3	8	36
Football Director	D+H Games	4	3	3	4	7	21
2 Player Super L.	D+H Games	4	3	3	3	8	20
Int. Manager	D+H Games	5	3	3	3	5	19
Football Manager	Addictive	2	1	3	3	5	14
Football Manager 2	Prism Leis.	3	2	2	3	3	14
On The Beach	Call	3	2	1	2	3	11
Soccer Boss	Alternative	2	1	1	2	1	7

All the marks are corresponding to the best version of that game. The -3 version of Football Director 2, is six times slower than any other version, so it would be unfair to review that version.

Football Feature - League table 2 - Arcade

TG	How good	Graph	Sound	Playability	Fun	Art	Total
Night Soccer	MicroGames	9	8	8	8	9	42
MicroGames	MicroGames	9	7	8	8	7	39
Match Day 2	Ocean	5	6	8	7	8	37
International Soc.	TMG	5	4	9	9	8	35
Match Day	Ocean	7	4	7	6	6	33
European 5-a-side	Silverbird	6	6	5	8	4	29
Gary Lineker's 55	Timeless	6	4	6	5	5	29
Peter Beardsley's 4	Comedian	7	5	4	3	3	22
Supersport Football	Silverbird	3	2	4	4	4	19
Super Soccer	Imagine	5	3	3	2	3	16
Bay of the Koreans	Comedian	2	3	2	1	1	7
World Cup Game	US Gold	1	3	1	1	1	5

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AGM

Computer role playing and adventure gaming is changing fast. Their definitions are becoming blurred at the edges — plus all sorts of technological breakthroughs are happening that are giving a tremendous fillip to this new genre.

To cater for this new breed of games, C + VG is proud to present AGM, a specialist column written for the advanced games player by world experts on the subject: Keith Campbell, Wayne B Garner and Eugene Lacey. So, if you're interested in role playing games like AD + D, Ultima and Bard's Tale, as well as leading edge adventures, board games, PRM and anything else that is truly challenging, AGM is the essential monthly read.

Text Adventures Dead

A wind of change is blowing through the UK's top adventure companies — a right royal breeze coming from the role playing game developers that determine to kill the main formal thinking puzzle — as computer costs drop. Already Level 9 have committed to producing Fantasy Role Playing games and have also announced that they have developed a new, highly animated, graphics based system for their adventure games — a system more akin to the SAGES, Leisure Suit Larry and Police Quest systems than to anything else.

Magnetic Media's Ross Gordon describes the official company line as "to be right topped about future prospects" — but what he would say is that he believes that adventure and RPG are non-adult things, that RPG is not particularly new because games like Wizardry were around five years ago, and that next year there would be dozens and dozens of Dungeons and Dragons clones on the market and that they just might not be bought by anyone.

Shogun — Infocom look their prices.

Shogun — Infocom look their prices. The game is set in a world where the player is a samurai who must fight his way through a series of battles to reach the capital. The game is a classic example of a text adventure, where the player uses text commands to interact with the game world.

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Just Fate — adventures are changing. Infocom are not quite so conservative. They have already decided on what the theme can only be understood as a Thackeray's form of the more numerous protagonists. What the is — all new Infocom games from now on certainly will have graphics.

This is a complete change of policy from when Infocom has been letting hold out their magazine CE — only twelve months ago — that he believed the firm had a long way to go with developing personalities of characters in games through text — rather than adding graphics and other bits just because the hi-fi machines had this potential.

The new Infocom graphics system and parser (the mechanism that tells you whether you have the right answer or not) will in the early work on the IBM pc and compatibles. An image review is planned, and so it seems a long time contemplated, but there will definitely not be a Commodore 64 version because of memory limitations.

Shogun game box set on the table.

Shogun game box set on the table.

Shogun game box set on the table.

Dark



Dark Future may be the role playing game launch of the year — all thanks to Work Shop's big and highly creative box set. The game is set in a grim future world where you go to work on the highway. The game is a battle between the good and the evil, and the player must survive through a series of challenges.



How far ahead are you? - and how well you're doing.



The wheels - like this one - are used to track your progress.

Large wheels are used to track your progress.

to be used as the dice with the same, big die to determine the points, a star.

Dark horses in fact as all like the

several disappointing contents of a 1/2

is. This one is packed full of expensively

and the

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The wheels - like this one - are used to track your progress.

The wheels - like this one - are used to track your progress.

Toon Toon



4. Toon - cartoon role-playing.

Now of Toon is a cartoon role playing game from our designer Steve Jackson.

Design your own cartoon characters and play with them in what Toon is all about - Toon of Toon provides more info than GM's classic Masters, reports on the original game - and is also going ahead cheap in some shops - so don't miss the bargains.

New AD+D Games



4. AD+D - two new games.

Two to their mind - 4.4.1 have been the two new Advanced Dungeons and Dragons products.

The Dungeons Masters handbook is a copy of the contents of the Companion 44 system of Paul of Kalamere - which was the first official AD+D game and a stunning success in the US. It is only now going into the shops in the UK - with the system, 1983, and 1984 versions are expected next time and early next year.

The Dungeons Masters handbook enables you to generate your own characters and offers over 1,000 monsters and characters including all necessary forms for the official AD+D Masters Manuals 1 and 2.

Wills For is the second totally new AD+D game - being more widely and available you in the UK next year. It's a follow-up from Paul. Don't expect to see it in the UK until next spring.



4. Adventure Club Magazine.

Scrolls Back Adventure Club

Magnific. It will be a product a number of mini-adventures (including the Official Adventurers, the discount mail-order and adventure club run by Tony Hamilton). The club will be distributed free with Confidential, the club magazine, mailed to all US members.

Confidential magazine will be produced every other month and is described as "produced by experts with experts in mind".

Membership of the club costs \$19.95 and includes discounts on your adventure games, four books and tips, the magazine, and competitions.

Naughty Larry II

A host of new adventures are about to arrive from Games.

Police Quest - The Vengeance, has the local police murdered, and your job is to investigate. And finally Larry will make a re-appearance in Naughty Larry II - Looking For Larry (in several Wrong Places). With Larry will see a downer on the "Lover's Blood", he doesn't return to get caught up in espionage and intrigue.

A development of the Quest format is evident in a totally new adventure, Mastermind, in which the player is the view as seen by the hero, rather than being a view of the character himself.

Steve On Line games will be released in the UK by MegaByte/Activision.

AGM

AGM

- SUPPLEMENTAL GAMES WORKSHOP
- PRICE: \$9.95
- COMPATIBLE WITH: MIDDLE EARTHEN
- REVIEWER: WAYNE

Dragonquest Catacombs is the second expansion kit for the *Dragonquest* boardgame and you are able to use it as a game on its own. You need to own a copy of the original game.

For those of you who haven't heard of the original

For your money you receive one ten-sided die, 12 new score cards, 8 new treasury counters, 20 new vision tiles, 12 new sword cards, 12 new room cards, a couple of new Crypt and trap cards plus two rulebooks.

The basic idea is to enlarge the new catacombs rooms that with the originals and when drawn, they enable you to enter the catacombs, if you wish to do so. These tiles are marked with a black arrow pointing

On entering the catacombs, you come back up to the dragon's lair, but not in the original place you left! You have to add together all the catacomb cards you have collected, roll a 10-sided die and then refer to a simple chart. This tells you where you have re-appeared.

Included in this expansion set are some new room cards. GW recommend that you take out certain existing cards from the original game and replace them with the new ones.

Otherwise the game becomes unbalanced. I would agree with them, as after playing the game quite a few times, I found it quite hard to say the least. The new room counters include some very formidable ones, including the deadly Doom Shadow that follows you

It is used in a rather effective way. At that time only can the player on your right read out what is on the card and hand it over to you. The effects range from almost instant death to the power of levitation.

The expansion kit itself plays quite well, and will extend the interest of the game for quite a long time... if you love that sort of game. I must admit that the instant death and "roll a certain number or your dead" options put me off a little. This is because too much relies on pure luck.

It is quite possible to start the game and die almost immediately on a regular basis.

I must also admit that when I opened the box, I found the actual counters to be lacking. For the price asked, I would have hoped for the hard-covered rule book, just five sheets of full-coloured, well-printed paper and two nice rulebooks.

If you do intend using the *Catacombs*, then I would suggest giving your character a couple of extra life points and changing some of the new

game before, I'll give you a brief rundown. *Dragonquest* was designed by a couple of Scandinavian gamers to be played in a quick, fun and decisive manner.

Really and truly a board game - it can be played by up to four players and there are also rules for solo play if required. The aim of the game is to enter Dragon's lair, defeat any monsters or traps that get in your way and eventually end up in the Dragon's lair. Here you have to steal as much treasure as possible without waking the Dragon, and then roll the castle with your hoorn. You have 20 turns to achieve all of this.

The original game is perfect for absolute novices to play, as it is easy to play and introduces new gamers to the basic concept of boardgaming. However, for anyone other than this, the original game would soon become dull as there is not enough material to maintain a continual interest. GW released *Arms for Dragonquest*, which was reviewed in September's C + M. This gave the game more playability, by introducing twelve new characters. However, after a while, the novelty of this began to wear off as they have now released *Catacombs*, which expands the game even further.



CATACOMBS



▲ *Catacombs* - extension of GW's greatest draw for new recognition.

Once in the catacombs you must remove your characters playing piece from the board and place it on your character sheet. At the start of your next turn you must draw a catacomb card and follow it's effects. This could be anything from fighting a hoard of rats to a cave troll or finding some treasure.

almost and eventually kills you, unless you can shake him off, and the annoying bear traps, who are not hard to defeat, but can your Life Points.

Also included are a new set of Magic Amulet counters, which, when found, can be worn or ignored. If you find one of these magic artifacts, the player on your right takes the top magic amulet card and

"instant death" counters to discover that roll you of 10 life points. I found that my characters lasted longer and we had more fun that way!

► VALUE	3
► PLAYABILITY	7
► PRESENTATION	8
► LASTABILITY	6
► OVERALL	6

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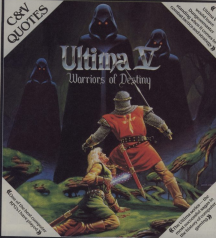
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C&W
QUOTES

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AGM

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 ► **ADVENTURE** (WITH
 GRAPHICS)

Right Lancelot rode his steed
 towards Camelot, slowing
 down as he approached a Ford.
 The Black Knight challenged
 him: "Show you are worthy,
 before I will allow you to
 enter!" he exclaimed. So
 Lancelot did attack him, and
 before long, being a capable
 swordsman, he had the knight
 at his mercy. Defeating in the
 most chivalrous way, he was
 rewarded with an invitation to
 the King's presence the next
 day, to be made a Knight of the
 Round Table, for the Black
 Knight was none other than
 King Arthur himself.

► **PERIODIC** (TEXT)
JACKSON LAMBS
 ► **SUPPLIER** (GAMES OF
 LITERATURE)
 ► **RATING** (ABSOLUTE
 SCORE) (UPGRADES)
 ► **PRICE** (LCS)
 ► **REVIEWER** (WAVE)

If you have ever seen the
 episode of Star Trek called The
 Trouble With Tribbles and
 enjoyed it, then this game is for
 you!!

Like that particular episode,
 a space ship and its crew, who
 boldly want to go where no one
 has gone before, run off on a
 planet and discover a world
 with semi-intelligent life. After
 completing all their tests and
 experiments they leave, talking
 about what they thought was a
 mascot.

What they didn't know, was
 that the supposed mascot, in the
 form of a woolly tamagotchi,
 was in fact an alien egg. On
 board and in orbit, the egg
 hatched into an Awful Green
 Thing. This little monster grew
 and in time laid more eggs.
 These in turn grew into Awful
 Green Things, and they

The next day, after the
 ceremony, Arthur related that
 many of his knights were held
 prisoner in Logris, a land
 outside his territory. "Go there
 at once, and free my men who
 are under siege, for they may
 return to me," he commanded,
 the ginseng exchanged between
 Lancelot and Guinevere
 passing unnoted.

So Lancelot rode to Logris,
 where treacherous knights
 remained. Before long, despite
 the ploy of the Phelot, he
 had rescued the knights,
 bringing to the Dame
 Lynette, and driven away the
 army that held her manor
 under siege. By now, in
 company with the lively
 Desaval Malblanc, and the
 stalwart Red Knight, whose life
 he had saved, he started
 searching in vain for
 Arthur's missing knight.

His quest was not long,
 involving challenges all along
 the way. His Tereque, for
 example, was so rendered to
 the sword of Lancelot, but
 quickly ran off to the safety of
 his manor house, wherein he

themselves laid eggs. The
 monsters were forth and
 multiplied, and now the crew
 has just realized the
 predicament they are in, as the
 monsters have a nasty habit of
 eating them!!

This is a board game for two
 players. One player plays the
 crew, the aim is to destroy all
 the monsters, while the other
 takes the part of the Awful
 Green Thing, and try to eat all
 the crew.

The crew must now discover
 the monster's whereabouts and
 combat can begin! This is
 where the fun starts. The
 monsters move first and play
 their turn in this self
 explanatory sequence, *Grow*,
Move, *Attack*, *Wipe Up*. As
 stated above, the monster
 Grow is a phenomenal rate. In
 the *Grow* phase fragments and
 eggs turn into babies, which



Lancelot imprisoned many of the knights in Logris. At the bottom, great efforts to rescue him will be shown. In the foreground, the knights are seen in a line, waiting to hear a screaming. Perhaps the knights were unprepared for the... (text is partially obscured)

4. Lancelot - grows for victory.

had imprisoned many of
 Arthur's brave knights.
 However, it was protected by
 several obstacles which crossed
 the path in which the knights
 were held. Sir Lancelot soon
 decided that rescuing his
 fellow would be a far easier
 quest.

The adventure is in three
 parts, with the first two parts
 containing different areas,
 Camelot and Logris. On the
 larger memory machines,
 moving from one to another
 simply means a pause while a
 new set of data is read in. The
 third part is a progression from
 parts 1 and 2, and involves
 Lancelot in the quest for the
 Holy Grail. It can be started
 without the need to complete
 the first parts.

LANC



4. CC - self portrait.

AWFUL LITTLE GREEN THINGS OUTERS

babies turn into adults. In this
 game the older you are the
 better you fight, as an army of
 adults is preferable. The
 monsters then Move as far as
 they can and Attack the crew
 members if possible. Finally
 they can Wipe up any of their
 associates that have been put to
 sleep by various weapons.

The Crew player performs
 his turn sequence as follows: —
Grow *Weapons*, *Move*, *Attack*,
Wipe Up. Again this is very
 easy to follow and self
 explanatory. The combat
 system involves the rolling of
 varying numbers of six sided
 dice depending on the attack
 level, adding them up and
 seeing if the total dice roll
 exceeds the monster's
 number printed on
 the opponent's die. If it does they
 die and are removed from the
 board, if it doesn't they survive

Field away board.



Green grows fast - about the size of two dice. Oh in your pocket on problem.



Do you want to join the company at the head table. Come to the banquet. It is the night of the banquet. The king has summoned his guards from the forest. He has ordered them to bring the king the head of the dragon. The king has ordered them to attack the dragon.

CELLOT



It has a - could be useful.

▲ Britain's green and pleasant land.

"Lancelot" is based on the 15th-century book "Le Morte D'Arthur" by Sir Thomas Malory. Remastered by Peter Austin, it has the authentic flavour of the legend of the knights of the round table.

According to Manticore Software, Peter Austin of Level 9 describes it as their best adventure yet.

It is a first adventure, but unlike the genre it is so different, it tends to lack business, taking itself just a little too seriously. The graphics, although not as drawn as any business was the standard found in Legend's Dark. And the game is not above replying to the user: "You must be mad to say a

thing like that."

Adventure authors should be extremely careful when writing in a reply like that — their parser and vocab has got to be 100% watertight if the player is not to be offended. I was offered a number of times, and also a little irritated to be told, "There is no verb in that sentence" after a perfectly legitimate command had been entered. This, it seems, is a peculiarity of the parser when dealing with complex GO TO's (eg GO TO BERLIN), although it also crops up when much simpler commands are entered.

In short, the game does not have the same robust feel about it that was characteristic of Legend. The GOPS and KAT SAVE commands are more useful than ever with this plot, and GO TO, FIND, and BURN TO, take the drudgery out of trudging around from place to place, opening up the pace of the game immeasurably. But in using them, somewhere along the way I must have tried something just a bit too complicated, and came unexpectedly across a key-making scene. I can only assume that a bumpier barrow was in progress. For I got the reply: "A voice in the distance shouted 'Wield A sword over fire.' Again then, on

everything went crazy, the Red Knight started attacking me, and eventually, failing to deter him, I was forced to retreat.

So while it is very good, I wouldn't describe it as Level 9's best ever, any more than I would agree with Manticore's Press Release claim that Level 9 is the acknowledged world leader in adventure software. While Level 9 are certainly one of the top companies in the field, without a doubt the honour of world leader must go to Infocom, hotly pursued by Magnetic Scrolls.

In conclusion with Lancelot, there is a treasure hunt competition, with a £5,000 replica of the legendary Holy Grail itself, as the prize. This has already been hidden at a secret location in the UK, and competitors for it will have to take part in a two-stage contest based on clues within the game. Lancelot comes in a nicely card-board box, complete with a map of Arthurian England, and a 20-page glossy instruction book, and background story.

▶ VOCABULARY	8
▶ ATMOSPHERE	9
▶ PERSONAL	7
▶ VALUE	7

BETTER THINGS FROM SPACE



Get out and board this.

and war. The aim of the crew is to use all of the weapons available to them to dispose of the aliens. There are nine weapons available, which range from five-exemplars, gas grenades to rocket hots and pool caps. There is even a robot available, which is pretty lethal to the aliens and kills them off in massive quantities. Although the crew has many powerful weapons, monsters can reproduce quickly and have almost unlimited reinforcements. It really is a case of use the crew blast away the monsters before they are whittled down by overwhelming odds.

There are quite a few ways a player can win the game. One way is to play until one player decides that things are looking hopeless and gives up. Another

is to play for Victory Points. These vary according to the way the game ends. If the monsters take over the ship, they score a maximum, however. If the Crew manages to get the ship on self-destruct before this, the monster's victory points are halved. The game itself comes in a very handy plastic pocket sized box, which contains all you need to play except the dice, of which you need to buy a total of six. You also get a fairly large colour map, which represents the spaceship.

Also included is a 24 page, easy to read rulebook, which is

both well explained and fancy at the same time. The game itself is very, very easy to play and can be played time and time again.

Experienced gamers may well like this game because of the novelty value and the general fantasy that can be had playing it. It also benefits from being compactly designed, because as it is pocket sized, you can carry it around.

Basically, if you want a couple of hours of cheap, enjoyable, wacky entertainment, you won't go far wrong with this game.

▶ PLAYABILITY	7
▶ COMPLEXITY	2
▶ DESIGN	7
▶ VALUE	7

AGM



Commodore Amiga

The Knight
one of three
character
classes.



Atari ST

Control through
simple commands
and icons.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

Discover Times Of Lore, Origin's first adventure on console. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure—fast and furious combat, stunning graphics and animation, swordplay and challenge—and introduced the depth of a classic fantasy role playing game.

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Origin's new hardware now approved by Times Of Lore. Will it bite you, or will it love? Available for: Commodore 128 Cassette: \$24.95, Disk: \$14.95, Spectrum 486/1286 Cassette: \$24.95, Spectrum 750/1286 Cassette: \$24.95, Spectrum 750 Disk: \$14.95, Amstrad 504/6128 Cassette: \$24.95, Disk: \$14.95, Atari ST: \$24.95, IBM PC: \$24.95, Commodore 624/95, Apple II: \$19.95, Commodore Amiga: \$24.95.



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PlayMasters

A very big, red-blooded and autumnal welcome to Playmasters. This month there's a bumper package of maps, hints and tips across all formats. Firstly there's the second part of the mega Last Ninja II map, followed by an expansive

ArmaLyte map to help you through this fabulous shoot 'em up. We also have a Stangliser II player's guide to give potential Eggon busters a helping hand, as well as the usual supply of mini tips, hints and POKEs.

If you have some tips, maps or POKEs, send 'em in to: Playmasters, C + VS, Priory Court, 39-32 Farringdon Lane, London EC1R 3AU. Don't forget that there's a bundle of software for the best tips of the month - Bruce Wood and Daz Hall of Harworth, and John Maguire of Dublin were winners this month.



BANDS ON KNIGHTS

(System 3)

Type in the listing if you're finding System 3's kick boxing game too easy. When you've finished, RUN it and press play on tape. You didn't forget to put in the tape did you? Cheers to Bruce 'n' Daz for the C84 listing.

10 FOR A = 080 TO 814
 READ R: POKE A,B: NEXT
 20 FOR A = 0123 TO
 5255: READ R: POKE
 A,B: NEXT

30 SYS 608
 40 DATA 33, 44, 247, 32,
 128, 248, 189, 129
 50 DATA 141, 237, 2, 78,
 198, 2, 78, 221, 207
 60 DATA 168, 32, 141, 348,
 3, 168, 248, 141, 250
 70 DATA 3, 168, 207, 141,
 251, 3, 168, 16, 141
 80 DATA 252, 3, 168, 127,
 76, 87, 3, 168, 224, 141
 90 DATA 76, 169, 0, 141,
 252, 76, 169, 224, 141
 100 DATA 170, 17, 141,
 171, 17, 90

PAULINA (Grand Slam)

If you're a C84 Paulina player, you might find this Bruce and Daz listing very useful for the same yellow belt. Just type it in and RUN it for infinite lives.

1000 FOR J = 03179 TO
 53542: READ A
 1010 POKE J, A: NEXT
 POKE 640, 0: POKE 157, 128
 1020 SYS 52374
 1030 DATA 189, 207, 141,
 41, 3, 32, 185, 245
 1040 DATA 169, 32, 141,
 187, 3, 189, 245, 141
 1050 DATA 189, 169, 2,
 141, 189, 3, 189
 1060 DATA 18, 189, 222,
 207, 155, 245, 2, 128
 1070 DATA 18, 247, 94,
 238, 32, 208, 226, 33
 1080 DATA 226, 189, 189,



141, 192, 9, 232, 0
 1090 DATA 0, 90, 169, 49,
 141, 188, 2, 189
 1100 DATA 234, 141, 190,
 2, 76, 237, 248, 0, 0

BATTLE VALLEY (Rock II)

Hewson's budget label has spawned quite a few good titles - and this is one of them. If your tank and helicopter are being blown up before you get the chance to complete the mission, type in this wild 'n' whacky listing for unlimited everything. When

you've finished, RUN it and press play on tape. Another Bruce and Daz C84 special.

10 DATA 32, 98, 348, 189,
 0, 141, 25, 4, 169, 208, 141,
 29, 4
 20 DATA 96, 169, 0, 141,
 67, 93, 141, 46, 58, 169, 165,
 141
 30 DATA 184, 66, 76, 132,
 294, 0, 0
 40 FOR A = 03214 TO
 53283: READ Z: POKE A, Z:
 NEXT
 50 POKE 646, 5: POKE 167,
 126: SYS 52224



▲ Battle Valley

TO HELL AND BACK (CRL)

I quite like this game - it's not brilliant, but it's fun - and that's what counts. It's even more fun when you enter the William de Gauzmaux POKE. Load the game and load the machine. Type POKE 52371, 173 (H/TURN) for unlimited lives, or POKE 52374, 173: POKE 52463, 173 (H/TURN) for infinite energy. Re-run the game with SYS 52484 (H/TURN) and you'll find life is a lot less difficult.



TO HELL AND BACK

REVENGE OF SON SHOGUN

If you're finding because I didn't print a cheat for the C84 version last month, quit whinging. Just type CHR\$(144) into the top-right table and you'll be played with a million billion lives. John Maguire found that interesting title feature.

NETHERWORLD (Hewson)

What's the point completing a level the hard way when all you have to do is press 2, 4 and E together to finish a screen. That's another one from John Maguire of Dublin

PSYCHO SOLDIER (Imagine)

Cray all you OGA owners. If your Psycho Soldier is more like a Psycho Knechtel, type in this listing to make her walk hard. When it's finished and oriented, **RUN** the listing and press play on tape to set this Bruce and Cass listing into motion.

10 FOR 5 or 541 70 576
READ Y: POKR X, Y: NEXT
20 POKR 157, 126 eye 541
30 DATA 52, 85, 345, 73,
189, 30, 141, 64, 3, 159, 2,
141, 88
40 DATA 3, 141, 52, 10,
159, 59, 141, 51, 30, 194, 208,
30, 209
50 DATA 90, 70, 77, 80,
158, 141, 8, 292, 76, 0, 130

FANTASY ZONE II (Sega)

Good old Colin Cream has laid in some very useful hints on this solid heaven Sega game. Well, it's certainly **game** enough.

On level two, walk along the ground and continue to bomb until a red bottle appears. Pick it up and the ship will be awarded with extra fuel capacity. There's also a

the bottle is collected, all energy is replenished.

A chest is found on level seven — it's on the way with a massive chest and some dimes in the background. Keep shooting the boss hole (which is two holes to the right of the map) at the top of the screen. There's also a red bottle, located on the way with the red exit. Just keep shooting along the ground like you did on level three.

ACTION FIGHTER (Sega)

Yes, more console fun! These were sent in by Phil Marlowe of Poynton, Cheshire. On level one, collect A, B,

picked up a ground-to-air missile, change into a Porsche and back. You shoot forward and the chopper flies off for some mysterious reason. This works even if you haven't got the first four extra weapons.

When you're in the air, flip the jet as a normal auto "let up." Try and keep the missiles from the ground sector, or put them up as soon as possible — you need them for the helicopters. Keep to the left or right of tanks. When you get three suits, take your time and spend most of the time dodging their missiles. Try and hit each suit in turn,

STUNT BIKE SIMULATOR (Code Masters)

If you're an Amateur owner, try out this **Stunt** game from David Baker of Bromley, Kent. Just press A, B and D keys together during the game to slip to the next level.

BIOMIC COMMANDO (GGI)

Apparently the GGI version has a little bug. When you have a powerful weapon, reload the game and the weapon will be retained for the next game! Thank you very much to William de Saumarez of Gurnessey for that.

SHINOBU (Sega)

Brian Scott of London was very quick to find this cheat mode for Sega's new martial arts game. On the title screen push the controller diagonally up and right and press the button number two and you'll be able to enter which screen you'd like to tackle.

BIKE TYSON'S PUNCH-OUT (Nintendo)

Further to the Mean Machines file last month, if you want to tackle a new order of boxes, just enter 136 780 4880 as the pass key and hold down enter and the A and B buttons simultaneously and Mac is pointed to "Another Round".

RAD RACER (Nintendo)

Nintendo's new race game arrived just a little too late for review, but if you've already got it, you might be interested in this cheat. Start the game by choosing a car, and get a demonstration screen. Next, increase the tachometer reading by pushing the B button. Now push the start button while also pressing the control pad diagonally up and right and push the B button. This increases the indicator by two. The first one and two represent course one and two, and the next four numbers mean course two. If you set the indicator at the maximum 95, you start on course eight. Using this method, and with a little experimentation you can start on any course you like.

Apparently the final screen has a surprise — use the Mathematica trick to see it, but you need to pass the B button at least 60 times!

ROAD RUNNER (GGI Gami)

Free-as-mundo! John Maguire is here yet again with a simple "I" entry-level CGA **PORE**. Just load the game, open the computer and enter PORE 43241, 35 (RETURN) and



1. Fantasy Zone II.

A, C, D, E and F as soon as possible. If you take the choice of entering the GGGA truck and collecting a letter, go for the truck. The extra weapons should make it a lot easier to collect the letters. As soon as you collect A, B, C and D you are able to knock motorcycles off the road, but don't try it with cars and ambulances. Keep an eye out for road signs warning of impending forks and sharp corners. To get rid of the helicopter if you haven't

rather than take them out one by one. The reason for this is that the jet sits on the screen moves up and down as well as moving left and right, making it very difficult to score three hits on it.

On later missions the tanks fire in all directions, so watch the ground as well as the air, and bomb the tanks when you get the chance. The **stunt**'s missiles are pretty easy to avoid if you don't fly too far forward.



2. Road Runner.

hidden ship.

Level three has a surprise. Find the red wasp, then go to a shop and buy a laser from them. Go to the part of the landscape where the background is made up of diamond-shaped stones and position yourself at the bottom left of the screen and shoot. A clock appears and you're awarded an extra ten seconds when you confront the end-of-level guardian.

There's a blue bottle on level four. It's on the way with a load of straight edges and fences, just above the floor to the left of the wasp hole near the top of the screen. When

Play Masters

restart the game with SYG 4129 (RETURN). Now you have an infinite supply of lives to make Mr. E. Cooch's life a complete and utter misery.

KONAMI'S ARCADE COLLECTION (Arcade)

A trio of POKEs for those of the games on this excellent CD-ROM compilation.

For *Don Horse* (arc), reset and enter POKE 3088, 181 (RETURN), POLLOMGO by SYG 2178 (RETURN) and any unlimited lives are there, there, there and there for your pleasure and enjoyment. The ever-so-chappy Jai-A-Bonak is similarly POKEd into submission by loading the game, resetting the computer and typing POKE 52050, 174-POKE 52067, 174 (RETURN) followed by SYG 5200 (RETURN). Finally, *Konami's* is made infinitely easier by resetting the machine and entering POKE 8875, 199 (RETURN) and SYG 5288 (RETURN). Cheers once again to John Maguire from Dublin.

LADDER BOSS (Target Games)

Colin and Gavin Young have supplied some very comprehensive tips for this steady-state Spectrum game. Go and look 'em!

QUICK TIPS

- Always leave your men on opportunity fire.
- The Mirror's autogun is the best all-round weapon.
- If a disc remains open it means that there is a man (i.e. an operative) in it.
- On level three (The Mine), examine all the dead operatives when you kill them. You'll find that one is carrying a Video Key (normally the one near the video room). Take this to the room which contains the video console and insert it into the VCR-screen. This activates the video cameras in the mine and allows you to see the operatives when you switch the scanner mode.
- On the lower skill levels buy the Rocket Launcher, the explosion from this is awesome.
- The price of weapons on each level does not vary, so you can calculate how many credits to spend on armour before you have enough money left for your weapons.
- Don't go on a spending spree if you have money left. Carrying too much reduces the available action points to a min.
- Take your time, you have plenty of time. Explore the area carefully and ALWAYS leave your men on autofire.
- Use a couple of men to guard the rest of your squad.
- On higher levels always scavenge the dead operatives

for weapons, they always seem to carry valuable ammunition.

WEAPONS LIST

Heavy Laser: powerful, with loads of ammo, but heavy and drains your men, reducing their action points.

Mirror's Auto-gun: best all-round weapon, powerful and accurate.

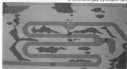
Mirror's Auto-gun: the best "budget" gun, but lacks the accuracy of the Mirror's Auto-gun.

1500 Gas-gun: not very powerful or accurate, a

Rocket Launcher: a luxury for the early levels. Power is awesome, but lacks ammunition and has a nasty habit of blowing up the user if he is too near.

ROOM-BY-ROOM ASSAULT

The bottom-left is probably the best place to deploy your men. Split your squad into two for the best effect. Move your men towards the central area with the most databank/analaysers. If a disc is open it usually means that an operative is in it. Oil drums and gas cylinders can



▲ Wood-Lover, Wood-Gunner... disappointment.

Sniper Rifle: lacks autofire, but is cheap, powerful and the most accurate.

Mirror's Pistol: has autofire, but lacks any power, a bit of a turkey.

Sapper: very good for close combat, if you ever get it! **APSS Grenade:** good for blowing up operatives who are waiting on autofire around a corner. CAUTION get out of its field and ALWAYS remember to prime it before throwing it!

be shot at to give a nice explosion and usually a chain reaction. Be careful, an operative does not blow one up next to you.

SCENARIO TIPS THE ASSASSIN

On the first skill level you can equip your men with Rocket Launchers and blow up the house. (and Sheriff Pagnie) without even entering the building! On later levels better progress can be made if you split your squad into two parts, one at each end, and explode the building carefully. You will find that the dricks usually keep some pattern but this is not always the case. When you find Sheriff concentrate your fire on him because once he is dead the game is over.

RESCUE FROM THE MINE

Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it. Don't make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try and get the video key as this will allow you to ambush the enemy.



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16 MILLINGTON ROAD, SOUTH WIMBORNE, DORSET BH15 2JF
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LAST

Welcome to part two of our epic Last Ninja 2 map. If the Gods are with us you may actually be able to buy the game itself by the time you read this!

Here we go through the last three loads (load seven being merely the end of load six which programmer John Teridly couldn't fit on) thanks to Mark, Stan and John at System 3.



Wind your way through the boxes to exit at the right of the screen.

Climb the ladder and walk back into the last screen where you should collect the credit card.

Walk along the catwalk to the door at the far end. Here you should enter the room, defeat its guardian, and collect the fixed out of the dog bowl on the right (Kewright).

Wind back along the catwalk and down the ladder again (if you jump off or try to climb the ladder while holding something you die - so don't!).

START



Walk through these screens on ground level, but be sure to jump over the trolley tracks or you will be crushed!

Jump these trolley tracks (they are electrified) and exit the area via tumbourge on the floor to the left.

LEVEL 4

One of the fastest bits of the game, only one route works through the boxes, and it matters not only which ones you use but also where on each you stand before the jump.

There are two routes you can take once inside the lab. First walk diagonally left, then turn round the corner to dip the fixed you have collected in the box of dope (near the back wall).

Now go back toward the start, and walk right into the rooms the panther. Feed it the drugged meat, and you can exit to loaded through the doors. Use the credit card from the start of level to open it.

LEVEL 5

FINISH

Go left jumping the gap (check out Superman in the sky!) and make your way to the next ladder. Climb to the next end... leap onto the ladder dangling from the helicopter to escape!



The fan will blow you off the ledge. Don't try to jump as efforts you can't fly, but stand by the wall next to it, and by walking off an angle into it, both you should be able to get past before you get blown off the edge. Don't climb the ladder, but go through the grating.

You end up in the lift shaft, where you should climb the ladder, and go through to the airway. Don't bother picking up a gun (Rings don't use them, unless you!) but go through the door to the left.

Go through this door to get into the first office. Operate the computer terminal on the right hand side to access a password you will need later on. It is not stored, so write it down!



START

At the end of the blue corridor is an open area with two doors — not shown. The one on the right leads to the red office, but this is a totally pointless roomy because there is nothing there. Go through the secret door and you get to the paneled study. Move the pen on the desk top right, and a secret door opens in the wall.



FINISH



ULTIMA 2

START



LAST MMYA 2

You must drop from the helicopter at exactly the right moment so that you land in the forest behind the castle. Now jump onto the again hooded figure. Make the hooded figure skip over the first level, then the chimney, and finally down the straight on the second screen.

LEVEL 6



Don't go down the stairs, because you will hit the missed light and the alarm will make all the guards much more vicious.



Go down through the first door and the second door. You will see a red light - you will see it only by the without the rope.



You land in the middle of the landing. Going through the second door near the stairs takes you into the bedrooms where you can take the balcony (rope) hanging near the bed.



You exit in the kitchen. But into the hallway that through the other door into the library where you can turn the alarm off of the palace on the far wall. You can now go back up the stairs safely (through you don't need to).



There is another doorway hidden behind the patterned plants. Go through it and you end up in the "city".



This is the very end of the game - on two screens - but we'll leave it to mystery as to whether there is light and what you have to do... don't panic!

LEVEL 7



FINISH

Go out through the door on the far right. It first turns on the lights of the room above the door.

If you hit turned the lights on it will look as the top picture, if you look it will be dark like the bottom picture. Repeat the same steps until you reach the lobby. Making the plants on the far door to get past.

Play Masters

Starglider 11

Use the maps provided to help you get around. Here is a rundown of the planets and moons.

SOLAR: Red and yellow in colour, this is the sun. Don't go near!

DANTE: Red in colour, this is the first planet of the system. And the hottest.

VEGA: This is blue, and is the second planet of the system.

APOGEE: This is grey and is the third planet of the system. The laser begins the game here. It has a tunnel system (see maps). It has two moons.

ENOS: This is dark grey, and pretty dull.

CASTRON: This is also grey, and has its own tunnel system (see maps). Bouncing bombs are in this depot.

BROADWAY: This is the gas giant, and is bright red in colour. Don't go near it if it has seven moons.

BROADWAY: As with the rest of Milkyway's moons, it is dark red. It has a tunnel system.

APEX: The second moon.

EPHRO: The third moon.

QUESTA: The fourth moon.

WESTMORE: The fifth moon.

STRAPPE: The sixth moon.

RECKPINE: The last of Milkyway's moons.

ALDOO: This is the last planet in the system. It is light blue.

S-BETA: This is the lone moon of Astos. It is dark blue. The space station is in geosynchronous orbit around it.

General Tips

Use the 'Pausing with Help' option on the title screen to get yourself acquainted with the different objects you will meet.

Re-energise by flying along power lines (trying not to crash into them), or, preferably, by flying out into space and space-hopping asteroid fields. Tractor-beam



an asteroid, and keep it in range of the laser, and you will energise. If it blows up before you are completely recharged, find another one, and do the same to that one. DON'T collect the asteroids to energise off them later, as they explode if they are pilfered.

Don't get too close to things that you are attacking, as when they blow up and have a habit of throwing strapons into your shields.

Take notes of which moon of Milkyway is having a projector base built on as the messages come in.

The Mission

Follow the tunnel down on Apogee until you reach the depot. They ask you if you want them to build you a personalised neutron bomb, which, of course, you say yes to. They then ask you to collect the ingredients needed for this (see following chart). Fly back out and collect the needed things from the planets/moons/space by tractor-beaming it, then collecting it. (BROADWAY) The laser can only hold two or three objects at a time, so often you have collected your maximum, return to the Apogee depot, and refuel them there. Try and get the Prof first, as he can be getting

how to get the laser's pilot rough for them, please let me know! With these, you must destroy the projector bases being built on the moons of Milkyway (only bouncing bombs will do it). This gives you enough time to collect all of the needed parts for the bomb.

Eventually though, all of the projector bases will have been built, and work begins on the space station. Luckily, by this time, you should have the neutron bomb ready (what do you mean you haven't? so use the missiles and a few blasts of your laser to dispose of the mini-centrals protecting the station, then go and collect old Mr Neutron. That's it, simply enter your ship, and fly to the space station. Polish off any remaining mini-centrals, then destroy the station itself with the neutron bomb.

All that remains for you to do now is to congratulate yourself... and do it all over again, with less time before work begins on the space station!

Items asked you to collect...

- A case of nuclear fuel - The last planet will provide this.
- A lump of mineral rock - The moon of the last planet.
- A crate of catwalkers - Blow up a few pirates!
- A cask of vitamin wine - Blow up a few more pirates!
- An Nippon mini-rocket - Same place as bouncing bombs.

An asteroid - In space, so one can hear you get there!

A fat diamond - On the second planet.

A cluster of modules - On the hottest planet.

Professor Hatten Tupper - Bouncing rubber on Broadway.

Of course, some things can be found elsewhere!

APOGEE	BROADWAY	CASTRON
NEUTRON BOMB In at 83-34 Turn Left Turn back up right tube Turn Left	MISSILES In at 78-92 Turn Right	BOUNCING BOMBS In at 73-38 Turn Left Turn Right

OPERATION WOLF

COMPO

Operation Wolf is a wicked sort of game, everyone knows that. Read between the lines of the C+VG Christmas Crackers booklet and you'll work out that most of the staff are confident it'll be THE number one this Christmas. We couldn't fit another competition into the book, so we've got one over here in the bulk of the magazine instead.

Besides all the various men you have to send to meet their maker, there are a fair number of helicopters, armoured cars and ships you have to blow sky high. And tanks, plenty of tanks.

Ocean have provided us with a bunch of top notch Tamiya model kits of tanks and stuff from throughout the ages, and we're giving ten away (Julian is kicking the rest). We're a



4. American (Tiger) and British (Challenger) tank of our giveaway.



5. A couple of Op. Wolf style armoured cars.

modern British Challenger, a World War II Tiger tank, a Leopard tank ... and loads more. Each is made of genuine plastic, comes complete with all the transfers etc you'll need, and is worth around fifteen quid. Tamiya are generally reckoned to be the best of the plastic model kit manufacturers (though no doubt Airfix etc would disagree) so you can't say that your pals C+VG don't treat you right! Send your entries to this address within the next few weeks for a chance: Operation Wolf Compo, C+VG, Penny Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address.....

1) What was the name of the operation to invade Sicily in WWII:

- a) Operation Ferret
- b) Operation Husky
- c) Operation Whitebeast

2) What was the operation to evacuate the British Expeditionary Force in 1940 from Europe called:

- a) Operation Thunderblade
- b) Operation Dynamo
- c) Operation Budge

3) What was the name of the Allied operation to retake Europe which began with D-day:

- a) Operation Overlord
- b) Operation Overkill
- c) Operation Overy,

Sky Slip

SOFTWARE

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Fight through the crazy traps to rescue a missing young boy and save King Nana. Available for Spectrum £19.95 (US \$29.95), Amstrad £14.95 (US \$24.95), Amstrad £9.95 (US \$14.95), Commodore £9.95 (US \$14.95).



THE LOST LEGACY OF XIM

The first in a series of adventures starring our hero, demagogue Rick Sparo. In his first mission he rescues a stolen diamond, uncovers a plot and solves the mystery of Xim. Available for Amstrad £19.95 (US \$29.95), Commodore £9.95 (US \$14.95), Spectrum £9.95 (US \$14.95).

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You have been transported to the land of Elpinton for an adventure in a place of magic and mystery. A new sort of magic adventure that has Spectrum £9.95 (US \$14.95), £11.95 (US \$17.95). Available for Amstrad and CD.



A SIMPLE CASE OF ESPIONAGE

The second adventure starring our hero, demagogue Rick Sparo in what should not be another obvious case for Sparo as anything but. Available for Amstrad £19.95 (US \$29.95), Spectrum £9.95 (US \$14.95), £11.95 (US \$17.95).

BOUNCE

Watch adventure on the screen (and on your top) as you try to collect the crystals of Bounce. You make a special team to make the game transport them out of control. Available for £14.95 (US \$24.95), Spectrum £9.95 (US \$14.95), £11.95 (US \$17.95), £14.95 (US \$24.95). Amstrad £9.95 (US \$14.95), £11.95 (US \$17.95).



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Fight your way through your own city in the Big Screen Hero. Hollywood, film and fantasy. Available for Amstrad £14.95 (US \$24.95), £11.95 (US \$17.95). Other formats available soon.



SOLAR WARRIOR

The only hero left for mankind is the hands of you, the only remaining Solar Warrior. You must defend Earth's supplies from its enemy and on the surface of our amazing territories. Available for Amstrad £19.95 (US \$29.95), Commodore £9.95 (US \$14.95), Spectrum £9.95 (US \$14.95), £11.95 (US \$17.95).

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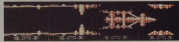
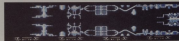
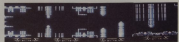
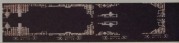
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ARMALYTE

Printed on the following pages are levels one, two, three and five of Armalyte, Thalamus' brilliant new C64 shoot 'em up. We didn't think it was worth including

level four - it hasn't got any scenery! The rest of the levels will be printed next month. What do you mean you haven't got Armalyte yet?



LEVEL 2



ARMALYTE

Play Masters



ROBBERY
 Being an agile and clever thief has triggered a serious 24-hour drive to fix cars and more during ROBBERY. With its variety of vehicle guards and fabulous treasures, you'll have been provided the program for the criminal fraternity. Merit your resources why!
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 It's exciting gambling with Jane & Gloria.
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Mailbag

Perhaps we've been a touch mean in the past. As from now, the best letter to Mailbag each month wins a brand spanking new C + VG T-shirt! So now, we're not even quite sure what they look like yet! So now you're no excuse, get writing to: Mailbag, Computer and Video Games, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AU.

• That Tony Dillon is getting almost as bad as Tony T. always - is it only coincidence that their names are so similar, and that they've each won this review of yours. At least Dillon doesn't write nasty personal stuff in capitals yes, but he's getting like me, and his so-called letters are useless.

• On the plus side, the mag is looking pretty good these days. I'd be most especially ignored, given that this site often all the mag have the same game on the cover some months! I'm beginning to get really bored with these "CG" magazine style so-called computer games. You know, where the theme of the magazine is made out of a whole bunch of screen shots and looks like a dog has been sick all over it. Nothing with a bit of artwork was definitely the right idea, even if the illustrations are a bit nippy some months. The guy who did Xenon and Roadblazers is especially great. Let's have more!

• How you at the show, even if your stand was a bit little and stuck around a corner and really crowded. This year's I think looked ace - really unusual - though you couldn't tell they were really about computer games. Mind getting up the good work, mate-beaver (Haddock)!

• Software companies have been quite a lot of stick lately concerning their advertising methods in juvenile games. I am of course referring to the remaining use of semi-nude page three girls (and boy) and being let out over bars about the joys and joys of girls advertising, including the obscene cartoon that Maria Whitaker and Sam Fox are both professional models

because you can't see their ribs, while Carrie Russell can't be because she's too "naturally thin"?)

Yours sincerely,
 Stuart Neil Mansly
 P.S. Is there going to be another large poster of Melissa Rivers - Kame!

Editor's reply: No.

• Hello Peeper! I am writing this letter because I am wondering when the new Nintendo games arrive because if they don't come to 'big' soon, I am going to put the Nintendo manual of leg on a toilet brush, and throw the prop into a Sega factory to show him how well they do. This will get the legs with the tiny-winky-pinky lot of eyes I may get for the white and grey legs with three over size cards which are a load of shite. So if all the good games arrive 'CG' the above will not happen...
 Luke Drummond
 Pangbourne, Berks

Editor's reply: Get your Harry Enfield character a bit mixed up at the end there!

LETTER OF THE MONTH

• Had just well over lapped this 1.5 billion of plastic bags, nappies or nappies, otherwise known as the 'junkies' contingent of the C + VG association club.

I write to coincide that this year you have managed to finish my attempts at collecting the grand C + VG membership so beautifully presented at last year's PCW Show. Is there a new database system integrated into the C + VG stand - an S.E.P. field annotation, maybe!

Come were the generous hundreds of stickers and lurid yellow plastic bags... oh, well! Well, along whatever magazine usage into my scheme (that

moving the stand when I wasn't looking). I still made it to the C + VG stand eventually, staggering over on weakened knees after disembarking from the helicopter simulator (and, it was no use hiding, I spotted you from the air, sporting my label!) I survived the Microcomputer/Smith experience! (and, on my last leg, I struggled to kiss my watery eyes for what seemed like an eternity. Then, suddenly, I was awarded with a vision of the famous Mr. Eugene Lacey, graciously modelling the oh-so-chic "Thinking good read" T-shirt, nigh-like in his elegance. My prayers have been answered...)

Right, now that's out of the way, let's get down to business. As always, the Adventure column goes from strength to strength, and as for the reviews, impeccable taste as usual - thanks for all the ST games covered. You seem to have got out of that habit of printing on a dark background, so as far as I can see, this time there are no complaints. The cover of the Oct '88 issue is the best of all... Keep up the excellent work.

Sophia Chan
Kensington

Editor's reply: Are you sure you were really at the show? Mr DED have carrier bags stuffed white ones and as for Eugene being nigh-like...!

SBI, hope you like the new look ACM.

Warden of Monsters! In the July 1988 issue you actually mention Apple II computers 14888 times. I honestly had begun to think that the British thought that the only computers made by Apple were MacIntoshes, so I am glad that you proved me wrong (or was it an error?)

Seriously though, it is about -

time that the Apple II got a mention, when you consider that a lot of the games coming from America are often initially released on Apple II format. It annoys me that the Apple does not seem to have gained the acceptance in Great Britain which it enjoys in the United States and Australia. Try using "Mean III" golf simulator on an Apple II GDS, and then forget about your Commodores and Amibs.
John Thornley
New South Wales
Australia

• I was recently looking through some old C + VGs when I came across a feature on how to "Make your cash last" (Nov 1986 issue). As I read this section I decided it would be interesting, though difficult to make one. Now the point of this letter: could you please tell me where it could exist later, and how much it would cost me. Thanks. I'd like to end my letter with a joke, but I haven't got one.
Giles Peony
Arbury Hall
H. Abbotsley

Editor's reply: I'm afraid the joke is that there aren't any later shops in Bury Hill. Have you considered plasticine?

• Mr and Mrs Hines (well, I actually have had a wicked idea for the mag. How about a section where all the millions of letters you can send in their own programs to you, and you review them, give them marks and if a reader would like to buy it they can write to you and pass the order into the maker. Simple huh?

Your admirably
M.D. 1188 8 87 WOMON
0202/010002

P.S. If you use my idea don't give machine code games a

Mailbag

so good. For something that inches square, it certainly is powerful.

Paul Tavelle
Kilby, Minnesota

Editor's reply: As you may be starting to notice, big things are happening with *Mean Machines*. You can expect it to be bigger and have many new features... other than that, it's a case of waiting and seeing.

higher made just because basic games come from our black graphics.

P.P.S. Had I've beaten Exolon, P.P.S. How about this then I've made Operation Wolf and Out Run in basic.

P.P.P.S. I've made Asterix too as well.

P.P.P.P.S. Let's have more on Asterix too.

P.P.P.P.P.S. I'd better go now I'm getting boring.

Editor's reply: You must be joking - we're overwhelmed enough as it is!

■ Thank you for your fantastic magazine. It's much better than its German copy "AM", although reading (and especially writing) in English is not that easy for me.

But the reason for my letter is something else. Where in God's name is your new mag, "The Clear"? I waited for issue One, but it didn't arrive at my local dealer. I'm not willing to miss issue two, so if you don't want me to do a little "I can't see you" on Faringdon Lane (I'll send *The Clear to Germany* as fast as possible. It's sent on you, Anthony Abbott Astbury

Editor's reply: We've had a number of letters on this. Write to the Subscriptions Dept at the address on the contents page. A European subscription costs £30.00 and for the rest of the world it is \$42.00 surface mail (\$75.00 air mail.

■ Congratulations on having such gorgeous girls working for you! I was quite happy to stay and stare at your starry old clay and admire the assortment of luscious ladies rather than walk around the rest of the show.

Got a job. I can't see my hand to attend anything, honest.

George Maib
Clackton-on-Sea

P3. Who is the holding for me?

Editor's reply: Andrea and Lora say you're gorgeous too, George.

■ I would like to know if I am the only person who has noticed the almost uncanny resemblance between Matt Bentley and ultra-govvy pop person Rick Gossely!

Are they in any way related to each other or is it just a very spooky likeness? Could you please print a picture of the two banks side by side. It would make my day (even world!)
Florida Shavers
London



■ Matt Bentley.

I'm not one to complain, but I read *Mean Machines* in C+VC October and I suddenly felt an urge to grab a pen and a piece of paper and write away. For a start, the column should be a lot longer as more and more people are buying consoles. I understand it is hard to get hold of games in reviews but surely *Mean Machines* doesn't have to be all reviews. You could have a console games chart, letters or even a competition. Anyway, in October I thoroughly enjoyed reading it,

but when I looked at the covers shots... the captions were under the wrong pictures, or at least I looked that way. Inside's better one so much as I am the proud owner of a Nintendo, but my brother was bothered - he has a Sega. I liked the P.C. Empire bit. These machines look really ace judging by the two page review of it in the May issue. No slip ups either? You didn't need to write anything under the 12 inch shot, as even an idiot could work out that it was baseball? - the graphics are

■ What a lovely girl!
I think you lot are tip off every time.

Every month there is a competition to win some marvellous prizes - like a trip to Disneyland or a day out in a Ferrari - but you never read about the winners, or see their names in the magazine.

Do these prizes really exist or do you just make them up to make people buy your magazine?

Mike Hunt
Reading

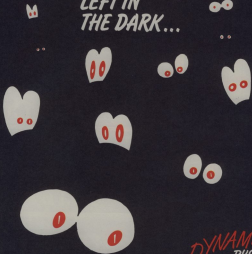
Editor's reply: So you want pool. OK next month we will show you pictures of a C+VC reader in Disneyland and a C+VC reader being chauffeured to school in a Ferrari.

I was wondering about an advertisement for a magazine called "The Clear". I have seen it in your magazine and would like to buy it, but cannot find it anywhere. Can you tell me about it and where to get hold of it?

Steve Austin,
Ayleson.

Editor's reply: Steve! We've had a lot of letters on this.

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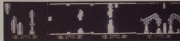
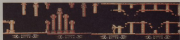
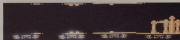
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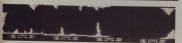
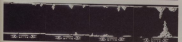
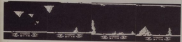


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ARMALYTE



LEVEL 5



ARMALYTE

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 by playing BY FAIR MEANS OR FOUL



AMIRAL CPC

A Fair Punch

BIG MUG

The Fair Side of Foul Moves

COMBODORE M

Coponents Footing

SPECTRUM

A Foul Move

BECOME THE WORLD CHAMPION - BY FAIR MEANS OR FOUL

A realistic boxing simulation, you can't even cheat... if the refs not looking!

You're behind on points and time is running out. The ref looks fast asleep. A subtle head butt and a fly punch below the belt and your opponent is toppling over! But wait a minute, his knee strikes your groin and you "foul" knock the crowd and your opponent is disqualified.

You've won, but in the near championship contest you meet a boxer who knows more dirty moves than you. He uses skill and cunning, lightning responses and deadly strategy. How do you get what it takes to become the World Champion - By Fair Means or Foul?

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ARCADE ACTION

THE LONDON REPORT

If you're ever in London, and have time to kill, why not visit some arcades.

Julian Rignall reports one where you can find the best ones. If you think your town or resort deserves a mention in C+VG's arcade report, write in enclosing details of all the arcades in your area, and a map if possible to C+VG Arcade Report, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If your report gets printed, you'll win a fabulous C+VG T-shirt.

If you want to find the latest video games, London is a pretty good place to be.

Central Amusements at the top of Tottenham Court Road is the leading site of Electronic Arts' biggest arcade machine suppliers. The arcade is quite small, but at the back you'll find a selection of the latest new titles around. The stock varies from week to week, the latest selection includes Cabal, Dragon Ninja, Assault, Soccer Adventure, Chess HQ, Volleyball and Superman. Games are

relatively cheap for London — mostly 20p or less compared with 30-50p in most other arcades. Definitely the place to go first.

Further down the road, at Oxford Street, is the London Leisure Centre. This massive arcade has recently been refurbished, and has an enormous selection of games, as well as a plethora of fruit machines. New games include Galactic Force, Blastball, Cabal, Galaga 88, Assault, Mindblaster, Vulcan Venture, Robots, Dragon Ninja and Superman



4. Possibly. Circus in the wild West End.

ARCADE ACTION

to name but a few. There's also a good range of titles, including *Flying Shark*, *Top Speed*, *R-Type*, *Salamander*, *Mammoth*, and *Motoroids* of all things.

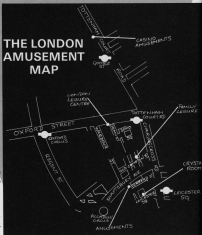
Head towards Shaftesbury Avenue, and you'll go past Family Leisure in Old Compton Street, and Lee Yagis.

Family Leisure is an excellent grade, with all the latest games, but unfortunately you have to pay through the nose, with fewer games costing an enormous 50p a go! However, if you don't care about your budget, this place is great if you want to play the newest titles. Sega's *Power Drift* was tested there a couple of weeks ago, and should have returned by the time you read this, at the moment it's the only one in GB. *Dynasty Duel* is also here, as well as *Assault*, *Dragon Ninja*, *Ninja Spirit*, *POW* and *Chameleon Flag*. There are plenty of classics, including *Mailly's Comet*, *Out Run*, *R-Type*, *Fighting Soccer*, *Operation Wolf* and *Pole Position*. The stock varies from week to week, so if you visit, you could be in for some surprises!

Lee Yagis used to be a personal favourite, but in the last couple of years they've got further and further behind. If you want to play old games like *Ballista*, *Kicker*, *Star Wars*, *TX-1*, *Pole Position*, *Colorians*, *Spring 3*, *Robot Jack*, *Centipede*, *Nemesis* and the like, this place is ideal, especially as they're all 20p a shot, but there are hardly any new titles.

Between Shaftesbury Avenue and Leicester Square is the Amusement, found in the corner of Chinatown. It has a varied and up-to-date selection of games, and although not as quick on *Capcom*, or *Family Leisure*, it's still worth a visit. Stock inevitably changes, but at the last visit there was *Bubble Bobble*, *Top Speed*, *Colt*, *Operation Wolf*, *P-47* and

THE LONDON AMUSEMENT MAP



■ If a definitive guide to London's Supermarket (amongst others).

Just off Leicester Square is Crystal Rooms, another arcade that was good a few years ago, but now isn't so hot. It's usually very crowded, and boasts only a few new titles. There are plenty of old ones, but overall it's a bit of a disappointment when compared with other arcades in the area.

There are other arcades dotted around central London, but most are coin machine based, and offer a

more limited selection of titles — the best bet is to check out the most listed above.

The West End is definitely hot — but not the beginning and end of arcade game playing in London.

There are also two arcades to be found in Finsbury — near the Wilbury in the High Street, near St King's Cross, one in Colman High Street, one in Colman Road (the late Letters Arcade), White Chapel High Street, and Whitehorse — plus a

variety of London pubs particularly recommended is the Crown and Anchor in Stave Lane where some other than the standard edition of C+WD used to pull pins.

You will find that some of these tend to get hot new games on first as the new West End ones we name, but the sheer volume of happy hours can't be finished there — and quite inexpensively too. At least by comparison, there is of course the local chippy/kebab/boozery.

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In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.

Level Two sees you controlling Chewbacca's Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon.

Fight off E.E. Fighters, survive the lethal tube.

Blow the reactor and turn around from the exploding Death Star.

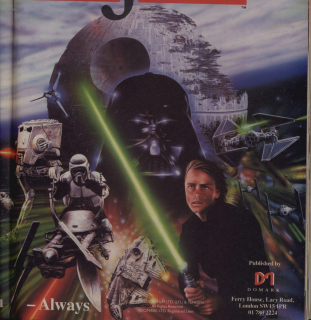


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Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
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ARCADE ACTION



Welcome to Britain's arcade highscore table, where experts vie for the top positions on the records tables. If you're a nifty player, why don't you send in your scores and tips to **C + VG Arcade Highscores**, Priory Court, 30-32 Ferrington Lane, London EC1R 3AU.

BUBBLE BOBBLE

A group of oval arcade geeks in Letchworth found this brilliant tip for Taito's classic game. How they found it, nobody knows — but it's incredibly useful. When the

Bubble Bobble title screen appears, quickly move player one's joystick left, press the jump button, move player one's joystick left again, press the one-player button, joystick left again, press fire, joystick left yet again, and finally press the one-player button. If you do this before the title screen goes off, a POW! UP message appears at the bottom of the screen. When a game is started, Bob is endowed with speed-up and bubble-up, making the game somewhat easier. Better still, when he dies, all the features are restored, making the odds a little more even.



4 All action in Vindicators.

VINDICATORS

If you're playing a two-player game, always let the first to reach the exit. Always accumulate as many points as possible — at the end of the level, points accumulated are converted to fuel — so the higher the score, the more fuel is awarded.

If you're on your own, and start get the hard level, spend your stars wisely. The best combination is 15 stars on shot power, five on bomb control, six on smart missiles (which never are an after), eight on shields, and twelve on shot range. Maximum shot range is important, since it allows the player to take out gun emplacements while staying out of their range.

Look out in the future for more arcade tips in **C + VG** — it is an arena we have semi-ignored for a while, but enough of you are writing in requesting them that we have rethought our policy.

3 Over the waterfalls.



4 Fast the reaction.



4 White water fun.

TOOBIN'

This is a useful tip for expert players — or those with money to burn. If a player gets to stage four, send a second player join in the action, he'll awarded a 1,000,000 starting bonus.



4 Discover you won't see above your local arcades.

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ARCADE ACTION

ARCADE SHOW ROUND-UP

Preview time for some round-up again and in early October I went to look at what's going to be the new major coin-op for 1989. The show, held in London, gives a taste of what we can expect to see hitting the arcades later on next year.

The hot couple of shows have been really exciting with likes of *Chameleon*, *Chameleon*, *Wolf and Wolf* in them making their debuts. This year there was very little of interest either in the big game stakes or in the bread and butter range.

Other than *Power Shift* and *RedoCop*, there were only a few other games that were worth playing. All the other games we have already looked at - *Taiko's excellent Chase FGL* and so on.

level monsters which are a poor imitation of those in *A-Type*.

The graphics are lovely shades of pastel which make them very difficult to differentiate close up, the game looks far more impressive when viewed from a distance.

Thunder Cross is also very difficult. The game is very fast, only for skill and quick reflexes and concentrating even one level is tedious. There are however, for the serious play facility. The game is nicely put together for if you want to go for this type, play one of the classics.

Remember *Midnight Landing*? The huge simulator which gave you a taste of how narrow landing it is to land a 747 in driving rain at the dead of night. Well *Taiko* has just touched its sequel with the original game of *Top Landing*.

is slippery. *Claydy* means you can't see the runway and you're almost on top of it.

On choosing your destination you are told what type of small you're flying, the wind speed and your altitude. The dial round the screen continues to give other vital

your job to catch them and shove them into the back of a Police van. With guns blazing it's not too difficult to get the first couple to surrender. Run up to them and they'll obligingly follow you to the van. The problems start when you run into a wall



SPECIAL POWER UP

Super Weapons—cannot be used without an option and are limited. Fire with option select button.



Macro Laser



Nuke Bomb



Flamethrower

Thundercross

Remotely presented to the industry for the first time *Thunder Cross* which is neither new nor particularly exciting to try but it's very much a result of *Chameleon*, *Hemesis* et al. As you've probably guessed, it's a horizontally scrolling shoot 'em up with a large variety of pick-ups to enhance your ship and weapons systems and a huge range of options depending towards you information.

Need I add that there are the obligatory cannons mounted on both ground and ceiling and you'll have the picture. Other dangers lurk in the blue haze which occurs out of volcanoes and in the end of

In fact, I couldn't get to grips with *Midnight Landing* and without fail managed to end in a crash time and time again. Now *Top Landing* though sophisticated in its presentation isn't as difficult. In this three-act I managed one safe take-off and also landed a trailer at Sydney airport. No more test I can tell you.

At the beginning you're given a choice of eight airports including Rio, Paris and San Francisco, then choice may also be influenced by the weather conditions at each - *climax, slow* or *rainy*. *Rainy* means that vision is obstructed and the runway

Thundercross

information as you start your descent. Messages pop up on screen accompanied by a noise - presumably a warning of traffic control - telling you to turn left or right if you look as if you're wanting off course. The rest is up to you.

As you continue to play the landing game, you'll find wind speed and wind direction changing as well as your starting position. There obviously all have to be taken into account, so you can't rely on repeating your last landing.

Top Landing wouldn't hold my interest for long, but it is a test of skill. I know I wouldn't stand a chance in the real thing, but I did enjoy a quick flight with my feet planted on terra firma.

Remotely, either offering of the show was *Gang Busters* - a cartoon style cops and robbers game starring two robotic policemen with fluorescent pink hair.

This is a one or two player game to apprehend a gang of bank robbers. Having just lost the bank loot, the gang targets the getaway car and each one counter off down the street in a hot foot

Foot hot foot it's after them,

gang of thugs.

If you let any of this gang get too close, or get distracted your captives are more than likely to find their courage, dull you up and escape. So the sooner you get them into the van the better. As you travel through the game the number of robbers increase and your chances of ploughing your way through the lot of them slip away.

Loading extra weapons is always a help and with the extra buffer power it's quite easy to blow most of them into next week. Occasionally the path you have to follow narrows to places where you're easily ambushed. Alternatively, you'll find your way blocked and on the other side are leaders just waiting for you to rip away through.

Keep your eyes on the road holes. These tend to conceal one of the gang who'll pop up, hit a gun at you and just as quickly duck back again.

Luckily there are only two short-range and as they explode in cartoon style, *WCW!* takes up for a moment. Crossing streets is also hazardous. Try not to get

move down by more drivers.

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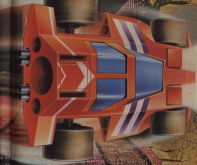
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GIANTS OF THE VIDEO GAMES INDUSTRY



From 1983, the Japanese firm's line of the subject of the most successful video game consoles has led the way in the industry. They are pioneers - producing games for the first time on a console to their credit with their own brand. The development of their titles - from amusing family fun to the most sophisticated and the most violent - could be considered a revolution in the video game industry. The most famous - with the exception of the legend of Super Mario the Italian plumber - have a firm place in the history of the video game industry.

THE ULTIMATE DEVASTATION MACHINE



A

RCADE

Just because you're a copper doesn't mean they'll stop. *Crash Bandicoot* is a nice little game but there's nothing here to get too excited about. Very much a game which will score marks for its speed.

Think God has been emulated in 1945 and 1943. *Scramble Spirit* from Sega could be '1944' and no doubt we'll soon see a 1945 look-a-like.

Scramble Spirit is a vertically scrolling shoot 'em up with a bird's eye view of the game. The idea is that Earth is being invaded by a mysterious enemy and you've got several missions - to intercept the aliens, find their secret base and save the

rockets to take these out. Sooo, you're flying over the sea. Small speed boats beam around leaving firing clouds of shot at you. More aircraft and choppers attack and the screen is full of missiles of one sort or another. Dodging these is very difficult and offers a real challenge.

First comes the enemy aircraft carrier and it's at this point that the game shows itself as something different from the usual Flying Meat shoot 'em ups. Your craft swims into a few feet above the carrier, the better to blast away all the sensors. The graphics undergo a visual change and are upgraded to such an extent that each pixel is

advance base and it's here you'll come across four gigantic armoured tanks which have to be knocked out before you can proceed. Mission three sees you in the enemy's secret base - not much imagination went into the story line.

Scramble Spirit is nothing very new but it is fun and has some nice touches. A challenging game which is definitely worth a spin both.

POWER DRIFT

For a really whacky, stomach churning ride, get into the *Power Drift* and hold onto your breakfast.

Yet another mega-game from Sega, *Power Drift* follows *Out Run*, *After Burner* and *Galaxy Force*. However, it's the more of it's predecessors other than the fact that the cabinet movements are even more exaggerated and are likely to toss you out of the driving seat if you don't stop yourself tightly.

Power Drift is a cartoon style racing game with some lively graphics, a roller coaster course and all of 25 circuits to be raced. Its main feature lies in the track layout. This loops around itself, leaving you bounding over bridges of logs, then swooping on in a variety of strange features being pushed into a tight hair-raising corner. There's lots to think about just keeping your buggy on the track and it's just as well as you can't accelerate and drive into a tree or blow yourself up.

And there's lots of variety, too. There are 10 drivers to choose from and boy are there a nice load. Pinky, Thug, a Mr. T, look-a-like, a city girl and a blonde are just a few of the choices. And they've got characters to match. Just wait till you get them behind the wheel and then all break and wack. Every time Mr. T whizzes past another driver



▲ Giant attack and great

to turn round and shake his fat in them. In fact, he spins more time looking backwards and unthinking than concentrating on what's coming up round the next bend. If it wasn't for the fact that you're in control of the wheel he'd and the race last every time.

The first level has five circuits, each one more tortuous than the last, and as every track the other 11 competitors are harder to beat. You've got to get the bang of the game going quickly if you're to make it to track number 25. And of it a three you're also going to be pretty lucky.

The graphics are excellent - large sprites, fascinating backgrounds and eleven multi-air men competing against you offers a mean challenge. Each lap is fairly short and to move onto the next you have to complete the course in at least this position. The car is very sensitive and it takes a few pounds to get the bang of handling the buggy on the raised log tracks. The car handles worse than when on solid ground and it's a simple matter to lose control. Drive



▲ *Power Drift* - disappointing pace - *Out Run* near from Sega

plotted from an inter-galactic television.

So it's *Scramble Spirit*, *Scramble Spirit* as you speed up into the skies on route to becoming a hero. The game is very fast with masses of firepower and very sensitive controls. Sections of the enemy come in on the top of the screen, take them off out for enemy goals. Extra protection can be found by

two smaller versions of your own craft which riples you firepower. Tanks swim over the ground below sending up and aircraft missiles. Use your

visible. Once you've blown up as much as you can on the carrier your plane takes to the skies once more and a percentage of how much damage you've inflicted is shown. It's quite easy to get into the 90s and your points stack up accordingly.

And of level four each wave has its own, spawning out flaming missiles and lots of shot. As stated you've got to fire at the nerve centre of each monster until it explodes it and this takes some shooting a lot of wasted lives.

Mission two takes you on a trail to find the enemy's

E ACTION



off the edge to end up on the straight below.

Action like this don't help your position rating and the computer helpfully screams "Heavy Up" on each occasion. Not that it does you a lot of good, but at least the next time you travel that stretch of road you should know where you went wrong.

The screen is well laid out with the main view being like that of *Out Run* — the back of your car racing round a track which unfolds and unfolds before you. To see more is a map of the circuit and ranged across the top of the screen are the megabucks of your competitors telling you what your position is in relation to them.

Power Drift is made by the cabinet which has the fastest movement I've yet to see on a

cabin-op. The cabinet really throws you left and right simulating the movements of your car. The game itself can get repetitive and once you've got the hang of the controls it shouldn't be too difficult to drive a fair way into the game. I played the deluxe version and imagine that the ordinary upright wouldn't be nearly so exciting. At a quid a go, it's a fairly expensive way of wasting the needles but nevertheless it's one game you've just got to give a whirl.

ROBOCOP

We have the technology — we can rebuild him. And that's basically what

happened in *RoboCop*.

Dora East has done an excellent job on *RoboCop* which, in fact, is the follow up to the successful *Dragon Ninja*. Spidee large graphics, some style graphics and a hero who charges round annihilating everything which comes into weapon range.

You've probably all seen the film starring the cop who kills loads of the gangsters and gets blown to bits. Then came the high-tech guys who put him back together again, shove him into an armour plated suit and let him loose on the city's gangsters.

The games is strutting itself 'em up, though you'll have to be quick on the trigger if you're to survive the onslaught of flying bullets, grenades and the like. You start off in a dingy back street, tatty wireframe doors cling to the doorjamb, windows are cracked and broken and huge pooping crates litter the area. The streets are quiet as you stroll past the garages. Suddenly a group of gangsters bursts out at a clearway guns blazing. RoboCop groans for his shooter in a grinding slow-motion action which comes straight out of the film. But from then on, there's nothing hesitant about his intentions.

He just blows away. The gangsters are powerless, fired into the air by the stream of bullets and die on ignoble death. More stream in to attack. Guys appear on the windows spraying bullets wildly down at you. Being a cyborg, there's no way you can dodge them off, only speed and accurate shooting will get you out of this mess. Everytime you're hit, RoboCop flicks and his endurance slides down a notch. But it takes a lot to put a good robot down.

Crates, strewn around, create impossible obstacles. The only way to pass them is to blast them. Occasionally one will conceal a weapon, blast the crate and pick it up. You'll be well rewarded with



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ARCADE ACTION

now, it's up to you to break all your high score records.

And like all good games there's got to be an end of level bonus to make your last stand on end. Oh level one, which is fairly easy, it's a run level of things. Break the veto to stop it and when the doors of the back open to spill out a gang of thugs, hit them where it hurts. Some will take more punishment than others and they are the ones carrying rocket launchers. When the last is dead the score ends with a telling message from the omniscient hero, "Thank you for your co-operation." He's not a man of many words and expects these thanks in a grateful tone at the end of each level.

If you've done well in the scoring stakes you can go on to a bonus stage which is like a cross between Operation Wolf and Disc of Fire. You control here cross wires on the horizontal and vertical axes which can be moved up and down and left to right. Where these lines cross is where your missiles will hit. Move using the cross-bar to rest on the objects which are being

dropped on you from the flyish knock out the higher the score. A nice touch this, and one which requires quite a bit of co-ordination.

Next is a quarter through a breaker yard. The background graphics are superb in every detail. Breaker down cars are jacked high, the breaker's crushing machine is a deadly obstacle and the horde of gangsters are as thick as before, though this time more cunning.

Make sure you don't get

▼ Spooky home version looks good!



▼ Film that spawned a million spin-offs.



▲ Don't let it look tough, it is!

knocked out by flying hordes of cross metal, as crushed by the huge crushing weights which thrust to the ground every few seconds. Getting past a row of these is a nightmare, and to top it all you've still got to shoot the hell out of the enemy. And your troubles haven't even started as you come across the car crushers. These are huge and you've not much time to slip under the horizontal bars before they slam down to reduce any lumps of metal to a paper thin thickness.

The enemy stand on top of these throwing bits of cars at you, and again your only hope of survival is to kill them before they knock you unconscious.

Apart from knocking the stuffing out of the gangsters you'll occasionally have to free the odd hostage. The trick here is to shoot the criminal and let the hostage run free. It's not too difficult and the cries of help bring you to the rescue in double quick time.

RoboCop is an exhilarating game. Taking all the most playable aspects out of the film and combining them into one hell of a shoot 'em up, it must be said that apart from the style of the characters, the gameplay is not original. Though the game's very similar to *Dungeon Master*, it has its own flavour and will, no doubt, be a great success.



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FRAME UP

OK you lot, listen up, this is the Editor speaking. I'm getting sick and tired of all these space ships, dragons, and heavy metal bands you keep send to Frame Up. Christmas is coming so how about something festive - maybe with a hint of sci-fi thrown in for good measure. Oh yes, and Gary Williams wants you to send Frame Up gifts of Sabrina. Do it!!



DATA 88

Steve supplies us with a pair of my Ferraris.



Pygmalion's Barbarian jays on the 54 from Street One



104



Make your partners with DJ and Quinch from Neal Wolfson



A well loved Duck from Bear Mims, courtesy of Simon Clark

FRAME

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A well constructed piece of Greek technology once again by Stuart Lee.



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Captain Silver

► MARCH 1994
► PRICE £24.95
► REVIEWED JILLIAN DONNELL

Silver the (boring) Duke Earl's ageing and obscure arcade game has just been converted to the Sega, and those responsible should be made to walk the plank!

The game is basically a variation on the (boring) 'n' Goblins theme, although it's nowhere near as good as the Capcom classic.

The player guides the sword-wielding Captain Silver across a horizontally



► Search the village.

scrolling landscape, avoiding the poorly-drawn monsters that attack from both sides or slaying them with a quick thrust of his stabber. When a corpse disappears, a letter or Silver block remains, which is picked up for extra points and money. Later in the game, Silver is able to enter shops and buy items, including a shield (which allows him to be hit twice before he dies) and the ability to shoot stars from his sword.

The first level is set in a village. Get to the centre of the hamlet and the action switches to a ship.

Rigging is climbed to reach other parts of the ship, where patrolling seadogs patiently guard extra weapons, and the field is entered by climbing down on available ladders. The Captain of the ship is found at the bow, and Silver confronts him in a duel to the death. If the black-garbed renegade is defeated Silver moves onto treasure island. Later still comes a platform section where Silver has to negotiate a series of moving floors.

The problem with Captain Silver is that it has all been seen before - it

► Buy some provisions.



offers nothing new. The graphics are fairly (and unimaginative), the animation is somewhat, and the sound hoarse. The gameplay is fairly flawed, allowing you to get through the first three levels with complete ease, and then the difficulty level is bumped right up, making the platform section difficult to clear.

Those who have never played a (boring) 'n' Goblins-type game before might find this fun, but to be honest there are many better examples of the genre - try Alan Smithee's Wonderful instead.

- GRAPHICS 5.5
- SOUND 5.5
- VALUE 5.5
- PLAYABILITY 4.4
- OVERALL 4.7%

Mean Machines

December is a bumper month for Nintendo and Sega owners, with no less than four new Sega games under scrutiny, as well as an early Nintendo title, and an exclusive 'head to head' between the Sega and Nintendo versions of Double Dragon. There's an in-depth look at the legend of Zelda, with maps and tips to help players go far, and, of course, there's all the latest console news.

Lord of the S word

► MARCH 1994
► PRICE £24.95
► REVIEWED MATT SMILEY

You could be forgiven for thinking that all Sega games are the same.

Except for the odd honourable exception - Thunder Blade, 3Dx, or Afterburner - they're all hack and slash adventures. Play one

► Shades of Master Sega





▲ All gets well.

floaton logs-logs and you've played them all.

A harsh judgement, yes, but *Lord of the Sword* does little to dispute this claim. *Lord of the Sword* is the story of Goleolius, a young man on a quest to rid his land of the demons and evil creatures that have overrun it, and in the process become king. Armed with both sword and bow and arrow, he cuts a suitably heroic dash, but is perhaps one of the least charismatic heroes ever.

That is what the whole game lacks: a sense of character. *Lord's* quest involves finding a legendary tree which is the symbol of the royal family, killing all the Goblins and destroying the statue of evil.

Some of these monsters are quite inventive, but with the backdrops being mainly wooded areas, and the game besides consistently cropping up, it really seems to lack the variety to put it at the very peak of this lot of games. There are many better examples of the genre about. It's okay, both attack moves work well and collision detection is fine, and there is a lot of game to explore, but it feels out in an undistinguished past, a lack of visual imagination and variety.

- GRAPHICS 6
- SOUND 6
- VALUE 7
- PLAYABILITY 7
- OVERALL 64%

Goleolius

► MACHINE: SEGA
 ► PRICE: £24.95
 ► REVIEWER: JULIAN BISHALL

Large's candidate for the rubbishest title of the year award it, in fact, an excellent arcade

screen. In two reside games, which reveal details of Goleolius' quest to collect seven jewels. Another three are shops where extra items are bought — if enough cash has been collected. The



▲ That water is deep to swim — for

adventure set over a variety of terrains.

At the start of the mission, Goleolius is given a sword and a pair of boots by a haggard old crane, and from then on he's on his own.

The first level comprises a horizontally scrolling fret through a worm-infested cave. Slithering creatures inch their way towards the hero and are slain before they have a chance to make contact. If they do, a stink is knocked off Goleolius' energy bar. If the bar is depleted twice, the mission is over. Halfway through the section a giant worm looms the way, and is defeated by repeated sword slashes. When it dies it drops jewels, which are picked up to add to the cash total. A little further on is the cave exit, which leads to a Goleolius-style level comprised of nine fixed screens.

Some of the screens have holes which are entered to access other

but one leads to a vertically scrolling cave infested by flying creatures and a large bat. Both the bat and a slowish spider — not a cute 'Y' quality one like Raymond Briggs' brilliant creation, this one is mean and frenzied energy-sapping ticks at the hero.

If he's destroyed, Goleolius is returned to the Goleolius level, where an exit opens to another level, similar to the previous one but set in desert. As the adventure progresses, more and more of the mission objectives is uncovered, and better weapons and useful items may be purchased to help Goleolius find the statue jewels.

At the end of a game, a code is given, so that the player may start at the same position at another time, and there's also a continued option for those who like to persevere.

I must say that I enjoyed

playing this. It's challenging, addictive and varied — and there's plenty to explore and achieve. The graphics and quality indeed, and all the different sections combine to produce a highly entertaining and compulsive arcade adventure.

- GRAPHICS 9
- SOUND 8
- VALUE 7
- PLAYABILITY 9
- OVERALL 84%



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► MACHINE: NINTENDO
 ► PRICE: £14.95
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► Nintendo Soccer — and as a parent





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Mean Machines

Rambo III

■ MACHINE: SEGA
 ■ PRICE: £24.95
 ■ REQUIREMENTS: LIGHT
 ■ PLAYER: 1
 ■ REVIEWER: JILLIAN DOUGALL

player can only fire very short bursts of fire. If things are particularly grim, either a grenade or rocket can be launched to kill everything on-screen.

If the player survives for a predetermined time, enemy and ammo remaining are converted to bonus points, and the second level begins with even more soldiers and helicopters to contend with. The game continues in this fashion, with an increasing number of forces every level.

Rambo III is an unimpeachable Operation Wolf spin-off, but it's a good one and combines great graphics and smooth scrolling with some very challenging and hectic gameplay. In fact it's almost too hard, and it takes an awful lot of practice to get past the



▲ Rambo III

■ **How the Clapper**
 second level - mind you, when you're shelling out this much money for a game, you want something that lasts more than a few nights of play!

By any price is that there isn't a practical option. As a result many Sega owners will miss out - a shame, because Rambo III is an excellent game.

- GRAPHICS 8
- SOUND 7
- VALUE 7
- PLAYABILITY 8
- OVERALL 81%

The Nintendo is no exception.

At the start of the match, the one or two-player option is set. After that one of seven teams is chosen and the timer is set to 15, 30 or 45 minute halves. If one person is playing the computer, one of five skill levels is chosen.

The viewpoint is a traditional one, with the match being played over a horizontally scrolling field. The player is given control over the nearest player to the ball, and can either kick at the goal, or

At first glance, Minute Soccer doesn't look that good, with some poorly defined players and a distinct lack of scenery - it's almost like playing a football league game. However, it's grooved with oodles of playability, and even though the game is a little on the slow side, there's plenty of scope for football fans to hone their skills.

The five different skill levels combined with seven teams of varied ability give plenty of long-term challenge, and the two-player option, as ever, is brilliant.

Nintendo Soccer is one of the best simulations of the sport, and shouldn't be left on the shelf's bench.

- GRAPHICS 8
- SOUND 6
- VALUE 7
- PLAYABILITY 8
- OVERALL 83%

■ **Nintendo Soccer** goes to Sega, goes to a team's site. The receiver is indicated by an arrow, and is usually the player who's nearest in the direction the current player is running.

When the ball is shot at goal, an arrow behind the posts can be moved up and down to bend the ball out of range of the keeper. If the opposition get the ball into your area, keeper control is handed over to the player, and he can dive at the ball.



▲ Minute Soccer - looks like Q*bert

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Nintendo
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Mean Machines Tips

Legend Of Zelda

In this month's Mean Machines in-depth tips section, Legend of Zelda comes under scrutiny as we reveal how to get the most out of this massive Nintendo arcade adventure.

Link, the hero, starts his quest unarmed, so the first thing to do is get a sword by opening the door at the top of the first screen. Once it's in Link's possession he can really start adventuring.

Try and keep Link's energy levels topped up to maximum - he can throw swords when all his hearts are red. If he gets hit his letters hit

advantage and life becomes a lot more difficult.

Get everything - that way you're ensured of a constant supply of money - money with which Link can buy extra weapons and items. The best weapons to buy are the white sword and the magical sword - these are extremely powerful. The magic shield is also a good one to go for since

it blocks enemy arrows and missiles.

As you proceed through the Land of Hyrule and different magical objects - pick these up as they provide much-needed help. If Link is to collect all eight pieces of the Triforce, and defeat the evil Ganon at the end of level nine, Heart Containers boost Link's heart capacity by one, adding vital extra health to his total. There are two types of boomerang. The wooden one kills enemies, while the metal one (found in the Hardhat room in level two) hits weaker creatures. Keys open doors but are only used once,

so please!

Generally, explore as much as possible and don't be afraid to experiment. There are few open cuts hidden around the map which allow Link to cross the map with ease, and there are also secret caves, found by pushing rocks and entering up cliffs.

Most important of all - read the instructions carefully. They contain many hints and clues which should help out Link on the road to victory.

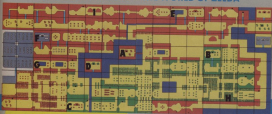
Finally, if you can't beat Ganon and are overcome with curiosity as to what the next level has in store, register your name as Zelda and you'll automatically start an level two.

KEY

- A LEVEL 1
- B LEVEL 2
- C LEVEL 3
- D LEVEL 4
- E LEVEL 5
- F LEVEL 6
- G LEVEL 7
- H LEVEL 8
- I LEVEL 9

whereas the magic key can be used over and over again. Like the boomerang, there are wooden and metal types of arrow. The former is less powerful. The ladder is used to cross small rivers or holes, while the items which can be dropped in the path of oncoming creatures. Water of amazing creatures. Water of life is essential for higher levels. Blue water tops up Link's health, water gives, and a red one does it twice. The whistle is the most helpful of all items - Link can't complete his quest without a Bow if it is the Overworld and something surprising

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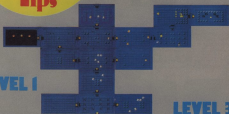
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Mean Machines Tips

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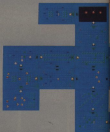


LEVEL 1

LEVEL 3



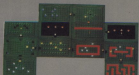
LEVEL 2



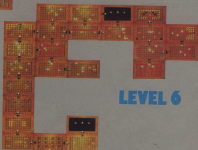
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LEVEL 4



LEVEL 5



LEVEL 6

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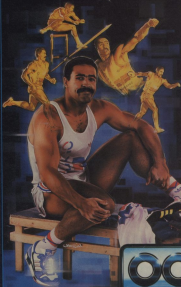
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Mean Machines

Double Dragon

— MACHINE:
SEGA/HANTECO.
— PRICE: SEGA \$79.99,
HANTECO \$84.
— REVIEWER: JULIAN
SIGNALL

Double Dragon, Techno's tough street fighting game has been in the arcades for nearly two years, and only now has appeared on the home consoles.

The game puts one or two players in the roles of denim-clad street fighters, who have to go and rescue a girl who's been kidnaped by a rival gang. This means an excursion to the wrong side of town, and every step is fraught with danger.

At the start, an introductory sequence shows the girl being abducted by the gang — a notorious-looking bunch of hoodlums. Then the action begins with the player(s) walking onto the scene. Immediately gang members attack, and attempt to misthrow the player's energy bars with well-aimed kicks and punches. The heroes can cooperate with their arsenal of mid-kicks, uppercuts, head-butts, high kicks and punches. Most opponents have to be blasted several times before they give up the ghost.

As the combatants walk

across the horizontally scrolling landscapes, the opponents become more hostile, and start attacking with weapons like baseball bats, petrol bombs and whips. If they're dropped, the player can pick them up and use them against the enemy — useful.

At the end of the level is a big boss, who is defeated to move onto the next level. As the players progress

through the game, the opposing gang members become increasingly ferocious, and the mission ends with a fight to the death with the goateed *Jo Jo*. That's up to you.

Considering that these are re-revisions of the same arcade game, there are quite a few differences between Sega and Nintendo *Double Dragon*. The first thing that instantly strikes you are the graphics. On the first level both versions behave pretty well to the arcade original, but from then on it seems that the designers have added their own artistic touches, and both differ quite

considerably. Overall, the Nintendo has the edge over the Sega, with more detailed and colourful graphics. The sprites are also different on both versions, with the Nintendo's looking typically nicer, compared with the sparser Sega counterparts.

Another major difference between Sega and Nintendo is the screen size; the Nintendo is practically full-screen, whereas the Sega

is chopped at the top and bottom, leaving unsightly black borders, rather like a Postbox format film on telly.

Both versions suffer from 'parallaxity bias', and it's often difficult to tell the hero apart from the enemy. The Nintendo doesn't bother as often, but the border holes of sprites disappear occasionally when things get busy.

On their own merits, both versions are competent. I think that the Sega version could have been a little better, as it doesn't play quite as well as the Nintendo, but nevertheless it'll satisfy *Double Dragon* fans.

The Nintendo unfortunately lacks the two-player option, but more than makes up for this deficiency with an extra one-on-one *Street Fighter*-style game included on the ROM. As a solo game it's engaging and fun — it's a shame it won't be available until next year.

SEGA HANTECO

- ▶ GRAPHICS 7/7
- ▶ SOUND 6/7
- ▶ VALUE 6 N/A
- ▶ PLAYABILITY 7/7
- ▶ OVERALL 76% 83%

The Nintendo version: better than the Sega!



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Out to Lunch

With *Grand Slam* set to launch a Thunderbirds computer game in '89 and a new feature fill starring the old puppet heroes around the corner John Minson went to meet MG Thunderbird — Gary Anderson — for an exclusive C+VG interview.

There was an attempt to better the previous one. "I'd been so enthralled at those features that I tried to improve them. They could maybe begin to move. We replaced painted back grounds with cut-outs with slits. And I got to a point where I saw the film could be unrepeatable."

Working under extreme pressure to produce each episode there was little time for refining techniques or developing intricate plots. But hurried sketches proved to be inspired. Take the origin of Supercar. "The puppets couldn't walk properly so I thought, how can I get them to move fast on the screen without actually having to walk? If I could do vehicles that can do anything we can make the puppets do anything while they're sitting down."

After mechanical and space adventures, Anderson took the plunge underwater with *Intergalaxy*. This was another ground breaker — the first colour TV series to be made in the UK. By now Gary Anderson was as much a part of the lads as the Beales.

I will remember the thrill of hearing that Thunderbirds would be in four long episodes. It needed acceptance for the manufacturers and a working resolution for Anderson who by now had his own toy company and publishing. **Cliff Spenser**



A. Gary Anderson, *Thunderbirds* producer.

Thunderbirds really were God. He even made him feature film featuring International Rescue, one of which featured a puppet Cliff Richard — who said they thought he was a wonderful head on a stick.

Despite the super toy popularity and success — and for once Anderson was immensely successful with them — the films were not great successes, and though there were several more puppet series, including the beautiful models of *Captain Scarlet*, in proper proportion for the time, then came *RO* and finally the live action *Superman* movie. A combination of the Beale Service, Anderson wanted to work with real stars.

The opportunity came with modest feature film, *Doppelgänger* — which concerned a team planet on the far side of the sun. Despite an Academy Award nomination for its special effects, it's hardly ever revised — partly as it was a sleep piece of work. Then came the live action series, *MGD*, *The Protectors* and *Space 1999*.

Further years after he'd hung up his hat, Anderson returned to puppetry with *Ten of Wits*, using a refined technique he called *Supermarionettes*. Why the U-turn? In the late 70's he'd moved to Hollywood — where he met, by his own admission, a lovely and departed. "I was for a coffee and the waitress

called me. "What do you do?" For the first time in my life I was anxious to answer somebody so I said, "Actually I'm a producer." And she just said, "Right. Well Good!" Luckily I had had, producer's one-two step. But what I had been doing made me a very special sort of producer."

His most recent special productions include award winning commercials and *Dick Spenser* — the private eye who usually has distinctive attire which the whole thing happens to be the companion of his other films.

But the creative Anderson increasingly never let rest. Even though his outcasts are out of favour, in certain trendy TV quarters he has two major new projects. He's already made a one hour pilot for *Space Patrol* which sounds incredible. It's a combination of people, systems and special effects, all rolled into one — everything that ever came — and it's a damn good show. It will be made, he's sure, but it isn't 1989.

There, while I'm still doing this, he hits me with the big one. "As this moment I'm talking about it now. *Thunderbirds* feature film. You come around to thinking, well you can do such wonderful things, about bringing back the old characters, but with real actors." What will it be? Anderson says it will be *Intergalaxy* but will contain some special features. I can't wait!

Finally I see Gary about the philosophy behind his series. He starts to comment before saying, "I've always been interested in bringing old things to life. I think — things that could continue after the show is over."

And here I see a living proof that he's successful. Twenty five years after our first exposure to Anderson's world, these puppets live on in my mind. I wonder if someone will be true for the generation raised on George Hall.

Dick Spenser Vol 1: The Case of the Missing Common Ball, plus *Thunderbirds*, *Intergalaxy*, *Captain Scarlet*, *Intergalaxy*, Vol. 10 and *MGD* on Channel 5 video, all at £7.99 each.

One of my earliest television memories is a puppet show starring a cow. It's called *The Tootler*. Seems that four Panzer Pals first appeared in 1958. I must have been watching a puppet. Even I didn't guess the box before I was out of my seat.

In summer featured on jet-powered flying car and I probably saw the first one. There's every element I retained the first run of the space adventure that followed though, and by then I was old enough to know the name of the space behind *Thunderbolt* and all those other films — Gary Anderson.

Mike Marquie, Tony Tempert, the Tracy family — throughout the series — recognition came with Anderson's *Rights of Fantasy*. And it's around 1968, I think. *Supercar* began for the first and lasted six seasons. The *Avengers*, that was it, while new generation discovering that there were no strings on *Captain Scarlet*.

But if anyone had tried to tell me, back in the days when I was misinterpreting a model of *Thunderbird 2* beyond the kitchen floor, that one day I'd be starting work as the only man who really knew what *Lady Penelope* and *Peter* got up to when they weren't making ground in far planets, wheeled rollers, I'd have thought it absurd as likely as going to *Intergalaxy*.

Now I'm sitting in Anderson's office, remembering if he can pull some things and get me a trip in *Thunderbird 2*. No god Meyer in the field of television has as much pleasure been given to clarity by one man — but Gary Anderson is modest, almost shy about it.

"It was just one of those things. I'd been in my own film company and I'd been at the point of bankruptcy. Then six producers came along with the *Adventures of Tintin*, and asked me if I'd like it. The answer had to be yes. We had no money, we'd be living in debt as it was. "What a ball of a good idea." Otherwise I would never have been a puppet."

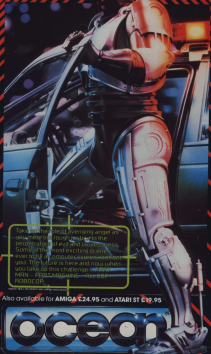
A softly spoken, serious man, Anderson spoke about each



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