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ISSN 0950-8020 (Print), ISSN 0950-8038 (Magazine)

COMPUTER +video GAMES

ROGER RABBIT

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Intro

A happy New Year! We took off 1989 with a brilliant free complete Festival game — the award-winning game Brainstorm. If you're wondering how it works, turn to page 74 for full instructions for the Spectrum, C64 and Amstrad — yes, Amstrad — versions. We also have a new staff member Paul Stansbury, who joins us from Zzap! 64 magazine. We hope you'll join us in making him feel welcome.

Fax

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We have an exclusive look at a fantastically new toy from the USA which certainly talks to you — and understands your answers, as well as shouting up all the latest news and previews. If you want to know what's hot, turn to Fax.

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The full guide to all the reviews is found on page 21. This month the magazine TV Sports Football, A Question of Sport, L&L Home, Local Dust, The News, Balance and Tiger 5000 are amongst the highlights, as well as a stunning new Amiga game, Cosmic Pinks.

Who Framed Roger Rabbit

22

We take the wraps off the newest game-of-the-year with a massive three-page review.

Who Dunit?

26

If you've seen the film and wondered how they made it, turn to page 26 and find out as Julian Dignall reveals some behind-the-scenes facts in a three-page feature.

BigScreen

60

Word is. Street sounds-up the New Year film releases — including Red Heat, Young Guns and Heart of Midnight.

AGM

64

This issue sees the biggest AGM section yet — a full twelve pages. On the adventure front, Keith Campbell reviews a load of homegrown software and looks at Myth, a Magazine for Sports mini-adventure and Ocean Drive. And our 187 expert looks at Battlecock, War in Middle Earth and rounds-up the latest PC/M news.



I Love to Burn isn't hot out on P. 22



Mystic Moon takes you through P. 22 on P. 22

Mailbag

87

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Golden Joysticks

86

Here's your chance to let everyone know your favourite games of the year — vote in C+VG's definitive awards for 1988.

Playmasters

91

The Signal Beast *PORE*'s his way through another gaming growth-bag of hits and flops, and also has an incredible map of all eight levels of 8-type.

Arcade Action

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Double Dragon II, Shadow Warrior and the latest new game, *Net Chase* are reviewed by C+VG's arcade expert, and there's also the British Arcade Highscores Table to judge your own performances by.

Mean Machines

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The latest Nintendo is previewed in the news section, and we also have all the latest news on some interesting PC Engine games. It's a great time for Sega owners too, with reviews of *Street Ball* and *Street Football* — and also news of what looks like the best Sega game yet, *10*.

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113

What does the future behold? Page 114 has all the answers.

Out to Lunch

114

John Mison gives you an idea of what 1989 has in store, and comes up with some interesting points.

C+VG: Eugene Levy, DEPUTY EDITOR: Julian Rignall, ART EDITOR: Andrew Butler, STAFF WRITER: Paul Strain, ADVERTISING/SALES MANAGER: Greg Williams, SALES EXECUTIVE: Joanna Cooper, COPY CONTROL: Lara Clark, PUBLISHER: Terry Pratt, Subscription Enquiries to: EMAP Franklin, 1 Lincoln Court, Lincoln Road, Peterborough, PE1 3NP, TEL: 0753 66241, FAX: 0753 66176.

EDITORIAL AND ADVERTISING OFFICES: Policy Court, 20-21 Newington Lane, London SE14 5AA, TEL: 01-891 8033, FAX: 01-891 2880.



108,893 (Jan-June 1988).



4. Nintendo's answer to *Out Run*! P. 108 reveals all



4. Double your legs on a triple! P. 93



4. Great appearances by *Romex* and *Ordy* on P. 32



4. *Beats Cars* up the grade in *ACT*. — P. 92

THE OCEAN



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game. Winner's choice. Publisher
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strategy been captured, but it has
been done so well, including a sense of the
flow and the excitement of the
game that it is a real masterpiece of a
long time." - *EW*

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maximum enjoyment. The
game is now available on a number of
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AN FORCE



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the dynamically developed, original and the feelings! Enjoy! Customers like graphics and animation for relaxing, fun and exciting play. The best-selling game of the year!



Fax

Calling All Traders

New software houses E&E are about to launch STEAL for the Amiga and ST. It's a space trading game in which you're in charge, and runs the player as a finance salesman who works for the Space Trading Company. The objective is simple to face and will guide you from alien and make a profit. Simple? No, not really — there are plenty of games out there on the shelves willing to get their hands on your face. Ruled early and late, STEAL looks like it'll give the other trading games a good run for their money. It's a real challenge, despite what other people might say it isn't for its money. It'll be running both games a race for another time.

Featured here is the latest piece of fun entertainment from the genre of the last. The name of the game is Night Hunter and comes on the shelves for should that be good adventures of everyone's favorite vampire, Count Dracula. He's back for the complete reprinting meditations which have been keeping him and his undead buddies from their blood-sucking antics. Dracula's collected all of the meditations, nothing can stop Dracula and his supernatural cohorts from creating terror on earth and generally having a good time. Of course, standing in his way are the usual VHS heroes, armed with bats and

Death Stalks



The Night

spines and deadly stakes, guaranteed to give you some B scares. The game features a load of campy spooky sounds, including a pretty grisly blood-sucking effect which enticed the more sensitive members of the Club out to the scene. Night Hunter is to appear on the 5 in January, priced at £19.99, with versions for the Amiga, PC, C64 Spectrum and Atari/Amstrad to follow shortly thereafter.

The 16 Bit

Amiga's greatest hits. It's not the 21 and Amiga have, who had copies of the Commodore and Atari titles, which means in the end when the player will be playing with the game. There are 10 levels of the game, each made up of five screens of interesting graphics, music, action, and suspense. The game is a part of the Commodore 64. The game is a good one to play on the Amiga, a 16-bit version and available in the Amiga.





Have Simulator.

Anyone dreaming in their own brain because they missed out on a trip to Microsoft's Space Simulator simulator which shows the crowds on the 1989-90 show, might soon get another chance to go on the role of a locomotive. Last year, an high-end graphics look-alike of the Super II simulator, from the back of an articulated lorry and has since been touring England and Ireland, putting it appearances at exhibitions and trade shows to let wide-eyed punters sample the delights of modern simulation technology.



Manufacturers Super II say that they expect to sell quite a few more of their machines in the coming year, so it shouldn't be long before there's a simulator on every street corner! Golly, the mind boggles!

Super Speedy

German Gopher's forthcoming Data Fusion looks like it might be the most interesting thing for a while. Among the crops of the simulation world, the player has over a two-way working landscape that's the very best out of gun emplacements and even attack with the most arm up would be complete without power-ups, and Data Fusion's no exception. Extra goodies include multiple weapons, jump power and shields, just to give you that edge over the other titles. Data Fusion is available in the New Year on the spectrum, Amstrad and C64, and hopefully we'll be reviewing it next year.

Shooting

Top 10 Shooting Games

1. *Shooting - Amstrad*
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Alternative

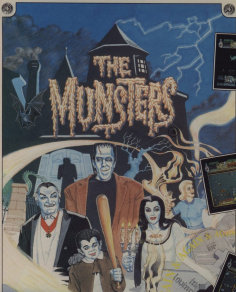
Alternative sports are always interesting and the latest offering from the Alternative Sports range is no exception. This game is a simulation of a new sport called 'Alternative Sports'. The game has been programmed by the team who has produced the other titles in the Alternative Sports range. The game is a simulation of a new sport called 'Alternative Sports'. The game has been programmed by the team who has produced the other titles in the Alternative Sports range. The game is a simulation of a new sport called 'Alternative Sports'. The game has been programmed by the team who has produced the other titles in the Alternative Sports range.

California Gamini

Alternative sports are always interesting and be glad. For Ages have finally released the Amiga version of one of their finest products, California Games. Six varied and wonderful wind-road sports, namely Golf-Pipe, Skateboarding, BMX Bike Racing, Roller Skating, Surfing, Frisbee-Throwing and Foot Bag Juggling have been very nicely converted into playable computer games which show all the polish of the original C64 version. It's really sad, to see the California Games version, but at \$24.99, none of your parent chaps might find it totally worthy to get hold of a copy.



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terrific, 1964
Munsters series,
has been re-created for
Classic, Fantasy,
Famously, Library.



When your blood
and bones of
Because the Munsters
are such a rare piece of
film, we've taken a look at
"ghosting" and bring
them back to the
underworld.
Both the best and



Unhappy
Munster - the worst
Famously, Eddie,
Grandpa and Lily
and your help to rescue her
but, can you handle
The Munsters The
Game, based on the
television series.
This is a real ride
of action and



game with
super graphics and
exclusive levels of
MUN
Screen shot from
MUN's website



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ORIGINAL
TV SERIES



horribly good
software

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Fax

Holy Gunsmoke

Coming soon from Infogrames is Wanted, a vertically scrolling shoot 'em up reminiscent of the 1930s. The story revolves around the FBI. Could I have thought the rights to the classic game format were released in Europe by the programmers responsible for converting it to the multi-platform? Probably. Probably Wanted will satisfy all the punks out there who are dying to relive a Dynamite-era game.

It's available on the ST and Amiga and even has game fun from CD.



Still Hanging on

At last, Amiga owners can play Super Hang On in their own homes, courtesy of Electric Dreams' conversion team, who are keen to stress that, although the game looks very similar to the ST version, it isn't a straight port-over. In fact, extensive playing by the C=VG lads confirmed this, their conclusive appraisal being that the ST version had the edge in the playability stakes, while the programmers had taken good advantage of the Amiga's

superior sound capabilities to produce some pretty funky soundtracks to race along to. Interested? You can try out the game for yourself when it hits the shelves in January, priced at \$34.95.



Wozzer?

Wozzer?!

"Original, addictive, competitive and fun"

are what The Wozzer Collection Ltd are calling their new toy, the Wozzer which they are hoping will become

"the new world's no.1" in 1988. The Wozzer

is a staggeringly simple concept — just a raft with a metal ring (or "Rascal") to use the technical term on it. Just set the Rascal spinning with your thumb and you can have hours of fun trying to keep it going by tilting the Wozzer and passing it from hand to hand. As you point it down the Rascal descends,

spinning faster and faster as it goes, and that's what keeps the game going. The reaction to the Wozzer at the C + VG show was initially unimpressive, but the toy does hold a strange sort of appeal if you're looking for a mindless diversion, and don't mind shelling out £5.99 for it. "Will it be the next Halo Hoop?" is the question you are all too doubt asking. "Probably not" is our reply.



Win a Wozzer

Designed by the inventor of this intriguing, fun though you wouldn't be surprised to see the word "toy" in it, it's offering a new level of fun and excitement. It's the only toy that doesn't require you to spend a lot of money to get it. It's the only toy that doesn't require you to spend a lot of money to get it.

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Fax

HIGH RESOLUTIONS

Now that Christmas presents have become Christmas post cards and business resolutions of the C + VHS feature sport give the bosses, it's time to get down to some serious self-analysis and come up with 10 of the new year's resolutions. We've collected each member of the team's thoughts on the subject to be put in print, so that the final person to be read any other such resolutions can be cast into the flames at Christmas, those to spend a thousand eternities being digested in the bowels of C + VHS towers.

PAUL

1. To enter up with a demanding character that never want will have an manager duty whose turning to soon
2. To stop on doing fast and stop the speed rate when on the road
3. To take up some exciting duty demands or take on some in MGQ and promote myself
4. To work on my duty on the tomorrow
5. To get on my duty in as time as possible in the tomorrow.

LORA

1. To get on a dinner job of great earnings every day
2. To keep the car in shape so possible without rusting off the paint
3. To take early and take someone's car to Christmas
4. To give some of my time to those who are really in need so that I can give them a gift
5. To keep myself from going on a high speed car - these should probably be a thing

GARRY

1. To fill an ad page to decide who they are up
2. To lose the weight of all
3. To stop on my image as a charming, intelligent, sensitive, well liked about town who is an incapable in beautiful young ladies
4. To stop anyone who tries to manipulate I'm falling when I come as a doublet, overpaid, well-liked, party or "C + VHS" very rich Mr. Christmas
5. To being around good luck by creating every month in my official capacity as honorary head Minister

EUGENE

1. To stop watching Mike Eye 16 subjects if don't know why I started
2. To give up Mike Morkuggers with legs like and feet like mine
3. To drink less Serrano Extra and more Tennent's A
4. To stop bombing the red, pink, sensitive, brown, injuries, or anything else every time I take a taxi
5. To make C + VHS even better than it already is

JO

1. To have the most beautiful Christmas tree in the world
2. To have the most beautiful Christmas tree in the world
3. To have the most beautiful Christmas tree in the world
4. To have the most beautiful Christmas tree in the world
5. To have the most beautiful Christmas tree in the world
6. To have the most beautiful Christmas tree in the world
7. To have the most beautiful Christmas tree in the world
8. To have the most beautiful Christmas tree in the world
9. To have the most beautiful Christmas tree in the world
10. To have the most beautiful Christmas tree in the world

JULIAN

1. To stop being over the top at work
2. To learn Japanese
3. To stop being over the top at work
4. To stop making the car look on the side during the New Year
5. To stop being over the top at work
6. To stop being over the top at work
7. To stop being over the top at work
8. To stop being over the top at work
9. To stop being over the top at work
10. To stop being over the top at work

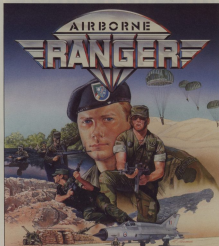
Charts

| Rank | Artist - Album |
|------|--------------------------------|
| 1 | Blondie - Greatest |
| 2 | A. S. Dragon - Walkabout World |
| 3 | Patience - Great Work |
| 4 | London S&S - Walkabout |
| 5 | Shirley - Beautiful World |
| 6 | Patience - Great Work |
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| 7 | Shirley - Beautiful World |
| 8 | Patience - Great Work |
| 9 | London S&S - Walkabout |
| 10 | A. S. Dragon - Walkabout World |

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Dare you enter the

The background is a dark, textured surface, possibly a cave wall or a tomb. A parchment scroll is the central focus, with text written in a gothic script. To the right, a human skull is partially visible. In the bottom right corner, a hand holding a quill pen is shown. A large, black spider is positioned in the bottom left corner.

His immortal Highness
Overlord of Chaos, Master of
Mammon, Prince of Demons,
Kadis Ra challenges the adventurous
and courageous to mortal combat
for a treasure of pure gold.

the game of your life?

Welcome stranger to the fantasy world of *Fist*, the ultimate game of heroic adventure. Within a vast dark labyrinth you must pit your wits against the hideous legions of the undead. Here hidden riches of great worth will reward the skilled and daring, walk death the faint of heart.

Fist is a stunningly realistic adventure challenge created by genre game master Steve Jackson and the computer wizardry of Computerd Ltd.

Discover an entirely new concept of fantasy gaming on a previously different world that exists beyond your telephone. Dial *Fist* and you unlock a living, breathing, never stilled world of medieval fantasy.

Be one a warrior within this thrillingly realistic adventure, that you control every step of the way simply by using the numbers on your telephone, while a friendly guide offers action advice and the corresponding numbers that determine your moves.

Your skills are needed to beat creatures of cruel cunning, to repel eldritch, zombies, orcs, fiends, goblins and vampires, too.

A boundless world adventure

But beware, the evil empire does not easily give up such riches, and although many brave adventurers have entered this doom laden labyrinth, few have returned to tell.

The gruntlet is cast down, take up the blade and dare to dial the adventure of your life.

FINES ON PLAY

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Simply dial 9 at any time during the adventure. Your limbo code allows you to stop and start your game at your leisure without having to begin again. You will return to where you left off the next time you call. Limbo saves you time and money!

Keep a pencil and paper ready to draw up a map of the dangers and keep track of your riches.

Dial 8 to repeat messages

and dial 9 to hear your character status report.

(Inventory, provisions, stamina and option to store your character in limbo.)

Send for your free adventure's pack today for the background and rules to the game, a membership form for the adventurer's guild, information on how to get a mass dollar (helps speed up the adventure if you have a rotary/pulse phone) and news of the latest *FIST* developments. Send an A4 sized C.A.B. to:

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Fax

Now that's Magic!

Digital Magic was previously hunting for words like "innovative" - creative quality and action-packed - that comes at 1:10 later each come with a couple of titles of Lita's team's Super Star, especially when they are games made by the manufacturer, and even more especially when the manufacturer is a manufacturer. However, one look at the accompanying promotional still book, we were prepared to write some small material in the next section, "Newcomers and Footcops." The Super game is a four-way shooting, five-level stage shoot with up-with ten, just up weapons for use and a variety of plans and huge areas of action.

Remember a while back we had a new moving arcade platform shoot set up, with some-what-coming... There had to be something for everybody there. Both games will be launched on the stage on January 28th, with pointed-out 37 reviews to follow.

Voyage to the Bottom of the Toy Fair

January 28th is a date marked by many interests in the Toyfaxes of British toy industry executives, it being the first day of the British International Toy and Hobby Fair.

The 1988 show opened with the Texas Instruments' Voyager. The Voyager is a microprocessor operated "intelligence" based within a pair of headphones connected to a wrap-around microphone. The computer talks to the player through headphones, asking questions and playing word games, but the really weird thing about Voyager is that you can talk back to the game, which understands a grand total of four words. Now that might not sound a lot, but this is the first toy of its kind to feature such a form of interaction, and Texas Instruments, are already trying to upgrade the system to understand 16 words. And if the technology is developed to its full potential it could change the face of all forms of computer gaming... but we'll just have to see, won't we?

The toy industry is also witnessing a revival of the handheld games which were so popular back in the early 80s. The new wave hand helds feature writing screens and facilities. It's surprising that console manufacturers Nintendo won't be showing off their wares at the show, even though their consoles and cartridges accounted for about half of the total toy sales in the USA last year. According to various sources, this is because toy distributors are very wary about handling anything which might be connected with computers - a market which experience has taught them is very volatile.

Similarly, the series of light Phaser guns (Lazer Tag, Photon Warrior, etc) won't be making an appearance at the show. Allegedly, this type of toy has been avoided by distributors



ever since the tragic Hangerford massacre of Summer '87 which made parents stop buying guns and other "violent" toys for their kids. This has also meant that the motorcycle water pistols which were such a big hit last year have adopted a much lower profile, so the water gun manufacturers have been painting their Lake 221 items in a less aggressive shade of yellow, rather than black. What a bunch of wimps.

News



Continued 21 pages

id!



Haven't got a Clue? EA Have

End up with languishing in dungeons, being beaten up by fierce or frustrating hostility in tedious and brutal combats - you need a change of scenery. It, however, your problems for *Dark Tale* fall these games: *Dungeon*, *Wasteland*, *Mars* (and *Sensational Worlds* then EA have a special focus, or two. Each one contains more maps, items and weapon guides and loads of general hints and tips, which make them all "essential reading for any roleplayer". That's what EA can do, aren't they, and who are we to argue? Interested parties should contact EA on 0711 46440.

Person in Custody

While the other top-down games are putting their characters around corners in their battles, *Person in Custody* is breaking the first few rounds of the game. It's a top-down game with a unique twist: you're playing as a detective who's been arrested and is now in the hands of a criminal. You have to work out how to escape from your captors, who are trying to keep you in their custody. The game is a top-down game with a unique twist: you're playing as a detective who's been arrested and is now in the hands of a criminal. You have to work out how to escape from your captors, who are trying to keep you in their custody. The game is a top-down game with a unique twist: you're playing as a detective who's been arrested and is now in the hands of a criminal. You have to work out how to escape from your captors, who are trying to keep you in their custody.



EA will be which, as you can see from our screenshots, look a pretty decent quality. EA will be which, as you can see from our screenshots, look a pretty decent quality. EA will be which, as you can see from our screenshots, look a pretty decent quality. EA will be which, as you can see from our screenshots, look a pretty decent quality. EA will be which, as you can see from our screenshots, look a pretty decent quality.

Hello Willow



All company *Mindboggle* are soon to be releasing *Willow*, a game based on the hit Hollywood movie. The game, like the film, centres on the adventures of the diminutive hero Willow Uglygood who finds *Willow* on a quest to find a girl destined to marry the evil wizard Demaris. This is *Willow*, the *Willow* character, is a mixture of all kinds of mythical creatures to achieve Willow's goal and his quest for the girl of Demaris's daughter to save *Willow*. *Willow* is divided into seven sub-games which cover all of the action, from the beginning to the end.

Willow, the game, is divided into seven sub-games which cover all of the action, from the beginning to the end. *Willow*, the game, is divided into seven sub-games which cover all of the action, from the beginning to the end. *Willow*, the game, is divided into seven sub-games which cover all of the action, from the beginning to the end.

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ELCTRONIC ARTS

Fax

FLY BOYS

The game Canada's most talented role players return for '88's flight simulation called "The Great Flight Simulator" (EPIC Inc.). Canada's best have teamed with the Pentagon and their huge, computer-aided, expensive flight simulation facilities which they're selling into domestic flight simulators. Canada looks to be leading the game, mostly because of the workings of these or more sophisticated simulators, as well as the fact that flying flights in a virtual habitat that's not realistic, then direct into actual flight operations. Flying really learning because you learn about it. And it's a thrill learning your aviation, as they say. Includes realistic aircraft control systems (Canada's Canada 82) in combination of 20 realistic games which add for a better a few hundred bucks, some Canadian are repeating the version. They now add that you fly on the scales of 100 hours, that 10 is the maximum, that's the peak, which means you spend of 10 games and still have, what of which are best described as the "Pentagon and Canada" of computer gaming. Backgammon, checkers, space shoot 'em ups, you know the sort of thing, whatever you want 10 of those sorts of games are made at 19.95 of your money remains to be said, but it will definitely feel better with the Christmas parties who have purchased at least a couple for their own pleasure.



Specy Fire and Forget

On the road from Texas to Fire and Forget on the Spectrum, bringing road blasting thrills to your monochromatic screen for only \$8.95.



Dragon's Lair Ready

A new Canadian cutie, Ready2Go, have programmed Dragon's Lair (programmed Dragon's Lair) on the Amiga, though whether this is anything to do with the similarly named classic laser disc video game is a question which few people seem qualified to answer. What we do know, however, is that the game comes on no less than six disks and will cost a whopping \$44.95. Big bucks and no mistakes.



Blastroids Blasts in

All you fans of Blast's real-time strategy space shoot 'em up, Blastroids, need look no further only 10 little white boxes. The editors (mageworks.com) which is distributed for release in March, over a wealth of formats including versions for the Commodore Spectrum, Amstrad, ZX and Amiga. The proprietors of Blast have been able to port the game's graphics over directly from the DOS-based to Amiga and Amstrad versions. (Crisis Gaming or what?)



Eight-bit owners needn't feel left out either, because the graphics on all the other Commodore have had hours of work finished on them, recreating the look of the Commodore game. The magazine's PRODIGIO magazine also claims that just as much effort has been put into giving the gameplay on Commodore as it was on the other two, and looking on that the basic simplicity of the game, it shouldn't be too difficult to manage. Reviewers need look.

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*a. beyond calculation; unpredictable;
indeterminable; very great

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EUGENE BYRNES (C+VG) *WOLFENSTEIN* Eugene remembers the anticipation about the arrival of the computer industry since the Spectrum was so much a "Wolfenstein's" world. He is so excited. He is up and around tomorrow too.
TV'S **TABLETS**, Games and Movies, P. 6, Spectrum Review



ADAM JAY BROWN (C+VG) *THE* **TAVERN** **TRUCK** **202** is an arcade from the same time (remember) and contains the only American software that when he is not down through the air is a really interesting and fun as to great arcade software of the time.
TV'S **TABLETS**, Games and Movies, P. 6, Spectrum Review



CHARLES COOPER (Spectrum) **AMERICAN** **AS** **JOHN** **LEWIS**, who was worked on the first few American computers has a complete game that is a great American game from the 1970s.
TV'S **TABLETS**, Games and Movies, P. 6, Spectrum Review



ALAN PAGE (Spectrum) **WOLFENSTEIN** **TRUCK** **202** is a game that is a great American game from the 1970s. It is a great American game from the 1970s.
TV'S **TABLETS**, Games and Movies, P. 6, Spectrum Review



WOLFENSTEIN **TRUCK** **202** is a game that is a great American game from the 1970s. It is a great American game from the 1970s.
TV'S **TABLETS**, Games and Movies, P. 6, Spectrum Review

C+VG REVIEWS

C+VG HITS!
TV SPORTS FOOTBALL 30
 Cinemaware's stunning American football simulation is a hit!



BATMAN 33
 Holy Cow! Even the Spectrum version of Batman has been awarded a C+VG Hit!



COSMIC PIRATE 58
 This brilliant new Amiga arcade game offers more than an average shoot 'em up. And it looks and sounds incredible!



OTHERS

- WOLFENSTEIN TRUCK 202** 32
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Reviews

— MACHINES:
STEAMBOILERWORKING PC,
— SUPPLIES: **BLUMA**
WELLS (17) (17) (17),
— VERSION: **TELEVISION,**
— REVIEWER: **JULIAN BARNETT.**

Who Framed Roger Rabbit is one of the most innovative films in decades. It mixes live action and animation in an unprecedented fashion. Actors talk and interact with cartoon characters — or, rather, as they're called — in a thoughtfully convincing and realistic fashion. The effect is stunning, and it's no wonder that the film is breaking box-office records. And since it's

doing so well, it's not surprising that a computer game feels should appear.

The film is set in Los Angeles in 1947, a place and time where laws and human beings co-exist in a real-world environment. Eddie Valiant is a private detective who's down on his luck and is fast becoming a chronic alcoholic. He's hired by Eli Marston — the owner of Marston Cartoons, where all the toons work — to take pictures of Jessica Rabbit in a compromising position with Marvin Acme, the incredibly successful inventor who's responsible for all Acme products — you must have seen them in cartoons (the Acme portable hole, the Acme giant magnet, or even the Acme rocket-powered roller skates). This Valiant does not realize the effect it'll have on Roger



2. The stop action of these toons.

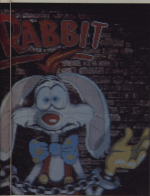
WHO FRAMED ROGER

T. Marston's toon



RAI

FRAMED RABBIT



RABBIT



▲ Roger rushes across town.



▲ See what happens when you shoot.

Rabbit, Jessica's leporine husband. He is distraught when he finds out that his wife is an actress, and swears that he'll make Jessica love him again — whatever the cost — before he rushes out into the night. Later on it's discovered that Acme has been murdered, and the blame instantly falls on Roger Rabbit. But he didn't do it, did he? And Eddie Valiant decides to find out who framed Roger Rabbit.

The people behind the computer version of Roger Rabbit are Buena Vista, a subsidiary of Disney who were associated with some of the most celebrated features like *Jungle Book*, *Snow White* and the *Seven Dwarves* and *Pancho*. Their game-of-the-film is presented and plays very much like a Disneyware product, and incorporates dazzling introductory and intermission screens, and

plenty of disk swapping.

There are three levels in all, each representing a scene from the film.

When the game first loads you're treated to a film-style introductory sequence with credits and a marvelous piece of music. After that Baby Herman, one of the top top stars, appears to give instructions. According to him, Jessica Acme's will has been lost, and it must be found within an hour, otherwise Toontown (where all the toons live) will become the property of the evil Judge Doom — who has plans to destroy it. So the will must be found — and Roger Rabbit is the only one capable of doing so.

The first level is a case from Eddie Valiant's office to the Fun and Ink club, where Acme lost the will. Roger drives down the horizontally scrolling road

WEC LE MANS

24

WEC Le Mans is the 24-hour world endurance championship. All other races pale in comparison. No other race challenges a driver physically or emotionally as WEC Le Mans 24. The racer must push

himself and his car far beyond limits required by any other races. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.



WEC Le Mans is not a game – it is the ultimate driving experience



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ROGER RABBIT

Reviews

in Benny the Cab, a lion tiki, avoiding oncoming cars and red items by switching from one lane to the other. There are also pools of Dig — an obsolete derivative that's deadly to toons — which have to be avoided at all costs, since riddling into one results in the loss of one of Roger's five lives. Just to add a little pressure, the wicked Weasels, the wicked Weasels, Judge Doom's cronies, give chase throughout the level — and a life is lost if they get to the club before Roger.

The next level is set inside the club, and Roger has to run around all the tables picking up paper napkins — one of them is the real, but Acme has written it in invisible ink. Making the task even harder are the waiter penguins which rush around regularly replacing the napkins. Roger also has to make



▲ Mixed success

lots of the film, but in the end I was left with the distinct impression that Disney haven't fully capitalised on this golden opportunity. With the addition of a few more levels of the same quality, Roger Rabbit could have been transformed from a good game to a brilliant one.

AMIGA

- ▶ GRAPHICS 88%
- ▶ SOUND 86%
- ▶ PLAYABILITY 89%
- ▶ OVERALL 58%

UPDATE...

Because of the game's simplistic nature, it should translate to all systems pretty well — there'll be differences in graphics and sound on the less powerful machines of course, but the basic gameplay will be the same.



▲ Doom's machine gets closer to Jessica.

sure he doesn't pick up drinks accidentally — that sends him into a rage — and he rushes around and leaps into the air in a brilliantly animated sequence that's just like the film! It also costs him a life. And if you think that's rough enough, a gentle patting the flats and throtting Roger if he crosses

his path, losing yet another life in the process.

Give all the napkins and it's off to Acme's gang factory for the final showdown with evil Judge Doom. It's up to you to make sure that Roger is cleared and let true love prevail by uniting Roger with Jessica — tall and Judge Doom has the last

tough.

Roger Rabbit is fun to play, but unfortunately relies far too much on its stunning graphics and digitised sound effects and tunes — the actual gameplay is very simplistic. The three levels are tough, especially the latter two, but I'd have liked more — the film was tailor-made for a computer game.

What's there is good, and is bound to appeal to

▶ A failure



WHO DONE

Mixing animation with live action on film is nothing new — Disney did it with his *Mickey* in Cartoonland series back in 1923, Gene Kelly danced with Jerry the Mouse in *Anchors Aweigh* (1945), and more recently Mary Poppins and Bedknobs and Broomsticks had actors intermingling with cartoon characters. However, never has the blend been more convincing than with the stunning new film, *Who Framed Roger Rabbit*. Julian Rignall discovers how it was done.

Who Framed Roger Rabbit is a joint production between Walt Disney's Touchstone Pictures and Steven Spielberg's Amblin Entertainment — and with that pedigree, it's not surprising that the film is one of the most innovative in years.

The film was directed by Robert Zemeckis (who also directed the superb *Back to the Future* and *Romancing the Stone*), and he controlled the finest talent to bring the ingenious Roger Rabbit concept to fruition. The visual effects were given to Industrial Light and Magic, the Oscar-winning special FX team who did the FX for the *Star Wars* films, *ET*, *Indiana Jones* and *Inspiration* (among others), while the animation team was headed by Richard Williams, who did the animated sequences for *Casino Royal* and several of the



◆ *Chewy!*

Pink Panther films — he also worked on the *Tommy* adverts that feature Disney characters mixed with live actors.

At first Williams was dubious about doing a film that mixed actors and cartoons. Thinking instantly of the *Mary Poppins* type where the actors looked very out of place. However, Zemeckis persuaded him to work on a test film where an actor interacted with Roger Rabbit on some stairs, and the result convinced him — as well as executive Producer Steven Spielberg. "When I first saw the tests for Roger Rabbit," he says, "I was — and this is not an overstatement — astonished".

With a green light from Disney, work started. ... The first big problem was to make it really where humans and cartoons — or



E IT???



toons as they're called in the film — interact realistically, in other words to appear in the film, and not look as though they've been painted onto it.

The film was shot in London and Los Angeles, and in both places the actors played scenes with empty spaces — the toons were drawn in at a later date by the team of animators.

It was working with this air that caused starring actor Bob Hoskins some problems, so to help him imagine that he was talking to real characters, stand-up comic Charles Hestonier was brought in to provide the voice of Roger Rabbit live on-set. Hoskins also rehearsed with a life-sized Roger Rabbit dummy!



1. *Bob's Big*



2. *What's up Doc?*



3. *Bob Hoskins acts with a top...*



4. *Not always back a bit better with a toon!*



WHO DONE IT??



▲ Before — and after.

It acting with non-existent characters was difficult, getting these objects to interact with live objects seemed almost inconceivable — but not to Industrial Light and Magic, who employed special effects which were more complex than those in many top-grossing films such as *ET*, *Indiana Jones and Return of the Jedi*.

To give the impression that Moore was interacting with live objects, five rotoscoped arms were developed to manipulate objects — the arms were then shown over them to make it look as though they were carrying the items, or even "handing" them to the live actor. In one scene a pelican is seen riding a

real bike — this was done by filling the bike's wheels with water for stability and then sending it zooming across the set, guided by an invisible wire.

The work involved was incredible — in one scene where Bob Hoskins walks through a studio lot encountering various forms, 100 different elements were required to put it all together!

In all, there were over a thousand visual effects, and 57 minutes of interactive camera sequences — and the overall effect is absolutely stunning. *Who Framed Roger Rabbit* is an incredible film — make sure you don't miss it.



▲ Bob dressed out.



▲ *Who Framed Roger Rabbit* plays party cards with reality.

WILLOW™

Enjoy it to the hilt—at home!



The castle is dark. The drafts from the open turret behind you are cold. Seated at your computer, you have entered another time. When unlikely heroes fought for the survival of all that was good. When magic was real.

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dungeon? Or cast a spell?

Digitalized illustrations from Lucasfilm's masterwork, plus high resolution graphics make this game a heart-stopper. Just a joystick, a mouse or a few keystrokes is all you need to play.

Will you defeat the evil queen? Depends. How strong is your spirit? How pure is your heart? How powerful is your magic?



M I N D S C A P E

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Reviews

► **MACHINES: AMIGA/ATARI
STEEL PC/CDL**
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CINEMAWAR: MIBROSHOFF
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► **STRONG POINTS: AMIGA,
► STRONG POINTS:
STEELW**

What's this? A sports simulation from Cinemaware? I thought that those boys were only interested in producing 'interactive movies'. Well, strange as enough, that's exactly what this is in some

combined a classy real-time game simulation with entertaining and informative TV coverage, total team customization and a full 28-player league option.

When each player has chosen a team, a full squad is displayed on the coach's clipboard and 'talent' points are distributed between the players. Each player's points are sorted into four categories: Speed, Strength, Hands and Ability. These categories affect different skills, depending on the player's position; for instance the Quarterback's Ability

TV SPORT



Dallas could get



► The big show, but it looks as though it may fall a little short.

interests, for although American Football is an action-packed outdoor pursuit, the football game is greatly dependent on television coverage for most of its atmosphere and, importantly, revenue.

Cinemaware claims that its first products were merely test runs, and that future games are going to be even more spectacular if the company lives up to its claim, then computer gaming is in for a few

realer changes. *Steel* was good, *Football* was wonderful - but TV Sports Football is something else again, it

rating determines his pass accuracy, while the same statistic controls a Fullback's speed of changing direction. The squad's names can also be customised to include anyone you fancy really show about trying your

game as a Quarterback? Once the team's installed into shape, it's off to the stadium for the opening game of the season.

The show starts with an introduction from a desk-bound announcer and an eye-popping display from a troupe of

► The lighter side... pumped-up cheerleaders. After this a quick coin toss determines which side kicks off and the players take to the field for the first down.

There are three modes of play: one-player against the computer, two players against one another and two players against the computer. The first two categories are self-explanatory, but the third is both unusual and interesting. When two players take on the computer, both play at all times but one controls the offence and the other looks after the defence.

► Dallas can't handle



SPORTS FOOTBALL



■ Another kick attempt

When play begins, a single highlighted player controls (in defensive mode, the Quarterback is controlled) until he releases the ball, whereupon the closest receiver takes over. The rest of the team's general movement pattern is pre-determined by whatever play is selected, but each player responds quickly to the opposition's movements by blocking, tackling and moving into position as required.

Occasionally a player gets into a tight scuffle and may lose all of his ability to play to employ. In this case

■ Chicago waits its turn to take the field



the computer can be left to its own devices and happily plays both sides until the player once again decides to take control.

The realism which is sustained throughout extends right down to such seemingly minor details as punt and place kicking. In fact, the place kicking sequence is one of the most impressive visual scenes in the program, employing large realistic characters that move smoothly and respond accurately — like everything else, the result of a place kick is entirely dependent on the player's skill.

TVSF is the most entertaining, accurate and engaging sports simulation I've ever experienced. If Commodore keeps on improving at this rate, I don't imagine what it's next release, I guess the Rising Sun, will turn out like

AMIGA

| | |
|---------------|-----|
| ▶ GRAPHICS | 93% |
| ▶ SOUND | 90% |
| ▶ VALUE | 87% |
| ▶ PLAYABILITY | 89% |
| ▶ OVERALL | 93% |



■ Characters in play include a few appearances from previous games (the ones)

Anytime quarter Back Knight

TV Sports Football is a

staggering

achievement given considering the Amiga's capabilities. The game itself would be enough, but when you add the late finishing touches such as the realistic supply of on-screen match information and player statistics you end up with one of the most realistic and complete packages ever.

I may be very biased as a keen American football fan taking over here, but



UPDATE...

The Amiga and PC versions are set to hit the streets in time for this season's Superbowl. However, because the other versions weren't completed in time to meet this date, C64 and ST owners will have to wait until the usual American football season, as their versions aren't due for release until the beginning of the new season — next Autumn! (Thanks!)

TAG CRUCIAL COMPILATION



LAST NINJA REPLACES CRAZY CARS ON THE COMMODORE

THE IN CROWD

ocean



KARNOV has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



BARBARIAN has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



CRAZY CARS has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



SCHWARZENEGGER has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



THE COMMODORE has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



ZAXXON has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



NINJA has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



TARGET: THE KILLING GAME has a lot of things going for it. It's a classic arcade-style game with a lot of things going for it. It's a classic arcade-style game with a lot of things going for it.



SPECTRUM
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CASSETTE
£14.95

SPITTING IMAGE

Reviews

R. PRICE, C&A, SPECTRUM, AMSTRAD, CASSETTE CD-RI, AMSTRAD, CDS £14.95, £24.95, £13.95, £7 AND AMIGA £19.95.

According to the prophecies of Spitting Image, there will be an apocalyptic war within the next seven years. And those the paths of the world will rise one leader who will reign supreme.

At the start of a game, caricatures of six leaders are displayed — Garbachev, Thatcher, the Pope, Ronald Reagan, the Ayatollah and President Boris — one of which the player chooses to be. Next comes an even bigger choice — who to fight. You're right in this wild and wacky Spitting Image world the leaders battle for the number one position by means of a one-on-one punch-up!

This simplest skirmish takes place over a suitable backdrop — if Thatcher is the opponent, number ten is in evidence behind the pugilist, while a nest home for Ayatollahs is the setting for the punch-up with... well, I'm sure you can guess.

The fighters face one another in traditional



4 Take the counter.

beal 'em up style, and the objective is simply to defeat the opponent three times in five rounds. Both combatants are capable of head, body and feet hits, and also have a special move — Boris, for example, drops his pants and urines on his opponent, while Garbachev does a

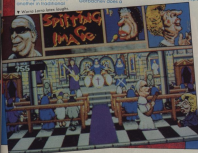
deadly Kozlov kick. Each successful hit brooks a chunk off the fighter's energy bar, and if it drops to zero the bout is lost.

If the player wins, the title screen returns minus the defeated character, and another one is chosen. This continues until all leaders are defeated, whereupon

the player is shown an end sequence pertaining to that character, or the player loses a bout, which results in the termination of the game.

Much as I enjoyed playing Spitting Image I was left with the distinct impression that there simply isn't enough game for your money. The graphics are utterly superb, with excellent animation and some hilarious touches (although I did sleep and wonder what they'd look like on the 8-bit machines), but at the end of the day what you've got is a very simple beat 'em up. That bugbear of many beat 'em ups is its evidence — the one-move trick; in this case you just manoeuvre the opponent into the corner and let rip with a series of beat punches to beat him with ease.

It's a shame there isn't just a little more in it, because the brilliant humour and meanest nastiest touches are wasted on the very weak gameplay.



7 Wrong! Wrong! Wrong!

| ST | SCORE |
|---------------|-------|
| ▶ GRAPHICS | 84% |
| ▶ SOUND | 61% |
| ▶ VALUE | 31% |
| ▶ PLAYABILITY | 53% |
| ▶ OVERALL | 56% |

UPDATE...

Apart from the usual graphical and some differences, Spitting Image will be the same on all formats. The 8-bit versions will be modified, which obviously will impair enjoyment a little, but other than that the criticisms levelled at the ST version should be relevant for all machines — so try before you buy.

STALLONE

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■ **VERSIONS TESTED:**
SPECTRUM
■ **REVIEWER:** PAUL BLANCET

THE MUNSTERS

The antics of the wisecracking, all-ages family (the side of the Brady bunch here) the basis of this debut game for Again Again, the full-price label of Alternative Software. And what an unobscured debut it's turned out to be. Allow me to elaborate.

Marilyn, the only member of the family who could be described as human, has been kidnapped by "Old Nick", and being the kindly family therapist, the Munsters rally round to save her. Lilly Munster has to roam the Munster mansion, blasting the noxious ranks of Old Nick's ghoulie army with magic fireballs. Certain monsters are stronger than others, and to deal with them Lilly has to destroy lower-ranking ghosts to



▲ Levels of mauling ghosts.



▲ Blast on the ghoulies.

build up her spell power, providing her with more potent fireballs to fling. Hidden throughout the play area are mystery objects which allegedly help take care of the ghosts, but none of the

items I picked up seemed to improve Lilly's chances.

The real pain in the bot (with both versions tested) is that you can't speed up or fast forward ghosts to build up your spell power (which is a pretty boring task), then unexpectedly run into an insubstantial ghost and lose all of your energy in microseconds. And because you only get one life, that's the end of the game! Consequently, you don't get the chance to do any serious exploring or puzzle solving so there's no feeling of progress, only bags of frustration.

The graphics on both versions are average, but the detail on the backgrounds does tend to confuse the action in the foreground. At least they successfully recreate the look of the series, which counts for something.

The use of sound in both versions is pretty limited, adding near a lot to the atmosphere of all. The programmers of the ST version have provided it with some mediocre spot effects and a rendition of the TV theme tune which is quite jolly for first time round, but becomes plain annoying after it's been repeated for the umpteenth time.

As you've probably guessed, I wasn't all that keen on *The Munsters*. The standard of programming almost reaches average, but there seems to have been very little thought put into the game design. I would look at spending ten quid on the Spectrum version, but would frown at shelling out twenty of my favourite coins for an ST version which is little better. Not a game I would recommend, even to *Munsters* fans.

| ST | |
|---------------|-----|
| ▶ GRAPHICS | 67% |
| ▶ SOUND | 44% |
| ▶ PLAYABILITY | 28% |
| ▶ VALUE | 21% |
| ▶ OVERALL | 27% |

| SPECTRUM | |
|---------------|-----|
| ▶ GRAPHICS | 46% |
| ▶ SOUND | 43% |
| ▶ PLAYABILITY | 26% |
| ▶ VALUE | 30% |
| ▶ OVERALL | 30% |

UPDATE . . .

All versions, unfortunately, have the same game design. So, although graphics and sound might be different, you'll still find the game annoying whether you own an MSX, C64 or whatever.

▶ Not a very good tie-in.



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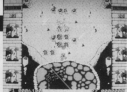
ILLUSTRATION: STEVE WOODS
TYPESETTING: JAMES WOODS LTD.

- MACHINES: EPIC/CLARET
- SUPPLIES: MAGNUM
- PRICE: EPIC £7.95 GAA, CLARET £8.95 GAA, £4.95 GAA, £4.95 GAA (4)
- VIDEOS: £19.95 (4)
- DISTRIBUTION: AMSTRAD
- BIRMINGHAM: PAST MASTERS

One thing war has always been good for is the computer games industry. While you were waiting those ruthless little terrorists in Ikari Warriors did you spare a thought for their poor grey-haired mothers, sitting at home, waiting for their next letter from their boys at the front? You did? What a sentimental doggie — they're only sprites for goodness sake.

Rememortians need have no such worries in this, the sequel to Ikari Warriors, because this time the intrepid pair (that's you and a friend if you have one) are taking out honest-to-goodness monsters — three heads, blood sucking — the whole bit. The beasts hang out on the road at the title, and it's your pleasure to yank your way up it, clearing it of noodies with your trusty machine gun and a rack of grenades.

You can also put your weapons to good use in a bit of urban demolition. Poles and temples block the road, some of which harbour handy weapon upgrades — flame throwers, smart bombs, extra grenades and a monster paralyzing goodie. Also on the landscape are traps that which can transport you to the lair of bonus point lotties which split mini-monsters down the screen. Most of all it's



► Best Warriors of ever again



► OK graphics — no prizes though

back on the road for more vertically-scrolling shoot 'em up lark.

Control is via the standard eight-direction joysticking, but the thoughtful programmers have put in a toggle key, so that you can make your little keep his weapon pointed in the same direction until you de-toggle. This is handy when dealing death to lotties which always remain above you on screen. Alternatively, there are facilities for using the Cherish 120+ stick (one one with the previously useless rotational control, however such as this Ikari Victory Award above the

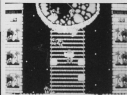
standard Ikari Warriors clone, but it still doesn't beat the original. Sound is this version's real downfall, consisting of a few feeble coughs and tweets which hardly convey the feeling of the battlefield. The tidy and colourful graphics help compensate for this though.

However, as I said, it doesn't offer anything over the like conversions of Ikari Warriors, and how long have you had that in your software collection?

| AMSTRAD | |
|---------------|-----|
| ► GRAPHICS | 77% |
| ► SOUND | 23% |
| ► PLAYABILITY | 75% |
| ► VALUE | 68% |
| ► OVERALL | 71% |

UPDATE . . .

The quality of other games in this vein suggest that this is a format which transfers well to almost any machine. The other 8-bit versions should bear all the features which made the Amstrad one so worthwhile, and the audio improvements possible on the G54 should make that the best of the bunch. No 16-bit versions are planned at present.



► Best shot noisy

VICTORY ROAD

Reviews

■ MACHINES: STAMINA004
 ■ SUPPLIER: ENCLAPIC
 ■ PRICE: STAMINA 004, 044
 000 000 000, 00 00 000
 ■ VERSION TESTED: 01
 ■ AUTHOR: BRUNEL

Traditional fudge, shoot 'n' explore-type arcade adventures are pretty scarce on the list. Barbarian is alright, but it's coin-driven and becomes rather tedious after a while. Baal is presented in similar fashion — it's a side-on platform arcade adventure — but the player has direct control over the on-screen hero, rather than having to use icons to guide him around.

The player takes control of a Time Warrior who is about to embark on a top secret mission — to enter the lair of the evil and

aggressive Baal and destroy him to save the Earth. This might sound pretty run-of-the-mill, but Baal's lair is huge, and danger lurks around every corner.

The mission starts with the Time Warrior armed only with his wit and a large laser rifle. Information is spooly looking, so it's up to the player to take his own initiative.

The Warrior can walk left and right over the landscape, with the screen scrolling as he moves, and he can also climb and descend ladders if he finds one.

It doesn't take long for Baal's minions to realize that they've got a visitor, and they attack with lasers. If an enemy hits the Warrior, a chunk is knocked off his energy bar,

and it drops towards a total zero. There are five Warriors given to the player to complete the quest.

The Warrior's laser comes in pretty handy against Baal's trench-troops, and a couple of well-aimed



SERVE AND VOLLEY

■ MACHINES: 044
 ■ SUPPLIER: ACCOLADE
 ■ PRICE: 044/00 000, 044
 000 000 000, 00 00 000
 ■ VERSION TESTED: 044
 ■ REVIEWED: BURNING LAGER

You have to admire Accolade's nerve for having a crack at producing a tennis game. It is such a well-worn theme in computer gaming — on the ageing Commodore 64 in particular — that you have to believe you are bringing a fresh interpretation of the sport to the computer screen in order to justify the project in the first place.

Accolade obviously believes they are bringing something new to the genre and I have to say I am inclined to agree.

The game features a unique power-of-shot implementation method that at first seems totally

weird — but is, in practice, a novel way of making tennis on computer more than a monotonous digitised game of ping pong between you and the machine.

How so? By the use of a window which appears in the top corner of the

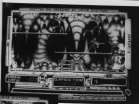
screen. This features a sliding barometer indicating the amount of power you wish to put behind your shot. Press the button on your joystick when you are happy with the level of power indicated by the barometer.

The window also features a graduated racket which shows the player's racket and forearm moving through the swing. This is useful for serving as well as

Two right paddles come it out

Serve and Volley — options game





▲ Design the five spinning segments.



- ▲ Blast the generators.
- ▲ Blast - is a winner.

voltages one of that's required to get them shutting up dummies.

Force fields are frequently encountered, and the only way to get past them is tracking down and destroying the generator that powers the particular force field. It's this that gives the adventure a puzzle element, as you have to work out which generator to take out next.

The game is thoroughly engaging, and there's a very large map and there are plenty of surprises - the loadsave option is a godsend! Presentation is excellent, and then whole thing looks and sounds good - the 91 minute sampled title tune is one of the best pieces of music I've heard on the ST.

So, if you're after an addictive and action-packed exploration game, buy *Blitz*.

ST

- ▶ GRAPHICS 78%
- ▶ SOUND 91%
- ▶ VALUE 72%
- ▶ PLAYABILITY 82%
- ▶ OVERALL 80%

UPDATE . . .

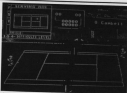
Amiga and *C64* versions are coming soon, the *Amiga* will look and sound better than the *ST*, while the *C64* version will lose out graphically. The gameplay will be the same, though.

making ordinary shots.

It sounds a little complicated and takes a while to master, but it is all made easy by a series of on-screen instructions and training modes.

Serving is very well thought out and again has the feel of a real sports simulation rather than merely a polysyllabic tennis game.

Before you serve the



▲ Excellent tennis sim.

game offers you a map of the court on which you pick the spot where you want to hit the ball. Then using the power barometer you set it.

The animation of the moving ball is excellent - in a sort of pseudo 3D, it moves a little slowly and is perhaps a little small and therefore difficult to see but it is never the less convincing because of the trajectory of the ball.

Another feature that

marks *Serve and Volley* down as a quality game is the range and number of options available.

Amongst the dozens of options open to you are the choice of venue. You can play in the centre court with thousands of fans looking on, or a much more relaxed game of the Country Club with its private (outside) practice court, or even more laid back than this of all, beach. The background

graphics are as good as the general standard of animation.

You can even choose your own players, and if you don't want to choose any of the players listed you can also create your own. As I said *Accolade* have thought of everything.

I thoroughly enjoyed *Serve and Volley*, if you are in the market for a tennis game for your computer look no further.

C64

- ▶ GRAPHICS 84%
- ▶ SOUND 75%
- ▶ VALUE 70%
- ▶ PLAYABILITY 85%
- ▶ OVERALL 76%

UPDATE . . .

C64 and *IBM* versions are available now. There are no current plans to convert *Serve and Volley* to the 16 bit machines. Great shame this, as there isn't a decent tennis game around for either the *ST* or *Amiga*.

Reviews

FOUR SOCCER SIMULATORS

- MACHINES: C64, SPECTRUM, AMSTRAD CPC.
- SERIALS: CODE MASTER.
- PRICE: ALL VERSIONS £9.95 EACH.
- VERSION TESTED: CPC.
- REVIEWED: TONY DALTON.

Code Master's first full-price game looks like four completely different games in one package with a linking theme — football — rather in the style of a compilation. In fact, what you get are three games that are exactly the same apart from a few minor differences, and a training section, which does prove to be marginally useful.

On the first side of the first of the two tapes in the packaging is the training. This incorporates a split-screen view of a gymnasium. To train your player you move the joystick in a way not unlike the live sims to get your on-screen person to do things. Move the joystick in the shape of an arch to get him to jump over a bar, pull down and then up to get him to do press ups, etc. After you've gone through the routine joystick wiggles, you do some real training, and are

► Angle Area of a game.



Footballing fun and frolics.

given the chance to participate in all manner of events to improve your skills in the other three games. You can practice dribbling and passing, and even try your luck at penalty taking and saving.

It would be pointless for me to describe the other three games separately, simply because they all look and play exactly the same. The only differences are the back drops and the amount of players on screen. In street soccer and Five-A-Side you have a number of players, while in full match, you get the full complement of 11-a-side.

As I've already said, the backdrops are different too. In street soccer, you play in a street, bouncing the ball off cars, houses etc., and 5-a-side has you playing inside a walled centre. Guess where you play the full match.

The graphics aren't bad at all. The players move quite realistically, and the backdrops are detailed, but the ball moves lazily and the screen flip-scrolls. Wouldn't it have been nice to do smooth scrolling too?

The controls are appealing. Five both sticks and changes player when

you don't want it, and doesn't when you do. Just getting your man to run in the direction you want to is an effort. The response is far too sluggish for a fast action football game, so in a way it's a good thing it's not fast action.

That's what ruins the game, the speed. It plays at an incredibly slow rate, which makes it unplayable. 4-Soccer Simulator is basically a package of four sub-standard games. If you want a good football game go and get Matchwise or Emu Hughes Soccer.

| | |
|---------------|-----|
| ► GRAPHICS | 68% |
| ► SOUND | 43% |
| ► VALUE | 28% |
| ► PLAYABILITY | 36% |
| ► OVERALL | 44% |

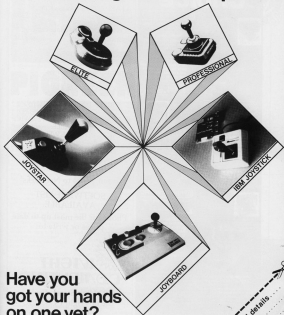
UPDATE . . .

Seeing the usual graphics and sound differences, all versions are basically the same. Hopefully the Amstrad and C64 versions will be faster.

► Digital updates — rolling papers.



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▲ View from the bridge.

The training manual is probably the most exciting thing about the game, leading through it you learn of all the exciting things to be found, like Star Shark Fighters, Sub-Evolution Space, Sky

PIONEER PLAGUE

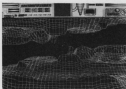
► MACHINES: AMIGA.
► SUPPLIER: MANDRILL.
► PRICE: \$24.95.
► VERSION TESTED: AMIGA.
► REVIEWED: RORY DILLON.

Pioneer Plague boasts itself to be the world's first home computer game with more than 4,000 colours on screen at once. A lot of Amiga owners are going to see that and buy the game just on that one strength. There are two things I should point out here. The first is that the Amiga can't actually do much in HAM mode. It can display a picture (with a small amount of flicker) which may well be pretty, but it doesn't really add up to much of a game. The second point is that nice graphics do not make for entertainment. Remember Captain Blood? Very attractive, very big, but very boring with over 30,000 planets, only two of them inhabited.

Pioneer Plague sets out to be something it isn't right from the start. The player is the pilot of a probe, and has to try and stop a strange plague from spreading throughout the galaxy.

The basically involves moving a pointer around a lot, looking at some pretty amazing screens, listening to a pretty groovy soundtrack and generally getting bored to tears.

The invasion starts inside your warm cosy spaceship, in front of you are four



▲ Good graphics = silly game play.

monitors — clicking on the first monitor takes you to your ship, the second is a navigational system, the third is the drone programmer and the fourth contains the loading and saving commands.

The ship allows you to fly from planet to planet, which is done by flying through wormholes in space. Along the way you get to fight lots and lots of hideous space aliens. Missile Command-like by moving a pointer over them and pressing the mouse button. As you might have guessed, you don't actually fly the ship through the wormholes, if you can call them wormholes. They consist of three reinforced bumper holes, and the screen flicks between the three to give an impression of forward movement. It doesn't work

watches, but finding them is dull and boring.

Nice graphics, shame about the game.

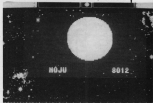
AMIGA

| | |
|---------------|-----|
| ► GRAPHICS | 84% |
| ► SOUND | 83% |
| ► VALUE | 31% |
| ► PLAYABILITY | 38% |
| ► OVERALL | 39% |

UPDATE ...

No other versions are planned, but the game is so simple, it would translate to other computers pretty well — although without the graphics there's very little to shoot about.

▼ World turned upside down.



Reviews

- **ESRB: ED-14 (MATURE)**
- **STANDARD INFO: 100%0044**
- **GENRE: ACTION**
- **PRICE: \$119.95, 8MB/300**
- **CD-ROM, CD-ROM/DVD/3.5" 1.44, CD-ROM/CD-ROM/3.5" 1.44**
- **FRANCHISE: TEST: ST.**
- **REVIEWER: PAUL BLANCHER**



▲ *Manhattan Dealers* interface.

MANHATTAN DEALERS

Joining the gang of urban beef 'em ups is this little number, which boasts

"remarkable graphics and animation, plus digitized sounds and stirring music." Well, that bit of awe from the packaging is best taken with a hefty pinch of salt and a glass of water, but this first release from Silmarils certainly shows potential.

In the game, you take control of Inspector Harry, a nice squad cop with a mission to track down and dispose of every kilogram of dope being peddled on the streets of Manhattan. Each area is displayed in a kind of 3D, so you can walk into and out of the screen

▶ *Enter the Double Dragon!*

— a feature which adds quite a bit to the feel of the game.

The only problem is you can't walk straight up or down the screen for some reason, so you end up doing silly things like walking long posts. In between strolling over the hydrants, Harry gets his kicks from beating seven shades of sunlight out of drug-pushing hoods. Four types of loot and five punches are at Harry's disposal, but in a clinic you're more likely to keep the bad guys occupied with repeated zaps and high kicks.

When they finally escape, certain hoods leave



▲ *Head-knocking henchmen*

behind pockets of drugs which Harry has to take to a broker and burn, regaining vital energy in the process.

There is quite a variety of opponents, which range from chain-wielding punks through whip-wielding women to enraptured housewives who hurl household items in your direction. There is even a couple of Ninja-types in there. Others would we be without 'em?

As for the game's pace, *Manhattan Dealers* really isn't too bad. In fact, the only weak points are the features which the packaging claims are so great. The animation has its moments, but you only have to shuffle Harry across the screen to see that there could have been more work done there. The digitized sound is pretty

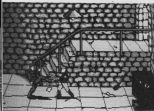
pathetic, and the music wouldn't stir a cup of weak tea. The gameplay is very easy to get into though, because it is simplistic, and yet the many different opponents save the game from becoming too boring. I did groan when I started the second level only to find that the graphics were the same as the first, but there are more often than not two battles waiting you up simultaneously on each screen, so you're not going to be left hanging around.

It's not the greatest game of its type, and at \$20 it could hardly be called cheap, but if you're a fan of digitized violence *Manhattan Dealers* is probably worth a quick look.

| ST | |
|---------------|-----|
| ▶ GRAPHICS | 71% |
| ▶ SOUND | 44% |
| ▶ VALUE | 66% |
| ▶ PLAYABILITY | 71% |
| ▶ OVERALL | 68% |

UPDATE . . .

The Amiga and PC versions should be on the shelves as you read this and according to Silmarils they are both very similar to ST *Manhattan*. However, the PC version should feature some extra levels and even some extra firefloors in the scenery. The Amiga version should be on the streets by March or April, no doubt having some graphical and audio differences, but with the basic gameplay unchanged.



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I don't half fancy that.

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Reviews

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 ► **REVIEWER:** ROSIE LADBY.

"Which Australian lady tennis player courted a surepox of Wimbledon when her knicker elastic snapped?" – Without seven post-bristol blows in and which London based another player was recently voted BBC sports personality of the year.

You don't know, do you? Well, – I do and I can tell you that the answers will be given to you somewhere in this review – so you can go on to have to read it now, ha!

It tells its A Question of Sport time again – introducing *Bumping Ball* Rebound, David the wiper Coleman, Ian Botham and all your other favourites in this computer conversion of Britain's most popular TV sports quiz program.

In *Backyard* look Dite offer viewers of the computer screen a new hero – one Steve Wilcox – Midlands lad, Lotus F1's driver, and port master of Dite software. Pop, 'Erthy' Steve Wilcox as he is known in the trade makes a starring appearance in his own game – and why not.

His specialist subject is soccer which is strange considering he is a football supporter. But then – life can be strange. The other guests are pretty strange too. I haven't got a clue who any of them are. But and Ian are clear enough though.

The game follows the TV show very closely – the quiz being split up into six rounds.

If you have never seen the TV show (Where you, been, inside?) the rounds



▲ When happened next – not the best round.

are: Pictureboard – here questions are asked individually to each team member. The players choose a box from the numbered grid. These squares then flip revealing a symbol representing a sport. There are a wide range of sports including soccer, cricket, horse racing and tennis with a mysteriously question mark symbol for a randomly selected sports question.

If you get the right answer you notch up two points, get it wrong or run out of time and your opposing side get a check of the question to earn a bonus point.

► Pick a sport and a question.



OF



▲ What Happened Next is just what it says it is. You choose the answer which



ION SPORT



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Player one choose team members.



answer from the ones listed. Excellent fun this. The final round is another bout of Picture-based - asking the questions in the squares that remain.

The instructions state that Elite have attempted to minimise repetition of the questions by stocking them in five blocks - the idea the computer prompting you to load a new block of questions from time to time. Of course, there is a finite number of questions that the disk can store - so that eventually you are going to start recognising certain questions. This is unacceptable if you think about it but it makes the computer game no different to the original board game - which is why there is a booming trade in expansion sets for board games. Will there be additional expansion sets for a *Question of Sport*?

Director of the company and former C-142 employer Bernard Duggan said: "We are looking at a number of expansion packs - including further question sets and possibly specialist subject sets on key soccer of cricket."

So how does it play and is it worth getting? I would say yes - if you are a fan of the programme, like quiz games in general, or the type of question coin-operated machines you find in pubs. I do - I love 'em as my bank manager will testify. A quiz game is a difficult thing to undertake.

▼ A question of a lot of fun on these quiz

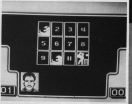
Surprisingly two companies have attempted it now through the medium of a licensed quiz - Bonkers with *Quiz Plans* and now Elite with a *Question of Sport*. It's dead simple and doesn't have any bells or whistles to speak of - even on 16-bit - it's really playable though, you'll find your self having just one more go, which is exactly what I am going to do now I have finished this review.

Oh Oh, I know, you want the answer to the questions. I haven't forgotten, I have been a bit naughty though because I made the one up about the Australian lady's knicker elastic. The others were legitimate, enough though - Bristol City and Steve Davis of course.

| ST | |
|---------------|-----|
| ▶ GRAPHICS | 53% |
| ▶ SOUND | 60% |
| ▶ VALUE | 69% |
| ▶ PLAYABILITY | 71% |
| ▶ OVERALL | 75% |

UPDATE ...

Full marks to Elite for having all versions on sale at the same time. There is also a BBC version which is available from Superior Software at two pounds less than the Elite version.



THE DEEP



1 Depth changes away.

- **IMAGES:** EPIC GAMES/BAE/STANBROOK INC.
- **SUPPLIER:** US GOLD.
- **PRICE:** EPIC GAMES CASE, £12.99; US GOLD, £14.99; US GAMES CASE, £14.99; US GAMES CASE, £14.99.
- **VERSION TESTED:** AMIGA.
- **DEVELOPER:** JULIAN BIGNALL.

I must confess that in all my years of arcade gaming, I've never seen, yes, even heard of this obscure coin-op. Or all the Green Corp. fans whom this title was apparently licensed still, someone at US Gold must have seen the machine somewhere, because they "snapped" up the rights.

The game is an odd one — as an arcade machine I'm not surprised that it sunk without trace, if it ever emerged in the first place — but as a computer game it's quite jolly.

The player takes control of a ship, which floats at the top of the screen. Subs and other underwater vehicles and creatures move across, and launch missiles and mines, which are dodged by moving the ship left or right. To defend itself the ship drops depth charges, which drift slowly to the ocean's depth, destroying anything they touch.

Occasionally an enemy wreck releases a capsule which floats to the surface. If this is collected, a helicopter appears and drops off a supply box,

which endows the ship with either guided or more powerful depth charges, extra speed or a pod.

Topping the ALT key when a pod is picked up turns the ship into a mini-sub, and the player can dive to the bottom of the screen and collect the glowing orb at the end of the line. When the sub returns to the surface, the ship appears again and the screen scrolls along to where the next orb is located.

When three pods are collected the ship is controlled by a boat which is approaching at ramming speed. Missiles are fired to stop it before it makes contact, and the boat goes on to battle a submerged mothership, which is bristling with armaments. If these are

all taken out, the first stage is deemed complete.

Next comes a Missile Command-style section. A convoy of ships are sailing from the harbour to the open sea — but the enemy are launching missiles from the ocean depths. Using a crosshair sight, the player takes them out before they make contact.

After that the scene returns to one similar to the first, only with a different telescope and more enemy submarines.

The Deep is quite an addictive game, but it lacks depth (no pun intended). It's more of an 8-bit concept, really, and not one that I expect to see

can see its appeal waning considerably in the long-term. There just isn't enough variety to sustain interest.

AMIGA

- **GRAPHICS** 66%
- **SOUND** 83%
- **VALUE** 33%
- **PLAYABILITY** 63%
- **OVERALL** 58%



2 Underwater shooter, on the Amiga for £25 — as a 15-bit budget title it would be fine. The gameplay is fun and kept me amused for a couple of hours, but I

UPDATE

The Deep should translate to all formats pretty well — it's very simplistic, after all. Spectrum, Commodore and Amstrad versions should be fun, and are far better value for money than the over-priced 15-bit versions.

As for ST and IBM owners, the same criticisms mentioned above will apply. The Deep offers fun — but it's expensive fun!

- **Missile command-like screen.** Shows off the ship's aim. Pretty tough.

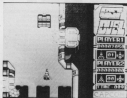


LAST DUEL

► **MACHINE:** SPEC, C&A, J&E, ST. AMIGA.
 ► **SUPPLIER:** GOLD.
 ► **PRICE:** \$99.95 B&N, CHAMBERLAIN'S, \$114.95 C&A, ST. AMIGA \$124.95.
 ► **VERSION TESTED:** ST.
 ► **REVIEWER:** TOMY DILLON.

To say that this game bears more than a passing resemblance to US&2 is other than to say it's a different coin-op release this month. *LED Storm* would be a little unfair. It's only every other level that bears the similarity.

You see some kind of lone warrior battling against evil for the love of your woman. Well, you're alone when you're not playing in two-player mode, that is. You are a motorcycle rider, racing upwards along a vertically



scrolling landscape, battling big guns, gun emplacements, and enemy ships. Play two-players and you call the assistance of an airborne craft, which you would think would make the game a little easier. No

way. When in two-player mode, you get twice the enemy.

As you scroll northward (with a bit of left and right scrolling to add variety) you come across obstacles — holes in the road are one of them. These can be

driven around, provided there is the room, or you can jump over it. But you have to make sure that there is no air traffic above when you leave the ground and ensure that you land on terra firma.

Guns fire either side of the roadway, and little soldiers hide behind barrels and fire at you. Suicidal car drivers wait on either side of the road in wait, and when you pass, they take you out.

But it's not all bad. Pods lie in the road, and when shot, they leave little capsules. Drive over them to collect them, and bingo — progressive weaponry. Build a fan-like series of bullets, as well as side firing lasers. All come in pretty handy.

Last Duel is hard, granted. Well, it's more than that, it's very hard. It seems that the only way



destroying fellow road hogs, and also housing over holes in the road.

There are nine levels of very similar action, and the objective is simply to race to the end of each. An energy meter on the right of the screen ticks down as the car zooms up the screen, but fortunately extra energy can be picked up by running over

► **MACHINE:** SPEC, C&A, ST. AMIGA.
 ► **SUPPLIER:** GOLD.
 ► **PRICE:** \$99.95 B&N, CHAMBERLAIN'S, \$114.95 C&A, ST. AMIGA \$124.95.
 ► **VERSION TESTED:** SPEC.
 ► **REVIEWER:** JUAN BOSCH.

I don't like to start a review on a negative note, but it has to be said that *LED Storm* is one of the most horrible arcade games of

the year. It really isn't very good.

So why did US&2 Gold buy the rights? Well, when they signed their deal with Capcom, they secured the licence to convert the next ten Capcom titles, and unfortunately *LED Storm* is one of them. I suppose that's the way the cookie crumbles — in such a deal you get brilliant titles like *Ohno!* in *Ghost* (*Ghost*

in *Goblins*!) and *Block Tiger* and turkeys like *LED Storm*.

The game is basically a derivative of the old *Rampin'* (Bugger theme which was popular about five years ago). The player takes control of a car, viewed from overhead, and races up a vertically scrolling road. Pressing fire makes the car jump, which is useful for clearing up and





ST

- ▶ GRAPHICS 70%
- ▶ SOUND 68%
- ▶ VALUE 40%
- ▶ PLAYABILITY 52%
- ▶ OVERALL 55%

UPDATE . . .

All other versions are being let out of the same time. The Amiga version features enhanced graphics, sound and playability and is generally a much better game. The Spectrum version is monochrome, obviously, but still features the same level of playability.

The C64 version looks like it's going to be quite good, with smooth scrolling and elastic of playability. The Amstrad version will contain all the fun of the Spectrum version, with colourful graphics.

you're going to get anywhere it to drive very slowly, but as you're up against the clock, that tends to mean that you still don't get very far.

The graphics are quite nice. The scrolling is a little

slow, and the left and right scrolling is downright annoying. The sprites are quite smoothly animated, but the collision detection is a little on the stingy side. On the whole the game is reasonable

Not a steamer, but not dave. Well, at least it's better than LED Storm.

fuel cone, or passing one of the three checkpoints on route. Should all energy be used, the game ends.

If the car falls through a hole in the road or crashes into an obstacle, it's replaced - but vital energy is lost in the process.

And that's LED Storm in a nutshell.

The ST conversion is weak, and suffers from a

LED STORM



price, but as a full-price game it just doesn't make the grade.

ST

- ▶ GRAPHICS 43%
- ▶ SOUND 86%
- ▶ VALUE 21%
- ▶ PLAYABILITY 43%
- ▶ OVERALL 41%

SPEC

- ▶ GRAPHICS 71%
- ▶ SOUND 70%
- ▶ VALUE 36%
- ▶ PLAYABILITY 58%
- ▶ OVERALL 52%

UPDATE . . .

The above criticism is valid for all versions.

major fault: it's far too easy. The game is already simplistic, and this is further compounded by the fact that it's possible to complete all nine levels with little practice. The graphics are pathetic, with poorly-drawn backdrops and sprites that lack definition. Sound is good, though, with the ST's normally heavy sound chip producing an atmospheric tune - without the use of

samples!

The Spectrum version is far more playable and is a lot tougher - but the gameplay is still very simplistic and not particularly addictive. The graphics and sound are bright - it's just the gameplay that's lacking.

LED Storm would make ideal fodder for the 1000 budget label - in fact I'd more than likely recommend it at budget!



Reviews

BATMAN

out this place. But I won't get on with the review.

This is the second Batman undertaking Ocean has, well, undertaken, the first being that wonderful Filmation production. This one is, strangely enough, a conversion of the movie (7), due for release sometime next year, just as soon as they start filming it.

You play the Copperhead Crusader himself, minus Robin, the Boy Wonder (at least), as he battles through not one, but two adventures in his struggle to uphold justice in this unjust society we live in.

Firstly, the Penguin is making a nuisance of

himself. Batman sets out to put a stop to his "demanded horsekicking." Once he's done that, it's down to the fun phase of the local fanfare for a do-or-die battle with the Joker.

Rather than use that plot and name it with an arcade game which, let's face it, would have worked quite well, Special FX have come up with an arcade adventure.

The setup is arranged as a semi 3D simulator, left to right is smooth scrolling, and at certain points in the scenery doors and switches you can flip in or out of the screens.

As it's an arcade adventure, it's obvious you're not going to get anywhere until you find some objects, and these are to be found in boxes with the bat symbol on the side. The batsman is a handy hero, as is the lockpick.

To stop you from getting anywhere are various kinds of enemy. The

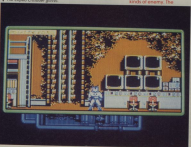
- MACHINES: C&A, EPIC, AME.
- SUPPLIES: OCEAN.
- PRICE: EPIC/AMERICA, C&A, CASSETTE \$2.99, \$2.99; C&A, AMERICA, ET, \$3.99.
- VERSION TESTED: C&A, EPIC/AMERICA.
- REVIEWED: TONY DILLON.

Oh yes, I would have a lot of fun with this opening. After all, there must be hundreds of different Batman clichés I can use to open and pad

► Batman's job.



► The Copperhead Crusader glances.



► Where's your, Batman?



► Batman has it just with a switch.



► The action below.



MAN



smallest, and least harmful of the robot penguins. These roll around, no taller than your waist, occasionally spitting out the odd bullet here and there. Then there are the knife throwers. These will only throw knives a distance, so stay close to them, and they're harmless. Handed the keys of the lot are the armed guards. These will stand anywhere and shoot you. The problem is, you're Batman. Anyone who knows their Batman will know that it's against his code to kill anyone. He can't even hurt anyone. All he's allowed to do is to let them to die there for a short while so he can get paid.

The main manipulation is fairly simple. Face front, pull down and press fire and you go into the menu system.

There are five icons in the centre of the screen, and all round the screen are pictures of anything you've collected. The five icons

are, turn tune on/off, drop object, return to game, use object and quit game.

The graphics are 'Holy bat rock!' good. The detail and animation of all the sprites is crisp and the screen flips smoothly.

As you move onto new screens, the level overlays the former one, but never perfectly, giving that 'comic book' impression.

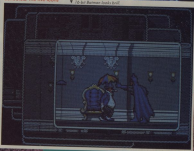
A tune plays throughout, but is nothing more than a parody of the Batman tune. In game effects are nice, not brilliant, but nice.

Quite a fun game, but, to my mind, not really as good as the first one. Nice packaging, though.

7 Fight on! Jump.



7 20-foot Batman leads a girl.



C64

- ▶ GRAPHICS 85%
- ▶ SOUND 77%
- ▶ VALUE 71%
- ▶ PLAYABILITY 76%
- ▶ OVERALL 74%

SPECTRUM

- ▶ GRAPHICS 86%
- ▶ SOUND 82%
- ▶ VALUE 85%
- ▶ PLAYABILITY 80%
- ▶ OVERALL 89%

UPDATE ...

All versions of Batman are now on sale. The deluxe version features the original Batman theme tune.

CRAZY CARS II



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G.I. HERO



▲ Here offering battle action, killer weapons here. Can you find him and retrieve the documents.

G.I. is an Arcade side-on view, 16-bit screen adventure. There are no inventing obstacles from enemy soldiers as in Green Beret. In fact enemy troops are very low and far between. Ammunition runs out pretty fast too, so look for extra clips which can be found scattered about the landscape. Incidentally, the landscape really looks exactly the same, which creates a "haven't I been here before" attitude.

Fortunately, hearing Killer the dog brightens the whole thing as any enemies that approach will now be covered by your four-legged friend.

Now and then you'll

come across gaps in the undergrowth, through which lie even more bland jungle landscapes. Eventually you reach some caves. If you flick towards screen and press fire, up pops a menu screen from which you can choose many options, from deciphering codes to changing batteries. Batteries go with the touch which you will need to find your way around the darkened caves.

Sound effects are extremely sparse, just the repetitive sound of a cricket whining out of contempt. May be he hates the landscape too. Much graphics with sufficient use of colour, although the main sprite is covered by a mask which shows a lack of programming care.

Furthermore the G.I.'s walk is far too slow and looks far too passive.

Three to eight goes is the most I'd give this in the longevity stakes. No variation, hardly any sound and is frustrating to enter. Hard game to get into, easy game to get out of. Now where's that Operation Wolf cassette.

| C64 | |
|---------------|-----|
| ▶ GRAPHICS | 61% |
| ▶ SOUND | 25% |
| ▶ VALUE | 40% |
| ▶ PLAYABILITY | 41% |
| ▶ OVERALL | 43% |

UPDATE...

Speedy and Amstrad versions are out now, with the Centry version to follow in the new year. 16-bit versions look doubtful. Maybe it's just as well.

- ▶ SUPPLIER: FISHBO.
- ▶ MACHINE: SPC CASE, C64, AMSTRAD.
- ▶ PRICE: SPC - £7.95, COMMANDER 20.95, £10.95 C64, AMSTRAD 19.95, £14.95 C64.
- ▶ STUDIO: TESTED: SPC CASE, C64.
- ▶ REVIEWER: GAIL MCGRANE.

In the beginning there was Commando. Commando began green beret. These seeds of originality grew and grew until G.I. Hero came about. would it live up to its illustrious predecessor?

Peace documents have been stolen by enemy spies and someone has to get them back. You as G.I. Hero (the chessing results been great) are given the job, predictable huh!

As you are being blown out sideways the engine cuts out and you find yourself parachuting groundwards catching your comrade pal - killer the dog.

Just before you land



▲ Duck - the Rabbit is sitting at your neck.

Reviews

- MACHINES: ATARI ST.
- SUPPLIES: \$89.95.
- PRICE: \$49.95.
- REVIEWER: CLAREN BERNARD.
- VERSION TESTED: ATARI ST.

Having played *Hyperdrome* extensively I'm still undecided as to whether I'm doing it properly or not. It's supposed to be a progressive shooter, with Double Fire, Missiles, Assault Shields, Homing Missiles and Droods up for

grabs. But try as I might, I couldn't seem to collect anything except a slightly larger bullet and a fairly useless scroller.

The idea is to fly a basic ship along the left to right scroller, Hyperdrome, destroying obstacles and airborne attackers. Most destroyed obstacles reveal an icon, which, like *Euro patrol* tokens, award the ship with something useful — the more tokens the better the add-on.

The description of these add-ons is the only thing in the whole package which caused me to smile: each item is named and a brief explanation of its use follows in brackets — so after *Shield* comes 'they don't hurt you' and my personal favourite, *Homing Missiles* comes complete with 'Give them no chance.'

To be fair the ship is nicely animated, but the backgrounds are appalling — they're bland, ugly and incorporate a totally pointless and garish spot of token paralysis. The graphics are so basic that you'd be forgiven for mistaking this for a C64.



▲ Nice membership — well game.

HYPE

- MACHINES: C64.
- SUPPLIES: £4.
- PRICE: £44 (4000000 BBS).
- DEMO: £44.95, IBM: £24.95.
- VERSION: 1.0 (1000000 BBS).
- REVIEWER: TOMMY COLLIER.

► No prizes for Fast Break.

I don't know if I'm right when I say this, and I'm probably not, but from my understanding, this new Accolade series of sports simulations is supposed to bring in some

revolutionary styles of games and gameplay. This can't be right, because if it is, then how come this *Fast Break* thing is no different to all other basketball games that have been released, i.e. not very good.

It's a three on three basketball game in a two big-screen court, each of the screens taking a mirror image of the other. You control one of the players at a time, normally, in the style of most real-player games, the one nearest the ball being the one under control. This is indicated by the player lighting.

When the other two players stand it decided between matches and at half time. You are presented with a progress of moves, and it's from this that you have to choose four of, make up four of

your own. The playback contains fifteen moves which govern where the other two players will be standing when you aren't controlling them.

Player Control couldn't be worse. Normal joystick

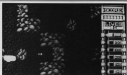


FAST BREAK



AND MR. INSTANTANEOUS GRAPHICS • CP POLYN

ER DROME



▲ *Polyn's power-ups.*

budget shoot 'em up.

In fact it's all reminiscent of a C64 budget game.

Usually even the poorest of games can be enhanced slightly by a few well-placed sonic effects — but not this one. The title music is an assault on the ear-drums, while the only special effects were the sound of bullets hitting a tin roof (representing explosions) and a sort of "loopy" every time a token is collected.

So to sum up, what you've got here is an ugly, ear-slapping, slow and boring shoot 'em up, without so much as one notable feature. And to round it all off, play stops continuously (and

unnecessarily) to allow disk access. This is probably the first game I've ever played where I complained that I was starting with too many lives. If software shops haven't already got a bargain bin for 16-bit software, this *could* be a good reason to start one.

ATARI ST

| | |
|---------------|-----|
| ▶ GRAPHICS | 37% |
| ▶ SOUND | 31% |
| ▶ VALUE | 29% |
| ▶ PLAYABILITY | 28% |
| ▶ OVERALL | 24% |

UPDATE . . .

It's an ST-only product thank goodness.

directions apply, and passing is simply a matter of pointing in the appropriate direction and pressing fire. Note, the game won't let you pass unless you're facing a player you can pass to.

▶ *Kevin Giddister's next on way.*

Shooting is even easier. Shooting consists of standing somewhere on the screen where your opponent's goal is visible, and holding down fire. Your man will jump into the air and take aim. Release

fire at the apex of his flight, and he'll release the ball and it'll sail into the goal with the greatest of ease. Release the button too soon, and it'll bounce off the rim or roll completely

The computer proves a meaner than wotny opponent, the program being that it's perfect. It controls all of it: a three player at once, which means that it has them all standing in the right position, passes perfectly, intercepts all your shots and never misses a shot.

Two player is a fun more fun, but the fun is still short lived due to the limitations of play and the complete lack of any facilities to improve your skills (i.e. an advanced play mode or fan skill levels).

The graphics aren't bad. They serve their purpose and the testing reveals one rather pleasing. They do border on being overly blocky though, and the characters have a tendency to glide rather

than walk.

Not a terrible game, but hardly an advertisement in the world of sports sims.

C64

| | |
|---------------|-----|
| ▶ GRAPHICS | 61% |
| ▶ SOUND | 46% |
| ▶ VALUE | 54% |
| ▶ PLAYABILITY | 69% |
| ▶ OVERALL | 52% |

UPDATE . . .

Electronic Arts must have got advance warning of Tony Dixon's less than complimentary review of *Fast Break* as no other versions of the game are planned.

It is odd really that EA should launch a less than brilliant basketball game when you consider they brought us the excellent one at one.



Reviews

- **MICHÉLÉ ATAR**
DEMBAS/CAISSEPERDUE/MIRAGE
CPC.
- **SUPPLÉ: OUTLAW**
- **PRICE: STAMINA 599.95.**
- **DEVISED: GABRIEL**
BERGALLI
- **MISSION TESTED: ANGLA.**

Guy Manly's been accused of a crime that he probably did commit, so either he pays his dues to society by indulging in a spell of penitence — or he fleeds it smart, heavily armed spaceship and takes his chances.



living the life is brigand on the baroque spaceways. What would you do if you were a Guy Manly? Well it just so happens that you do, and the decision's been made for you — so strap yourself in and set a course for HEGEST.

HEGEST is a mammoth space station run by a dangerous criminal organization known as the Council. The station's deep space location and excellent facilities make it an ideal base for criminal activities, and the Council's fostering of new young pirating talent

makes this an obvious starting location for your new career. The Council's services don't come cheap, however, they charge a small percentage (well, 96% of your savings actually) for use of the space station and initial investment capital.

A budding pirate can choose from two types of mission, with a number of levels available for each. One of these involves flying over a small planet, using its inoperative aircraft for target practice — the other, more lucrative, task is to enter the open space lanes in search of bounty-hunter spacecrafts.

Whatever you choose, the mission can first be practised from the comfort of one of seven 'simulators', which are modelled on the

COSMIC

High spacemap is explored by moving through a series of hot gates, and following a grid map towards the target hot gates can only be utilized if enough attack craft are dispatched along the way and the relevant points total is earned. Later grid maps include icons representing other pirates in the vicinity which must also be destroyed with extreme precision. There's no room for sentimentality when the stakes are this high.



him, Outlaw would be forgiven if the comments were a little weak, but this is far from the case. The

► **Build your ship — File style.**

game itself but are played out using vector graphics. Simulators allow the pilot to familiarise himself with the ship's controls without encountering any real danger — however, this also means that no money can be made in this section. Most simulators are free, but a couple (including the Asteroids clone, Gauntlet) eat into your meagre resources.

What a pilot feels confident with his flying abilities, the next step is to enter real space in search of an elusive spacecraft. A

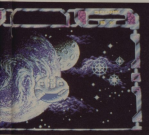
► **Beat those bots.**

Even if a spacecraft has eventually been captured and returned to HEGEST, a cash prize is awarded in relation to its size. After the Council has taken its share, the remaining cash is yours to spend on better shields, faster power units and more destructive weapons. In this fashion the whole galaxy can eventually be explored, and every spacecraft given the slightest 'injury' to the mammoth 'whole' plundered.

When you consider the depth of play contained



PIRATE



4. Superb graphics from newcomers - Zippo

Graphic style may not be to everyone's taste, but it's beautifully executed and I doubt if anyone will fail to

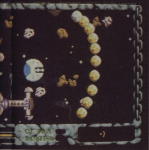
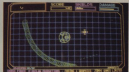
be impressed by the hyper-space sequence in particular. Zippo games is the team



is. The elaborate robotic map responsible for this production, and Zippo could hardly have asked for a more professional result. Starting with the impressive and user-friendly options screen, every tiny detail of

AMIGA

| | |
|---------------|-----|
| ▶ GRAPHICS | 84% |
| ▶ SOUND | 83% |
| ▶ VALUE | 87% |
| ▶ PLAYABILITY | 91% |
| ▶ OVERALL | 89% |



this package is well considered and beautifully executed. The ability to save up to five separate games allows the task to be finished gradually, with the slowly increasing difficulty rate making the challenge testing and compulsive.

▶ Highly absorbing game

UPDATE . . .

Both 16-bit versions are currently available and awaiting take-off. On the 8-bit front, expect to see all games on the shelves by early Spring, with the Spectrum version looking particularly impressive at this early stage.



Maybe it's the "goodhousewife" effort but January is hot — as in *Red Heat* (18), the friction you get when a pair of ill-matched cops strike sparks-off each other. Seeing as one of the descriptors in Arnold Schwarzenegger, you won't be surprised to find that plenty of other things get stuck too.

It's first-bling from Prames as Captain Ira Danka of the Moscow homicide squad punching a suspect round a corner before chugging him out into the snow to cool-down. But Moscow's drug-baron Kostavich doesn't take too kindly to Tom Jan's strong arm tactics so he snuffs his partner then flies to the West.

Lark's against him. He's soon in the hands of the Chicago police, picked up for a minor traffic offense. The Americans agree to his return and Danka's sent to collect him from wise-cracking Detective Art Bostavich's tender care.

But the coast goes wrong. Danka is ambushed and Bostavich is sprung by American confederates. So the ice-cold Russian and stoicish Danka are forced into a reluctant partnership as they track the fugitive — and Glenshaw doesn't count when Danka starts crashing police-department cars around the streets of Chicago!

Not the most original situation but the teaming is inspired. Annie's strong and silent image is the perfect foil for irascible Jim Belushi. Danka's frosty masculinity and haughty superiority are chills to the cheeky Chicago cop's spark wit and disregard for authority. Their comic chemistry keeps the heat on even between the larger than life action sequences. *Red Heat* is White Hot!

There's blazing lead in another of the month's movies. You may think that Westerns are old fashioned but this one has just armed itself with a hotter fall of *Young Guns* (18), some of the biggest names from the best pack.

There's Kiefer Sutherland (Last Word) as a pacific young outlaw. Lou Diamond Phillips (La Bamba) as the half-breed teenager too good by his racial fellows. Charlie Sheen escapes Wall Street for the range and Tasey

BIG Screen

Ring out the old — bring in the new.
Fresh films for 1989 from the man who makes Barry Norman look young
— Ward K. Street.



▲ Annie in *Big Heat*.

Schwartz and Dennis Hopper make up the merry band along with Emilio Estevez, as a crazy young hoodlum called William B. Weaver — better known as Billy the Kid.

Together they're The Regulators, a group of orphaned and runaway who work for English rancher Tansill. When he's gunned down by a rival, Lt Murphy, the law won't act because they've been bought off. But The Regulators, with the aid of lawyer Alvin McQueen, take it into their own hands to avenge their master's death.

Murphy's gang, The King, is tougher than the toughest you expected. Despite all their efforts to escape across the dusty plains, picking off the assassins as they go, they're

eventually tricked into an ambush and Murphy and his posse of corrupt lawmen prepare to gun them down in cold blood.

There's enough action to keep you on the edge of your saddle, but what really makes *Young Guns* is how well written, acted and directed it is. It's a western for the eighties. The Regulators are real street kids — today they'd be running with the gangs of L.A. And Murphy is the sort of corrupt lawman most you find in contemporary thrillers.

Despite some hilarious moments, including a sequence when Phillips indulges his complicity to the most local traditions of the Indians and they all trip out on hallucinogenic cactus, the drama here is

tragedy as the gang fares certain death.

Tom Cruise, another young actor guaranteed to make girls go weak at the knees, makes up a right, royal *Carolina* (19) this month. If *Young Guns* is the dark origins of the American Dream, this title of love and ambition among the Pine Cochetes is its fulfillment in the eighties.

Cruise is Brian, a straight out of college and possessed of brains of enthusiasm and a pile of *"Hill To Success"* business books. Bryan Brown is not Brian (20) — 20) but Doug, an older, wiser bartender whose philosophy of life is based on bitter experience... as is this in New York bar and not a Massachusetts, that's the only Mary experience.

Bryan teaches Brian how to pull the birds but his opinion about it runs one way and leads to them falling

▼ *Monday Continues*



▼ *Young Guns*.



out. Brian moves to the West Indies where he works a beach bar and falls for Elizabeth Shaw. Then Brian and his new bride turn up and Brian and Elizabeth fall out so Brian follows her to New York with Bryan and Mrs. Bryan and . . .

You get the picture? So did hundreds of thousands of Americans who made it a blockbuster. I can only imagine that they were Tom Cruise fans because there's not much else to attract the casual viewer, though *Miss Shaw* is very useful on the

ops. For myself I prefer a sharper cocktail than this sweet concoction.

Something like *Garfield in the Wild* (PG) is both as weird as it is exotic cocktail itself but is actually the true tale of Brian Pooey, who travelled to Africa to take part in a research project about the survival of mountain gorillas and decided that she preferred their company to that of her fiance and the wild country

accepted her into the tribe. But her of finaly for the apes drove her further from humans and made her many enemies, including the local gorilla hunters and corrupt officials who profited from their illegal trade.

Pooey's battle for the non-existent colony eventually led to isolation from her old life and even the loss of a sympatetic boyfriend, played by Bryan Brown on leave from his bar

until a seismic crisis enters their lives and Beverly falls for him. But the course of true love never runs smooth and she discovers their sin. Beverly descends into madness and her boyfriend stays next to him as they discover that blood is thicker than water . . . and more stomach turning too!

The effort is which allows him to play opposite himself are excellent and his marriage to differentiate her from the twins quite brilliantly. There's no doubt he should share this year's Best Actor Oscar with himself, but as for Greenberg getting Best Director - I doubt it. This film is just too uncomfortable!

If only *Mindhunter* (R) was as starkly chilling in its portrayal of madness. It uses the promising premise of an FBI man called out of retirement to help track down a serial killer in only murders at the full moon. He has just four weeks to stop the next death. But his method involves getting inside the psycholo's mind, putting his family at risk and his own sanity at risk.

An interesting starting point for director Michael Mann is best known for event big *Miami Vice* and uses the same sort of designer settings. Each scene is set with rock genre music in a tale which would be best told in a more restrained fashion. *Mindhunter* is a reasonable two hours but should have been better.

January is obviously the month for style because *Heart of Midnight* (R) also wears its art on its sleeve. Jennifer Jason Leigh (*Amie Lee Curtis'* sister) is the frail young girl with a history of mental illness who inherits a run down nightclub in a seedy area of town and tries it to break from her oppressive mother.

Almost immediately she's moved in things start to go wrong. The movie shows the club appear to have been destroyed by the Marquis de Sade and there are strange moves in the walls and ceiling. And who is the stranger (Pete Postle)? He claims to be a cop but we know better. Undoubtedly the premise of a sexy, scary film is fulfilled and it fades out at the eleventh hour.



▲ *Swamp Monkey*.

job. In the real it cost her her life. It is a stark and all portrait, not shy of her dimension, but in the end you can only feel admiration for her determination and courage.

Obsession is the theme of David Cronenberg's new shocker but unlike *The Fly*, most of the horror in *Dead Ringers* (R) is suggested rather than shown. Not that it's less gripping without the gore. If anything this psychological shocker is even more chilling.

Jeremy Irons plays identical twin gynaecologists, neither of them named Brian. Indeed one of them's called Beverly, which could help explain why he's so mixed up. They're both brilliant in their work but someone has figure where it comes to relationships. Some twins share clothes - the Manilla boys share women!

They play this little game



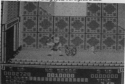
TIGER ROAD



► MACHINES: SYSTEM/AMIGA (EPIC, GAA/ST) AMIGA
 ► GRAPHICS: SCI
 ► SOUND: EPIC (SMT CASE, EPIC W/ (VCL, SMT) CIRCLE, IS IN (SMT) TRAFFY DESK, ST (W/ W), AMIGA (SMT W)
 ► VERSIONS TESTED: (S4, AMI CPC, ► REVIEWED: CIRCLE™ BRUNNAR

The latest conversion of a Capcom coin-op is appear on the Gal label sets the player on a quest to free kidnapped children from the evil clutches of Izu Sen Oh. It's not only old Joe Public that can carry out this task though - this is

► *Being able to move and jump has been a good choice.*



a job for Lee Wang, a beefy orienter with limited fighting moves but a very big weapon!

Lee travels from left to right along a scrolling landscape, either leaping Izu Ken Oh's brainwashed minions to death or avoiding them by leaping above their heads and scurrying along platforms. A power bar shows Lee's damage and a timer shows how long he has left to finish the current section - if either of these runs out, our hero loses one of his five lives.

The gameplay differs slightly from version to version, but the general idea remains the same. A door at the end of each section allows access to the next, with different obstacles to be overcome of every turn. Tasks vary from killing masses of enemies to dodging barrels (Donkey Kong style) and taking on massive, nasty characters in solo combat.

The trouble is that no matter what the task is, the solution is always the same: just keep jumping and sneaking and you won't go far wrong. The

extra weapons don't appear to make any difference and none of the enemies is particularly hard to beat.

For all its faults, Tiger Road does have a certain charm, but the limited gameplay and sloopy bugs (such as the floating corpses) become more and more irritating. The developer claims that Tiger Road is 'practically ten games rolled into one', it feels more like one game.

► *Strangers - a nasty little character.*

► *Minerva's - look out below!*



stretched into four. The package includes a voucher for entry into a competition to win a trip to Silicon Valley, but even this isn't enough to revive a poor game with very limited replay appeal.

| C64 | |
|---------------|-----|
| ► GRAPHICS | 68% |
| ► SOUND | 54% |
| ► VALUE | 60% |
| ► PLAYABILITY | 61% |
| ► OVERALL | 62% |

| AMS | |
|---------------|-----|
| ► GRAPHICS | 52% |
| ► SOUND | 48% |
| ► VALUE | 54% |
| ► PLAYABILITY | 52% |
| ► OVERALL | 49% |

UPDATE . . .

The #1 hit has now available in time for Christmas and the #6 hit also should have joined them by the time you read this.

ISS

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However, recent unexpected seismic activity has caused faults on the planet's surface and the collapse of tectonic tiles ...

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Take control of the Incredible Shrinking Sphere! Using your skill, judgement and razor sharp reflexes, avoid collapsing tiles and assassin spheres.

Your task is to locate Colonel Robley, but first you must survive the Sanghalmadore Run ...



PLANET SURVIVAL
SIMULATOR

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MSX: 94-11 Computer Engines Technical Support, 6791 13000



AGM

AGM is just three issues old. In that time our column aimed at role players (both computer and board – what's the difference?), adventures, war gamers, has snowballed. This month we offer our first ever WIN A LOAD OF AGM GEAR COMPO. Enjoy.

Warhammer Townscape

Although Warhammer Townscape is specifically designed for the Warhammer series of games, it can be used for many other RPG's if required. Basically, Townscape is a booklet that contains loads of full colour, self cardboard buildings, which can be assembled in seconds so that

they can be used as detailed settings by the GM. Every conceivable building is covered and GM's who need detailed terrain background which can be constructed will find this invaluable. Townscape sells for £9.99 and is available from GW hobby shops.

▶ Pop up townscapes for every occasion.



Yearly AD & D



▶ *Ad & D* – by Keith Parkinson

With the coming of the new year, C + VD readers may wish to make an impressive addition to their bathroom and also keep track of up and coming events by buying the AD + D Forgotten Realms calendar for 1989.

The artwork throughout the calendar is superb. The best of recent fantasy art. Full colour throughout, the calendar is divided up into to large sections. The first contains the great artwork, while the other contains a large area where you can mark in your appointments, previously arranged FRP games and any other occasions you consider important.

Some of the world's most famous fantasy artists have contributed their work to this calendar, namely Clyde Caldwell, Jeff Bonny, Jerry Dincora, and Keith Parkinson. TSR have combined their efforts to bring you 14 memorably drawn portraits reflecting life in the dangerous lands of the Forgotten Realms for only £4.95.

Boatwars

Steve Jackson Games have brought all the murder and mayhem of the novel in this support!

Boat Wars – the latest STTS release – takes Car Wars all the land and into the sea. These official rules give you the complete information for movement, combat and the construction of boats and hovercraft. Also included are full colour cardboard counters for all the vehicles in the game plus a large blue water map to play on.

Boat Wars is in fact a Car Wars supplement, and you will need the original Car Wars rules to play the game. The rulebook contains 24 easy to read pages and all the components come in the usual plastic pocket box.



▶ More pocket board games.

Grenadier Dwarves

Grenadier have just released a Dwarven Battles and a new cross dragon.

The Dwarves set – released under Grenadier's Fantasy Warrior line – consists of 12 highly detailed figures, depicting dwarves in various poses. Nine of them carry banners or musical instruments.

The dragon on the other

hand is one large figure that makes by a female warrior. This model needs to be assembled, and – unlike the dwarves – it requires a small amount of modelling expertise to stick the whole thing together.

Both models are just crying out to be painted and as they sell for £3.95 each they are affordable as well.

BATTLECARS**FUTURE**

4. Tracks, wheels — see right cars.

Dark Futures Sells-Out

Andy Jones, the events organiser of DWF recently claimed that Dark Futures is making out of PRP hobby shops so fast that DWF can hardly keep up with the demand! With the interest in the aforementioned game being so great, it comes as no surprise to find that GTR have rapidly followed up the release of Futures with Battlecars, the first official expansion kit.

It offers 18 brightly coloured plastic vehicles. Plenty of cars for both the

Rogue and Interceptors are present, as well as the obligatory motorbikes. Also included is a massive selection of weaponry and all for £5.99.

We have ten of these amazing packages to offer. For your chance to win write in and tell us which British car you would want to drive in Dark Futures — should you feel yourself in the barren, speed crazed world in which the game is set. Send to: C+VG Battlecars Comp, 30-32 Farringdon Lane, London, EC1R 3AJ.

News

Workshop Workin

Games Workshop's first release this month is something that the roleplaying world has been waiting for a long, long time. Fantasy Miniatures is a hard bound book that covers almost every aspect of the miniature painting hobby.

Packed with 100% of full colour pictures, plus painting hints and tips the book sells for a very reasonable £5.99. Any PRP'er who is into



■ The Miniature bible from GW.

miniature models and wants to improve their painting techniques would find this book a valuable investment, even if it does nothing more than inspire you.

Dragon Flight



- A Feast your eyes on Dragon Flight — a superb computer role playing game being coded in Germany by Thalion Software.

Many months of development have been lovingly expended on the project. We have our hearts set on a review copy now — and pretty good it is looking too — so read all about it in next month's AGM.

- The hit role playing board game Battletech is about to hit the computer screen courtesy of top American software house — Infocom.

Packed full of graphics animated and full colour scrolling the game lets you pilot a Mech fortress fighting machine.

Resident RPG expert Wayne gives a review of the board game on page 76.



AGM

A new arrival on the adventure club scene, is *Official Secrets*, a club whose bi-monthly magazine, *Confidential*, is something different. Unlike the others, it is full A4 size, and is professionally laid out and printed, complete with banner headlines and artwork.

Since *Official Secrets* is an instant club, *Confidential* has yet to develop a clubby atmosphere. In the meantime, however, it is doing very nicely thanks to, with major articles by Tony Briggs, Mike Gerrard, Steve Cooke, Pat Winterbury, and Sandra Sharkey.

Official Secrets, although predominantly for adventure players, also caters for people who play any type of "thinking" computer game. Membership, as well as giving access to a

library that Tony set up. Trevor's is further listed, and went on to launch their top-of-the-range, to which he gave his own name - Rainbird Software. Tony's interest in adventure also seems right back to his teenage days where he was responsible for the Rainbird cover art with *Magnetic Scrolls*.

With the backing of Inter Mediate, and its existing full-time staff, the set up is already in place to service the club.

"But what's this about a *Scrolls* adventure for free? I hear you ask. The open secret is, that with every copy of the second issue of *Confidential* sent out to members, there will be a free disk containing a game written exclusively for *Official Secrets*. And if you're

of an adventurous (from the assembled crowd), followed by instant and greens at the prospect of losing their powers.

First in line is Rowan, the Water God, who is out the back of entering *Hydra*. In his genre, among other things, he will have to get the better of a *Hydra*, and will have trouble creating a swamp. Now you'd have thought a swamp would have been a walkover (literally!) for a Water God, but the fact is, this one can't even swim . . .

Don't expect a full-blown *Scrolls* adventure. Myth is a mini-adventure, but don't be put off by that - it has other things going for it. Paul

any 'sundry' objects - pretty much everything described in the text will be an object in its own right, and yield a detailed description if EXAMINED. For example, each head of the *Hydra* can be examined, and objects mentioned in these descriptions can, in turn, be examined.

As for graphics, there will be four pictures on the graphics screens, and they are up to the full standard that we have come to expect from *Magnetic Scrolls*. However, only machines for which the graphics can be directly converted from the ST originals will have them.

Myth might be "new" in comparison with the size of

MYTH



▲ *Magnetic scrolls* - looking official secrets.

photo in *Hellas*, remarkably includes membership of Special Reserve, the software sales arm of the club. This offers a wide range of mail-order software.

Clubs normally require an annual subscription, and *Official Secrets* is no different. The immediate reaction of a prospective member of a new club, is often "will it prove reliable, and define the duration of the subscription?" So who is behind *Official Secrets*, and is it just going to be another *Dank* in the past?

The club is run by Inter Mediate, a software PR firm headed by Tony Rainbird. If that name sounds familiar, then you won't be surprised to

see an *Official Secrets* members, you'll be able to buy it through Special Reserve for £7.

It's called *Myth* and is set in the year zero BC. The Greek Gods are having a hard time of it. The need is for Roman Gods these days, and apathy and depression has set in among *Zeus'* crowd. *Zeus* decides it's time they made a comeback, and sets about organising something that will make people sit up and think.

Calling all the Gods together, he announces that he is heretofore withdrawing their godly status, and will only restore it upon each individual who is successful in a mission he will set them. There is a gap



▲ *Myth* is a *Clash* like game.

Finally, its author, went out and bought £50 worth of books on Greek mythology, a subject in which he already had a great interest, before starting out on the game - so it's well researched. In terms of size, it will have about 20 to 25 locations.

"Originally *Myth* was to be about the size of the *Wish* mini," explained Paul. "But once I started on it, it just seemed to grow. It was supposed to take me about a month, but so far I have been on it for two . . ."

Sound is beautiful in the words for *Myth*. "There is so much space to play around with permitting stacks of text. Another use to which the space memory is put, is in the subjects. There will be handy

today's adventures, but it's a viable, highly playable, and entertaining adventure in its own right. If it takes off, Paul plans to turn them into a series - continuing with quests for each of the other assembled gods on Mount Olympus.

FAN BOX

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AGM

AGM

- ▶ **GAME: BATTLETECH.**
- ▶ **SUPPLIED BY: GAMES OF LIVERPOOL.**
- ▶ **CREATED BY: PAUL.**
- ▶ **PRICE: £14.95.**
- ▶ **COMPLEXITY: FAIRLY EXPERIENCED UPWARD.**
- ▶ **REVIEWER: WARD.**

BattleTech is fast becoming one of the most popular board games in existence. Infoport will shortly release the computer version, but

BATTLETECH

what is it so popular? And what is it all about?

BattleTech is a game where each player takes control of a BattleMech - which is a giant robot furnished with various offensive and defensive weapons. And you find yourself involved in a large scale war, that takes place in the 31st century. The Mechs - as they are affectionately known - start off in this game as pretty standard models. Basically they have a human like shell, with two arms, two legs and a head where the pilot sits.

The Mech's have various fancy names like Wolverine, Hellman and Warhammer and each one is different. They can range from between 21 to 45 feet in height and 10 to 100 tons in weight, and can carry more firepower than a 20th century tank battleship!

In like introductory games, you are given standard Mech's so you can get to know how they fight, what you are capable of doing and how the Mech's suffer damage. However, once you are more familiar with the game you can create your own Mech's according to your own design.

When you open box, you find a two piece, full colour, interesting playing surface, which is

divided into hexes - six sided sided geometrical shapes - which represent various forms of terrain which include hills, forests, lakes, deserts and scrub to name but a few. Four modes of travel i.e. flying, jumping, walking etc. determines how fast you can travel, and certain hexes restrict your

movement accordingly.

The rulebook is an easy to read 48 page affair which comes complete with Mech record sheets and a history of the BattleTech universe. The whole BattleTech system is based around "Heat Sinks" which each Mech has around their skeleton. They are protected by armour which can absorb differing amounts of damage depending on the weapon used against them.

When Mech's perform an action such as firing a weapon or moving rapidly, it builds up an amount of heat that MUST be dissipated, or it overheats and causes an overload. The heat is passed through a Mech's heat sinks by expelling the heat air into the atmosphere.

Once a Mech's armour has been destroyed, it suffers anywhere damage in that location affects the heat sink directly. This causes the Mech's vast amounts of problems. Your movement and firing abilities are handicapped. Then your arm starts a very good chance of exploding and if you really are unlucky your Mech can literally seize up, leaving you trapped in an immobile metal shell which is just the thing every enemy Mech pilot loves for a spot of target practice.

BATTLETECH

A GAME OF ARMORED COMBAT



▶ BattleTech is the world's favourite role playing game!

However, another way to lose heat points - which is not as efficient as using heat sinks - is to heat your Mech into a fireball, or even better a hole.

The combat system is simplicity itself, and all you need throughout the game is two six sided dice, which are included. Once you have had a couple of battles, using the basic rules you will find that they will become a bit limiting. No need to worry on the front however, as not only does the game contain expert and advanced rules, but there is a phenomenal amount of supporting material available separately, which will not only expand the game, but offer it in many different areas.

What about when you run out of rockets, machine gun bullets and lasers to fire at the opposition? No problem. Just reach up to the enemy Mech and punch him in the head! The reason you can do this is that full rules are included for Mech versus Mech hand to hand combat, including kicking, punching and jumping to attack.

A nice touch is that you can select the rules that you feel will benefit the game and strip the rules that you find unimportant. This way you can mould the game to suit your

needs and play as you see fit. BattleTech can be played in quite a few ways, from the single and on one game to the complete combat of mass Mech warfare.

A small selection of BattleTech expansion kits available. City Techs depict Mech's battling it out in new terrain, and supplies new Mech types, infantry rules and armoured vehicles. AeroTech, which is based around the study and implementation of combat by aerospace fighters and fighters plus BattleTech enhancements, which is a box full of new Mechs.

BattleTech has the potential to last you a long, long time without getting boring in the least. It is the foundation stone of a whole RPG system which can be built upon continually, and the size of the game that you play depends entirely on you - and your financial resources.

- ▶ **VALUE** 70%
- ▶ **PLAYABILITY** 70%
- ▶ **COMPLEXITY** 60%
- ▶ **BASIC** 60%
- ▶ **ADVANCED** 65%
- ▶ **OVERALL** 65%



J.R.R. Tolkien's

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 ► **REVIEWED BY KEITH CAMPBELL**

Here is the first home home grown Atari ST adventure to land on my desk! The AGM has commenced output.

Midnight Warrior is a science fiction adventure. Set in the late 23rd century, the space battle of *Midnight* has raged between humans and Martians for a hundred years. A warrior, whilst exploring a neutral zone in your space ship, you suddenly enter a time trap and get transported to a far off and uncharted galaxy, with no way to get back. You discover it has six planets, and hear that a powerful civilization has been wrongly imprisoned on one of them. Now if you could just rescue him, maybe he would use his wondrous powers to get you back to earth.

So there you are with your spaceship, and a choice of six planets to visit. Among them are Marsion, the 'Third World' planet, so called because of the hunger and poverty of its inhabitants, and Venus, the Underworld planet,

inhabited by barbarians.

The order in which you choose to visit the planets is entirely up to you, but of course, there may be things on one planet that are required to tackle problems on another. Not a difficult adventure, there's some fairly ordinary problems requiring objects gathered elsewhere. But would a starving beggar preventing you from entering a cave really raise a hairy man from the apressed pig you offer him — just because he

► *Demotals of a 'Third World' planet.*



and Marsion have been taken into orbit. The only direction you can go is towards the planet. What should I do now? I do not know!

I am standing on a rocky planet which you call Mars. I can see a small planet in the sky. What should I do now? I do not know!

is a vegetarian? No way.

There are graphics for most locations, and they are very quick to display. The local descriptions are well written, if scattered with a few minor spelling errors. (At least these are consistent, although one of my pet hates is the use of 'passed' for 'past'. There is a new year resolution for adventure writers — LEARN TO SPELL!

Nicely presented in a fat plastic box, with a printed instruction leaflet. *Midnight Warrior* is a light-hearted adventure.

► **MACHINE SPECIFICATIONS — \$2.95 (INC. P&P, FROM COMPLEX SOFTWARE, 111 WELLS ROAD, CANNONVALE, GREAT BRITAIN) LAST ONE.**
 ► **REVIEWED BY KEITH CAMPBELL**

Demon From the Darkside is perhaps the best known of Jonathan Lewinson's offerings from Complex Software. It was followed by *The Golden Mask*, and now *The Devil's Hand* completes the trilogy.

You play the part of Mortalis, tracking down Drakon to destroy his soul before he can destroy the great Wizard Zoran.

By a seal wall, beyond which you can see a small island, a trail has scented you, and is leading you west. Night is called for, but you see the trail carries up with you, and before you know it you are hunting through the air. Making the most of the distance that now separates you, you find a convenient foot hole, and meet up with Guff, a friendly dwarf and sworn enemy of the dreaded troll. So, accompanied by Guff, you head to the island in assistance of your quest.

There are about 30 graphics, each occupying a narrow strip at the top of the screen, allowing plenty of room for the text underneath, without too much use of 'temporarily to continue'. The pictures are detailed and colourful, and the look of the screen is enhanced by careful use of colour in the text, together with ornamental icons to show exits and to illustrate objects in the inventory list. A further nice touch is the use of a

Homegrown Adventures FROM THE DARKSIDE



▲ "Mystery thriller with lots of detail."

DEVIL'S HAND

— MACHINE SPECTRUM 100%
— CASE AVAILABLE FROM
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Setting of your junior reporter's desk in the local newspaper office, you are led up with the constant sound of lift meetings, gas pipes, Scout group news, and juvenile jokes. You yearn to get on to a big story. Opening the envelope in front of you, you discover a letter from Rose Myrtle, of Myrtle Cottage in nearby Puddicombe. Seems there's been rumors of a strange black beast up on the moors. Legendary, one of former Lord's sheep was found mangled, and not by a fox nor a dog, nor Gary Williams either.

This could be your big chance, as the senior reporter is away. Sure enough, your editor tells you to get out after the story, generously allowing £5 (how much?) — Eugene's jelly wash in your hand. Soon you arrive at Puddicombe, where the mysterious sightings have been made, and the investigation begins.

This is a test only adventure, and being a 128k game, there's plenty of it. The events and

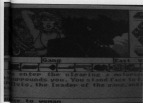
conversations are described in detail, and the location text is often amusing: "Outside your office the traffic speeds past at a crawl, and your lungs fill with fresh carbon monoxide fumes..."

While the main challenge of the game is in getting to the bottom of the mystery, even at the outset you have to be methodical in thought and action, in order to be able to reach the scene of the action.

If you like a good old-fashioned mystery-thriller with plenty of detail, this British adventure by Linda Wright should be just up your street.

- ▶ VOCABULARY 73%
- ▶ ATMOSPHERE 80%
- ▶ PERSONAL 82%
- ▶ VALUE 85%

▶ More game quality.



▲ Devil's Hand — Screen on page 82.

includes from the title team, a hand reaching at a shadow of a devil, as a fore to descriptions.

The text is immaculate then, and makes the most of interacting with gas, flowers, cats and so. It's a completely realistic experience, the game and quality the game might be. It's a test only adventure, and being a 128k game, there's plenty of it. The events and

conversations are described in detail, and the location text is often amusing: "Outside your office the traffic speeds past at a crawl, and your lungs fill with fresh carbon monoxide fumes..."

games of a quality equal to the best commercial products. Jonathan Lemmon has come up with another very playable and beautifully presented adventure in the Devil's Hand. There are not many new cassette adventures around these days — so if you own a Spectrum send off for this one, you will not be disappointed! At £2.90 it's a snip!

- ▶ VOCABULARY 71%
- ▶ ATMOSPHERE 80%
- ▶ PERSONAL 81%
- ▶ VALUE 90%

AGM

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AGM

Well believe it or not the good old PBM column is two years old today! Before I get on with the news and gossip I would just like to thank all the people who have written in over the past two years supporting the column and generally seeking PBM advice. However, this doesn't mean that you can stop! No, the C + YG PBM column is now the longest running PBM column in the whole of the computer press and I need your support to keep it in pole position. So don't delay . . . write today . . .

I regret that I must start my birthday card with game news. The Hunting, one of — if not the best-hand moderated PBM around has gone part time. Dave Carloway — the GM and brains behind the whole game — has managed to get someone to employ him, so he can no longer keep up with the pressure of his PBM work.

He is currently in the process of working out how many players he can cope with, which will ultimately lead to a large reduction in the players participating in the game. A very sad day for PBM as I will receive enquiries about The Hunting.

Dave Carloway confirmed to me that: "The game will go into a temporary halt in the new year, while I do some calculations. Hopefully this will be just a short break and I get the The Hunting mark II off the ground. I will keep all the previous players up to date and informed as to what has happened to their characters, and if they have any friends to come back."

So when does this leave all the players and potential players who want to play a hand unadvised w-f game? Well, I have arranged for a playtest of a game called The Survival Of The Fittest to be covered on by PBM Player Of the Year Alan Crump, who is a very experienced player and one James Chan, who is a complete novice.

Survival Of The Fittest is run by Alan Crump, and it appears to be so very similar to the "Hunting", I'm surprised Dave didn't take legal action. The game is set in the 24th century when humankind has

been nearly wiped off the face of the earth by a plague called the Red Death.

It has only a quarter of the world survived by leaving the Earth in a massive space ship. Controlled by organic computers, the spaceship eventually found a planet called Erinyes, which the humans could live on.

A large city was built, which was protected by a glass surrounding wall, and a strange society was born. The richest people in the city — The Class A's, lived in the centre of the city, in total luxury, while the other population — The B's and C's lived around the edges in a hellish lifestyle.

After 3 years the police all but lost control in the outer sections of the city. Crime was almost unstoppable and it was obvious that it would only be a matter of time before the worst of law and order would break down completely.

As a solution the police introduced the bounty hunter, who by bringing in lawless and wanted criminals could earn money, so that they could work upon the much sought after Class A money. Like the Hunting you can play a bounty hunter or a criminal, depending on your wishes.

The bounty hunter has to make quick intuitive judgements as your life is always on the line. One moment you're in concentration, one single lack of judgement or one small mistake is all it takes to die. The worse you, lose your bounty hunters' license!

Criminals on the other hand start with only 8,000 credits to spend on the black market and

no equipment. Your aim is to build up a gang, plus territory, so that you can retire to the desert, which have been drained out and replaced by huge luxury flats and into Rosary Harem proof. Well, ahead!

You get 200 points to allocate to your characters right at the start, and depending on how you spend them, you may be allowed to develop a special skill.

The rulebook is a readable — if rusty — affair. All in size and 24 pages long. You get a great deal of information relating to weaponry, but overall the flavour of the game is put over quite well.

Both C + YG players have given this game glowing reviews. James states that "What this game has is the dedication of the GM's (there are two of them). It is clear

which is £1.00 off the original asking price of £4.98. Mention C + YG when writing and you will also get a couple of free games. Further terms are a reasonable £3.00 each."

I know that C + YG readers like to play unusual PBM games, so here about giving this one a try. "Survival Of The Fittest" is the only PBM version of Survival that I know of in existence. The small and newly formed MGB games are offering free info on this game to all C + YG readers for the price of a large SBAE. The address to write to is: Mike Parnley, 2 Bude Close, Bramhall, Stockport, Cheshire SK7 2DP.

Finally Alan Crump gets into the limelight once again, by introducing yours truly to a game called Outlaw. As the title suggests the game is set in the USA in the late 19th century. You have the option of playing one of the 10



Survival of the fittest — well you!

from the start that they both put 24 hours a day, seven days a week into the game. It is well above the average mark as the terms are long, full of detail and always entertaining."

Alan "Mr PBM" Crump echoes James's comments: "I was so impressed with the work and the enthusiasm of the GM that I felt guilty playing for nothing. In fact I felt so guilty that I have even started paying!" The terms are processed on a regular basis and are top class. The GM's provide plenty of original scenarios, which are as interesting as they are dangerous. In fact my character has just woken up in hospital, with a broken arm and several fractured ribs. That will teach me to move with a sharp tongue."

If you are interested in joining "Survival of the Fittest" contact Simon Marlowe, 12 Clwyd Avenue, Wrexham, Bwlch Rd, Wrexham with a cheque #PO for £3.00,

different character classes, which range from battle hunters, to pacifists. As soon as your character is created you are equipped from an extensive list of accessories and must then venture out into the rough, tough world of the wild west!

Start up for the game is £5.00, which includes rulebook, set up, character information sheet, short information and outcome sheet plus a free t-shirt. Further items are £2.00 each and all cheques and postal orders should be made payable to Warren Sand, c/o P Winton & Co, Highwood, Wrexham, Wiltshire SA6 7SL.

That's all for this month, so you next month with some details of some very professional games that are well worth a look.

Finally if any readers have tried the phone-in game "Fif" — write in and tell us about it — good, bad, rip-off, or what?

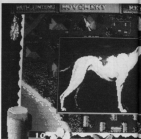
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I must admit that at the time Freedom arrived on my desk, I was fed up! I had played sword-wielding macho white male barbarians in almost every role playing game that had been bootcd up on my computer, and so by hence I was getting sick and tired of them.

atmospheric. It captures the feel of the plantation with the booming bass and rhythmic beat of a multitude of drums. Of course the Amiga has the better sound, but the music that comes out of the ST is still very listenable.

After a few introductory panels appear, giving you the background behind the game you begin play. You have the option of playing the game in three modes: Defiant, Rebelious and Fanatical. Each level is progressively difficult. Next, you get to choose one of four characters - two of them men and two women -



FREEDOM

But after reading the introductory bump on the Freedom cover, I left my Role Playing book (ringed over again. The reason? Well, in Freedom you play the part of a black slave working on a tropical plantation in the 18th cent. After years of being used and abused by the tyrannical plantation owner and his staff, you decide that enough is enough. Rebellion is the only option left!

You will soon find that it is no easy task as you have to achieve the co-operation and the support of your down-trodden brethren, as well as the backing of important members of your community such as Wicks Deacons and Maroons. Furthermore, the plantation owners have superior resources including troops, who can quell a rebellion instantly - and time is also against you.

When heading up, you are in for a pleasant surprise regardless of what computer you own. The music on both the Amiga and ST copies is

all of which have different ability ratings. The ratings consist of Charisma, Constitution, Lock-picking, Climbing and Setting Fires. All these ratings - except Charisma and Constitution - help you perform various self-explanatory actions. Charisma tells you how much influence you have over making your workmates to rebel, while your

► **Don't let us up your computer with the wrong map.**

Constitution tells you how healthy you are.

Now comes the "composition of the plantation", which tells you who your friends are and who are your enemies. During the game you can recruit - if your charisma is high enough - the Medicine Doctor and the Medicine Man, both of which come in handy. Not only do





▲ The dugs permit you your share they illustrate their opposing forces — the monks and the supervisor — but they can also find any wounds that you sustain or avert attacks, but the plantation owners' dugs.

While this is over, you get a map-of-the-plantation itself. You have three options here, the first is to have a more detailed view of your surroundings, the second is to make a pathway through the plantation, checking out who

■ Map of the plantation



▲ Darkish colours make her difficult to read.

lives where — both friendly and hostile — and the third option is to review your position, which is basically checking your score.

There is also a fourth option called Advice, but this cannot be activated until you have managed to obtain the confidence of the Witch-Doctor or Medicine-Man.

It is where you go for a more detailed view of the surroundings, that you get to take part in the so-called role playing. To be honest, the role playing element in this game is negligible, as all you do is

approach various field and small workers homes and try to talk them to your side. You don't actually get to speak to them, and all the classic answers are either in the form of "Yes, I'll join you" or "No, I don't want to be killed."

As for meetings with the enemy, they basically tell you to stop the rebellion now, and you have the opportunity of listening or confronting them. If you confront them you enter into either hand-to-hand or missile combat. You can use either the mouse, keyboard or joystick to fight your opponents in this Mousesport-style arcade combat, and if you will you have the opportunity of killing them or keeping them prisoner. Both options have advantages, but I found killing the low-worship members and keeping the more valued members alive worked best.

Most of the time you are trying to avoid the dreaded dugs that are set loose to track you down. They do two annoying things, alert the plantation boss that you are on the loose and attack you. The latter option is the most dangerous, as the dugs attack you in another arcade sequence that is quite hard to master.

If you end up in a trap or otherwise find you have the option of writing it off as having. Depending on the time, your following and proximity of the enemy, this can be a good or bad thing. If you have too many fields too

quickly the traps will be called in and the game will finish immediately. However, if you don't do anything, you won't be able to recruit more followers.

When playing Freedom for several lengthy sessions, I was disappointed. The role playing content is minimal to say the least, the figures that represent your character is minimal and there is much to much to read about for my liking.

Added to this, some of the colours used are so vivid that when it comes to finding various parts of the text, they become unreadable. For example, could you read pink and green text on a yellow background?

I tried to like this game, as the concepts, music and graphics were all good, however the graphics, role playing element and actual game design are sadly lacking, so, with some regret, I reached over to my side playing site for another game. And what a surprise, it's another second-worlder game which might feature a game. Oh well! **BT**

| | |
|----------------|-----|
| ▶ ROLE PLAYING | 40% |
| ▶ SOUND | 80% |
| ▶ GRAPHICS | 60% |
| ▶ PLAYABILITY | 50% |
| ▶ COMPLEXITY | 62% |
| ▶ DESIGN | 51% |
| ▶ OVERALL | 52% |

AMIGA

| | |
|----------------|-----|
| ▶ ROLE PLAYING | 40% |
| ▶ SOUND | 81% |
| ▶ GRAPHICS | 82% |
| ▶ PLAYABILITY | 53% |
| ▶ COMPLEXITY | 62% |
| ▶ DESIGN | 51% |
| ▶ OVERALL | 54% |



UPDATE . . .

Freedom is available now for ST, Amiga and PC. No Amiga version are planned.

Castell Vision's move into computer role playing games is typical of a number of French software companies. Role playing games are really starting to shift there and throughout the rest of Europe. Expect to see more games throughout the year. AGM will keep you posted.


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C + VG has a hand held Mastermind computer to give away to the best strategy guide to Brainstorm to reach this office by Feb 16th. Send your entry to C + VG Brainstorm Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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AGM

Helpline

Getting adventure clues has its hazards, for whilst a clue may be perfectly sound in itself, it may give the appearance of being about as useful as a bunch of bananas when under attack by an assassin with a pointed stick!

A case in point seems to have been my recent clue on how to get out of the Basement Kitchen in *Biggles* + *Beveridge*. Miss Brookes wrote from Tipton, saying that no matter what he typed in along the lines of the clue (which is repeated in this month's clues section) he still got the reply: "Hanger could still not squeeze through the beam" (to the end of it - *it* - *it*!). What I had omitted to mention in the clue, was that before Hanger goes east and down to enter the basement, he must drop everything he is carrying, including whatever he is wearing, except his nightgigs. Then he will be able to escape through the barred window, providing he is only carrying and not wearing the medkit which he finds inside.

Darren Sellwood reckons that any doubts Magsmatic Scrolls might have about their regular fans not liking *Conspiration*, can be forgotten - it even beats his previous favourite, *Guild Of Thieves*. But Darren, like everyone else, is not without problems! He can't find the secret room, he keeps getting stuck by the fraud squad officer in

the Police Station, the trap seems intent on snuffing him, his car keeps blowing up, and he is lost for words when dining with his wife! Is it the price of what she orders, or can't you get a word in edgeways, Darren? Other folk think that Darren is getting along fine!

A band of six adventures, all members of the Knooks Computer Club based in KnooksHeist, are desperately trying to complete *Guild Of Thieves*. They would like to correspond with anyone who can help. So if you think you can, (and would like to forge a link with the Belgian computer club, then write to Peter Suleiman, Tulpenlaan 4, 8000 KnooksHeist, Belgium.

Have you been having any problems with adventures from *Alternative Software*? Paul Steady, a C-64 owner from Sheffield has, he's had two copies of *Criker Crazy* (part 1 was just a load on either), two *Colour Of Magic* (neither will save or remove), one *Football Frenzy* (side 2 will not load) and one *Wily Boy* (side 1 will not load). What's going on *Alternative*?

M. Amin of Cardiff wants to sell his C-64 and buy an Amiga! But he won't part with it until he's completed two adventures which are currently bugging him - a task with which I was unable to help him, he's

writing in an empty room in the Park Fortress in Wollaton, not knowing what on earth to do, (and he's searching for wood in *Feckenstone*).

Missing the blindingly obvious is what Richard Cooke of Gulseley, Leeds, is sure he is doing! Having

Hamstead, Ulton Upstart, Coombe Of Fenor, and The Pines. *Adventure* costs \$3.20 per issue, but is available to any C + VEG reader on subscription, at \$24.00 for 12 issues. The offer closes on 15 February, and anyone subscribing should mention C + VEG.

And Gordon is offering C + VEG readers the chance of a free copy! Send the name of a large MAF, and the first 25 he draws out of a hat on the 15th Feb (whether ordering a subscription or not) will receive a free copy of *Adventure*. Those who are unlucky, will instead get a free solution to *The Pines*. The address is: Gordon Matthews, 23 Hope Street, Ashton-Under-Lyne, Tameside, OL4 9JH.

Clues

ADVENTURE CLUES

SHARON DELTA:
Fire the shotgun to fill the pan!

THE HELM:
Pick the castle lock with the needle.

HELM:
Press the button and bite yourself before venturing outside!

SURIKA (Marine Samoylov):
Make the secretary in the bunker feed with a crockpot.

SARIT FOR THE GOLDEN GOBLET:
To pass the treasure room guard, free the bird.

CONSPIRATION:
Use your card to get into Bill's office, and break open the drawer with the screwdriver.

BIFF'S REVENGE:
To escape the basement - unbarred window!

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Your dreams have been troubled of late, and you have not been getting a lot of sleep. The rest of the family has not been troubled too, being woken by your screams, and by your restless pacing around the house at night. So you go along to see a shrink. Professor Freud, who sticks probes all over you, and hands you a dose of medicine. He tells you to go home and sleep, and the brain that links with your mind will be exercised.

As soon as you nod off you find yourself on a path suspended in space, winding through stars and planets from your bedroom down to an oval, to a locked gate at its end. Beyond the gate lies a strange city, where businessmen rub elbows. The first thing to strike you is the imposing Department Of Information building, whose sole purpose seems to be to authorize access to the Rigor Morris Bar.

Despite its welcoming slogan — "Come in and get out!" — there's no way past Bossa the bouncer unless you have an ID card. As luck would have it, a dodgy character lurking in a dark alley, has a jacket lined with ID cards. "Wanna buy one?" he asks. Of course you do, but there is

one slight snag — you need some 606 — 12c from the DOD before he can sell you one.

The clerk on the duty at the DOD happens helpfully to inform you that these forms are available in rooms 501-D. Once you get the hang of operating the 501, and finding your way around the 120-room

building, it is with relief that you enter 541-10. Your hopes are short-lived — you are referred to floor 534-10 in room 541-B, only to be told he's not there, and to ask in room 541-B. There, you are informed that he's in room 501-D, and he-on and so on.

Just as you think you are winning, three puggy-faced office businessmen become unco-operative, to the point that you are forced to shove one in order to get hold of one of the essential forms. His dying words tell you urgently that you MUST get form 122-130 from 541-B and take it to room 528-A for a receipt, or you'll never get out of the building.

Reverend back up this time trail to far more confusing than the initial journey, and despite keeping a list of rooms

■ Dream Zone — in Rigo's Zone!



DREAM ZONE

and doors I had to think very carefully at each move.

And as long as I found myself inside the Rigor Morris Bar, where a very shapely barmaid with spiky-on joints was offering free drinks.

After sipping your fill that leads to an amusement park complete with big top, fresh shrimp, and sliding slides, while another main quest takes the dreamer to an underwater cave, and mystical palace.

Not all the problems in Dream Zone are easily solved, and some are not easily found, either. So despite relying on the map provided which contains charitable suggestions on what to do in many locations, and despite opening the sealed "hints for nopes" envelope, it was unable to reach one's holier-than-thou.

Dream Zone is a graphics adventure, with easily theme music, whose sounds suit the occasion. While all commands can be entered as text from the keyboard, many can alternatively be issued by using the mouse and icons. All movement is available from both. However, the keyboard must be used occasionally to supplement icon commands, and the mouse is needed to "find" objects in the game, or to a mist any of both is always necessary.

Not all local items are shown on the map, and one that are noticeably missing from the game play is a few objects from each location.

NAME, LOAD, QUIT, NEW GAME, and a file other

functions are accessed via the menu bar, and up to ten saved positions are provided for on the game disk itself, which must be used for this function. This eliminates the save disk changing.

The graphics are brilliant, although at the outset, the player might be forgiven for thinking otherwise! Starting off in your bedroom, the picture is a digitized black and white photo. Progressing to the bathroom, the toilet and bed roll can also be seen in manufacturer's photographic detail! However, once your dream starts, the many photos of your town become sharply defined and filled with colour. There is a colour picture for every location that follows. The pictures are an asset, full of interest, and yield an occasional clue.

Every now and then, just when adventures seem to have settled down into a bit of a rut, along comes something completely new and off-beat, like a breath of fresh air. Dream Zone, written by American teenagers Andy Gavin and Jason Rubin, is one of those games, and there hasn't been anything like it since Two Towers. Amazing and original, it will have you trapped in it, taking you far from any time! More, please, Baseball!

- ▶ VOCABULARY 80%
- ▶ ATMOSPHERE 81%
- ▶ PERSONAL 88%
- ▶ VALUE 88%



4. Can you cut it in the Rigor Morris dept?



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"I think Laser Squad is Mega hot... on a par with Clio for exciting war/strategy." New Sinclair Magazine, 9/76

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Mail BAG

growing daily.

Please, I'm fed up with entering my newspapers, and seeing specialist magazines for every other machine loves the platform: Spectrum. You've managed to produce a superb mag for the 16-bit owners with *The One* — so let's have one for the console.

Damon Shaw,
Barnham-on-Creech, Dorset

EDITOR'S REPLY: The Mean Machines section is expanding . . . but watch out for something rather special coming to you in the not-too-distant future. I won't say any more, other than all you console owners will love it!

Dear C + VG

■ I've noticed a remarkable resemblance between Eugene

Lacey and Clark's player (Jacky Wilson). Could you print pictures of the two so other readers can see the similarity.

Finnish Ruler, Ovespoo.

EDITOR'S REPLY: Oh, I really love 'em! Oh, all right then — and let's eat my brother — he's just heavy.

Dear C + VG

■ Just what the hell is all the fuss about this ugly looking shoe box called the Nintendo? Says I can take that's cool. But the Nintendo I wouldn't take if they were given away. I own an ST, and while peering through Boots I see a Nintendo displaying Mike Tyson's Punch-Out! and Top Gun to name but a few. So being a fan of a lad, I had a go. I wish to God I hadn't. It diminished what little respect I originally

had for it. The games make it look, feel and sound like the movies.

If that's Nintendo, keep it for the taps and tanks. Nintendo are about as exciting as watching paint dry, and about as much use as a chocolate kettle.

How the hell the British users can like it is anyone's guess. Maybe the few who possess one are the victims of cruel parents. Do yourselves a favour and give it in a good home — your cool fan, and look at ST games for class.

Arnott Jackson, Edinburgh.

EDITOR'S REPLY: What a blinkered, ignorant, narrow-minded old you are. Anyone with half a brain realizes that the Nintendo is an excellent games machine, and titles like Super Mario Bros will put the majority of 16-bit gamers to shame. And some of the new stuff being released in Japan and America are absolutely superb — Italian Ventures and The Force both contain all ST class 'em ups! Now, I'm not saying the Nintendo is better than the ST, but some of the games are certainly superior to anything currently available. So wile up and open your eyes.

Dear C + VG

■ On the ad for next month's C + VG you said there's a free tape. OK, I hear you etc. Ah, but I can safely bet that there won't be an Amosad program on the tape. I'm getting very close to cancelling my C + VG, and ordering an Amosad publication. So please put a lot more Amosad in the mag.

Jo Waters, Co. Durham.

EDITOR'S REPLY: Oh dear, I think you've just had your safe bet. There's an Amosad game dangling from this very issue . . .



It's that Jacky Wilson! ■



■ Oh it's Eugene Lacey!



Mail BAG

The New Year has kicked off with veritable goodwill-bags of letters, full of the usual means, graces, compliments and complaints. If you have more of the same, and don't feel scared to write in, send your letter to Mailbag, C + VG, Priority Court, 26-27 Farringdon Lane, London EC1R 3JL. And if you need any more persuading, there's a standing order C + VG T-shirt on offer to the reader of the most interesting and original letter of the month.

Dear C + VG

Your mag would probably be the first annual, except for the following points: 1. Julian Rapall should get his facts right, in the March review, he said, "the Spectrum had slightly better sales than the C64." As anyone who knows anything about computers would know, the Spectrum has NOT spent only LDG's £. 2. If again this time in the Play Masters section, he wrote that John Ingrave found the cheat in Revenge of Dooh, trying CHEETAH in the highscore table. Several months ago that was printed in COMMODORE USER. Also the Biotic commando bug was printed in Zzap!64 several months ago. 3. That a dig at JR this time. This magazine is supposed to be a computer mag, not a film mag OR a games-console mag! They are not computers, they are stretch of the imagination. 4. In the last '87, why were some C64 savings missed out.

John-Coe Campbell, Dudley, W. Wales

EDITOR'S REPLY: First of all, there's your biased of spite-essentials! Obviously not incidentally, you might have seen them in other mags, but the majority of our readers won't have. And you'll often see the same tips appear in other mags after they've been printed in C + VG - readers send tips assuming that they've already been used! Third, the title is Computer and Video games - not Computer Games. We cover all aspects of computer and video gaming, as well as anything we think our readers find interesting. As it happens, the Big feature section is very popular - if you don't like it, don't read it. It's only two pages.

• Well done C + VG, well done for taking absolutely no notice of your readers. I note to you and highly praise the way you've done it. When I look back at the old letters I see hundreds of letters saying "please make the PBM section bigger" "please increase the size of the FIP section" and lately a few more adventure reviews wouldn't go a mile, so good old C + VG what do they do, yep, they make a completely new section called AGAM, that means that they squish all of the above into 7 pages. Whereas usually we would get at least 8-10 pages worth, not only that but the titles take up about 1/3 of the page. The PBM page has disappeared, please

this as I am on the verge of sticking the whole computer and game up someone's '77' Daniel Fiedl Pembrokeshire

EDITOR'S REPLY: Hee hee! There's no pleasing some people. You say you'd normally get eight or nine pages worth of adventure, FIP and PBM, and now it's squashed into seven pages. Rubbish! AGAM is much larger than all the previous sections combined - this month we have 14 pages devoted to your favourite subjects, and it looks as though it could be getting even bigger in the future. So stop complaining.

Dear C + VG

As I read your magazine I feel more and more frustrated as the latest Machines section only covers six or seven pages. I understand you can't get rid of all your other items, just for console owners, so let me suggest something else. Get your heads together at EMMAG and come up with a separate magazine for Sega, Nintendo and PC Engine owners.

I realise that console games are difficult to come by for reviews, but the magazine need not be all games reviews, highscores, tips, letters, features, round-ups on other computers and interesting subjects could all be included.

Colin-ax - it makes sense. C64/800 consoles are owned in Britain, and the number is



Golden

JOYSTICK AWARDS 88

It's that Golden Joystick time of year again. Voting is now open for Europe's most prestigious computer game awards. Golden Joysticks is entering its sixth proud year. In the time we have been running the awards each year has seen a large growth in the number of votes cast by you - the C+VG readers. It's the reader poll that makes our awards the special ones. No advisory panels, no reviewers' sliding scale means in the games that win our prizes are the ones you vote for. Plain and simple.

This year we are expanding the awards by inviting our sister magazines in the Emag group (our publishers) to extend the voting to their readers. Voting forms will also be appearing in Sinclair User, Commodore User and The One.

The game categories are as follows: Software House of

the Year, Game of the Year, Adventure of the Year, Arcade Game of the Year, Strategy Game of the Year, Role Playing Game of the Year, Programmer of the Year, Best Original Game, Best Coin-op Conversion, Best Graphics (16-bit), Best Graphics (8-bit), Best Soundtrack (16-bit), Best Soundtrack (8-bit), Best Simulation.

In addition there are four machine specific awards sponsored by individual magazines. These are the C+VG Console Game of the Year, the Commodore User Amiga Game of the Year, the Sinclair User Spectrum Game of the Year, and The One Atari ST Game of the Year.

Get your votes in now. We have two C+VG "Stoking Good Reads" T-Shirts to give away to ten lucky voters who are drawn out of our mail bag. Vote now.

- Best Coin-op Conversion**.....
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- Runner-Up**.....
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PlayMasters

Happy New Year!

Hope you haven't broken your resolutions yet. Patsy Williams already has, but you can read all about that in Fax. This is Playmasters, the hints and tips section. This month, among the usual assortment of POKEs and cheats, is a mega R-Type map and tips to help you blast the evil Nyo empire. Hope you find it useful. If you have any cheats, maps or whatever, send in your stuff to Playmasters, C - VG, Priory Court, 35-37 Farringdon Lane, London EC1R 3AU. Don't forget there's a mega software package on offer for the month's best tips.



CHUBBY GRACIE (Grand Slam)

Kingley Hyatt of South Denford discovered that in the Amiga version of this classic ball-of-code-wallop, if you type **BULLRAMP** on the title screen, you get a lovely sampled track, and you are given infinite Chubby Gracies to play with. Speaking of

COMMANDO (Sinclair)

This is a brilliant Spectrum shoot 'em up, and still a personal fave. If you find the going a little tough, try out this listing from the Total Man.

- 20 REM
- 30 MF1 POKE 0000,201
- 40 MF1 POKE 27004,3
- 50 QMNA005
- 60 GIVES
- 70 CLEAR 0000
- 80 LOAD ""CODE
- 90 POKE 05483,173
- 100 POKE 05484,04
- 110 FOR I=0000 TO 0004
- 120 READ A: POKE I, A
- 130 NEXT I
- 140 DATA
- 150 00,201,00,20,237,178
- 160 DATA
- 170 00,198,198,20,190
- 180 RANDOMIZE LIST
- 190 0488

BOMB JACK (Sinclair)

Another listing from these mysterious Total Man, and again for the Spectrum. Like the listing above, just type it in, **SAYS** it for you

don't have to do it again) and **RUN** it. Pop the game tape into the cassette and press play and a million, million janks are yours for the playing and killing.

- 5 REM MF1 POKE
- 10 CLEAR 0007
- 20 LOAD ""CODE
- 30 POKE 00023,1
- 40 POKE 00024,01
- 50 FOR I=32007 TO 33000
- 60 READ A
- 70 POKE I,A
- 80 NEXT I
- 90 DATA 175,00,04,100
- 100 DATA 195,75,100
- 110 RANDOMIZE LIST
- 120 0488

BAAL (Psychlog)

This tip was ranked it by Alan Hughes of Milton Keynes. He says that the game is difficult with only five warriors (I agree with that). So, to remedy the situation build up a stock of extra lives. A new warrior is awarded every 5,000 points by going to location 0648 on the first level, where there's a handy saving/retelling

point. There are plenty of green snake-like creatures around, so you can kill them, building up points and lives in the process, and return to the point to refill. It's a bit tedious, but if you do this once and save your position, you can use the saved game time and time again.



4. Bomberman codes.

LAST NINJA II (System 3)

Further to the map and tips printed a couple of issues back, here's how to do the final scene - courtesy of Frank Tough of Wood Dale, Aberdeen.

On the final battle level, accessed when you've opened the safe and taken out the spirit of Kurtsko, he runs on-screen and proceeds to attack the Kings. At this point, turn and head a fairly west to the previous screen. Re-enter and hit a couple of shuriken stars in his general direction and kill him - but make sure he dies in the pentagram. Now rush around all the candles and light each one. Kurtsko explodes and you can put the spirit back in the safe to get the congratulations screen. **Flash Flash!**

horrible fat people, I've got a brilliant job for you - Gerry Williams! **Har! Har!**

ELIMINATOR (Hansen)

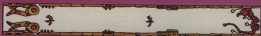
Kingley Hyatt has the best codes for the ST version of this brilliant race game - just press **HELP** and then enter the relevant code to go to the required level.

- 2 AMOIRA
- 3 BLOODOP
- 4 CHIBOU
- 5 COMBO
- 6 EMOJA
- 7 FLIPPER
- 8 GEGGLE
- 9 HANDEL
- 10 KOCLE
- 11 JAMMIN
- 12 KIKORO
- 13 LAFPOOG
- 14 SIKADO



▲ Ninja II - the fat lot.

LEVEL 1



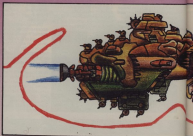
LEVEL 2



LEVEL 3

Air-ground lasers are best used on level two. Helix lasers are ideal for three, four, five and eight and reflective lasers are best used on levels one, six and seven.

By the way, never leave your finger off the fire button – always use any spare time to beam up the R-P's laser.



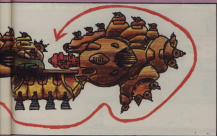
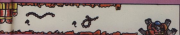
TYPE

Here's a Playmasters special — all eight levels of R-Type, lovingly mapped and drawn by Julian Signal. Use the tips, study the formations and get blasting!



To take out the spinning circle of guns, beam up as you approach and let rip straight at the blue gun emplacement. This starts a chain reaction of explosions which destroys the whole lot — what a feeling!

Study the illustrated snake pattern, and take steps accordingly. The order of movement is blue, yellow, red and green.



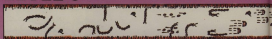
The mothership is one tough cookie — always beam up before letting rip since it takes ages to whittle away its defenses with single laser volleys.

As you start moving back around the ship to the vulnerable spot on the top, make sure that you've attached the pod on the back of the ship for maximum protection. Beware of flame shots from the gun emplacements — the pod doesn't absorb these, and the R-2 explodes on contact.

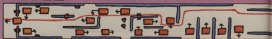
LEVEL 4



LEVEL 5



LEVEL 6



LEVEL 7

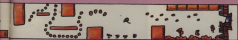
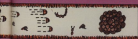


LEVEL 8



TYPE

At the end of level six, put the pod behind the ship and head around to the niche. Strick the pod through the niche and keep firing. When the wall alien climbs up towards the craft, beam up and let it have it in the eye.



At the end of level eight – the confrontation with Bydo – go to the bottom left of the screen and avoid the spinning missiles. When Bydo opens his mouth, beam up and fire into his jaws.

Play **M**asters



Double Dragon II — Same version that year!

ARCADE

DOUBLE DRAGON II

Revenge is the name of the game in *Double Dragon II*. In fact the same characters have been used again, the graphics haven't been improved and the game looks dated when you stand it beside the likes of *Dragon Ninja* and *Street Fighter*.

The sound isn't much better and consists mostly of grunts and the bank of tons and kicks connecting with various parts of the anatomy. Kudos to the groan man to really put the characters who look a bright red and stagger around a bit!

Double Dragon II can cope with two players simultaneously and their work's cut out to defeat the street gangs, thugs and wicked-looking ladies in high-boots, peeling whips. I seem to remember these female ladies appearing in the original version too.

To defend yourself, use the three buttons — jump, punch and kick — in a variety of combinations to produce straight leg kicks, flying jumps.

The enemy changes in just a background graphic.

round house kicks, punches and the like. It's tricky as you're fighting against overwhelming odds and the badies are all so much bigger than you.

To defeat a badie hit them to the ground three times in succession and they'll pass out for a while. Kick their weapons out of their hands and use them against them. Unfortunately, you'll only hang onto a weapon for as long as you remain on your own two feet.

One odd bit at the end of each game is a quote from William S. Bristow, Director of the FBI who warns, "Witness's don't see drugs." Some sort of social message? Your guess is as good as mine though it's a mixed blessing.

Double Dragon II isn't brilliant and the game is very dull at and not very enjoyable to play. Love me *Street Fighter* or any else.

▶ Better than punches your wind screen — a racing game first



REACTION



▲ Impressive 3D0 screens.

HOT CHASE

Warning! There is a bomb in your car. It will explode soon. Time is running out. This message will self-destruct in 1...

Actually the message won't self-destruct but your car certainly will if you don't get the ball out of the area quick enough.

A chopper flies up and hovers beside the road with a stream of fire. Weaving desperately from side to side you try to avoid being hit. It's difficult but not impossible and you're likely to end up with a few bullet holes in your windshield. Too many direct hits and the screen will be peppered with holes — the result a massive explosion.

Hot Chase is an amalgamation of lots of games — *After Burner*, *Road Blaster*, et al. It's not just a straight race and there's plenty to keep you busy with lots of obstacles to negotiate at top speed. However, steering is a problem as the wheel isn't self-centering

as usual, but spins freely like the wheel on Super Sprint. Consequently even driving in a straight line is a nightmare and if you manage to drive onto a ramp which will leap you over an oncoming goods train it'll be more luck than judgement.

Garbage cans are tossed onto the road to make you swerve, shoulders are strewn across the lanes, buildings, trees and long poles line the route to stop you sliding onto the grass.

Then cars of hazards you must look out for are cars and trains which cross the road, with no warning, just as you swerve round a bend. Rapid evasive action must be taken and with the steering as it is you're going to have to spin the wheel quickly one way and then counter the move by wrenching it in the opposite direction. With luck you might make it.

Hot Chase is just another in a long line of tank games, and it's quite exhilarating if you can get on with the steering. Myself, I prefer a wheel which centres itself after each turn.

▶ The price is simply stratospheric.



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ARCADE ACTION

FIGHTING HAWK

Fighting Hawk from Taito is very much a sequel to Flying Shark, and it shouldn't surprise me if most of the features are the same.

As with all vertically scrolling shoot 'em ups of this type it's easy, but with lots of on-boss, and quite difficult. You control a plane at the bottom of the screen, and your mission is to fly over enemy territory, bombing tanks and missile silos, while avoiding the fire weapons of enemy aircraft which fly across down from the top of the screen.

Extra weapons are earned by getting up symbols which are left behind when you shoot a vehicle, usually in one of the sky. There's also a self-destruct



▲ Fighting Hawk - Off to shoot tanks.

time bonus through it. I'd love to see how it stacks up against

other games. I haven't yet, but I'm going to check the video archives!

game to be the obligation, and of level 'no order' - as this is one of those kinds of men on a plane. It's a bonus with some level.

What about the change in the difficulty of its opponents which is death. The trick is to get your missile every regularly and then to blast in to low, while a new mission can be doing the direction of health, which is all the more.

Speed of action, graphics, and music are all very slick, and similar to Flying Shark. An occasional shot hits up the rear of the ship. But as a sequel it's a challenging and often you a chance to prove your worth in the controls.

ARCADE HIGH SCORES

Here's Britain's Arcade High Score table, where the UK's best video games players get their names up in lights. If you've got some hot scores, send them into C + VG Arcade High Scores, C + VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By the way, if you've got any arcade hints and tips, send those in too - there's a T-shirt on offer for those that get printed!

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CU

So what's so special about February? Is it because it's not a leap year? No, it's special because the CU's birthday is in February. Only a little. In fact February is special because CU is getting a new cover style. Look out for the two big letters on the top left in the future and you won't be disappointed.

F.16 FALCON



CU

COMMODORE USER

AMIGA 64

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TV SPORTS
FOOTBALL
PEAK VIEWING



64 DEMO &
COMPLETE
GAME!

The February issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of the magazine. VERSION 1: 64 owners can settle back and enjoy a brilliant game from Special FX called *Motorvision*. You'll also find a demo of the much heralded new System 3 game *Dominator* on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette as if you only own a 64.

FEBRUARY IS

SPECIAL!

VERSION 3 is for Amiga owners only. You get the same magazine but this copy costs \$2.50. If that sounds steep just wait till you see what's on it. Taped to a floppy is a disk of Sidewinder, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Corp's sales conversion, SilkWorm. That makes this issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is ONLY on sale in WH Smiths and Moxies.

CU

COMMODORE USER

AMIGA 64
DOMINATOR

F.16 FALCON



Sidewinder

THE
COMPLETE
GAME
IS YOURS!

PLUS
DEMO:
SILKWORM

Don't Miss Out

on sale
26th January



Super Wheels Runner — looks familiar.

WHEELS RUNNER

Wheels Runner is the second racing game to appear this month and is a straight clone of Atari's Super Sprint. I believe the maxim is if you're going to copy something, then make sure your version is better. The award International Games has failed dismally.

There are a range of tracks to race round, each more convoluted than the last and like Super Sprint the whole course is portrayed on the screen with you looking down from a bird's eye view.

The first race is pretty easy. Starting off in pole position the lights go green and you're off. Once again the wheel is free spinning but as the game resembles a Scuderia race track, it doesn't matter that the feeling of motion is lost. Even though it's a bumper trying to slow your car round the course, the slightest over correction will send you careering straight into a ballast.

Into all slicks and puddles

Enter the track. Gas symbols need be picked up as bonus points while oil plants, just start into the symbols to collect them. The course loops round on itself, so off you go under the signs — when the car disappears from sight in a short while, round the next bend and if you're lucky a barrier will slide open offering you a quick cut out into the next straight.

Initially there are features which first appeared in Super Sprint. As an excessive currency becomes more complex and you'll be very grateful for those short cuts, though you have to be quick to see them.

Wheels Runner is a two-player game with two steering wheels and two accelerators. To slow down just take your foot off the gas. The graphics are fairly basic, though the cars move well enough for a difficult game to maintain some of the later levels look like they need a steady hand on the wheel. Nothing particularly earth-shattering about this one though.

ARCADE

Shadow Warrior's super title screen.



SHADOW WARRIOR

Terror stalks the back streets and dirty alleyways of New York's slums. Gangs hang around corners, lumpy pedons hang limply from crumbling walls and garbage and old parking cases litter the walkways.

And it's into this area of vicious street battles that you come. Ninja in USA is the name of the first scenario in Tecmo's Shadow Warrior which is about as close as you can get to Dragon Ninja.

Some large well-drawn sprites, different backgrounds but in similar style all help to make you feel totally at home. You know what's going to happen next, so you're ready for it. The gangs don't hesitate

They attack immediately and bodies fly as you give the first of many powerful straight leg kicks. You're not a Ninja in walking through — you're going to have to work hard to get through this lot. A pole hangs suspended above your head, you leap up and start to swing using your momentum to kick harder. Hanging onto poles or ledges using your legs to kick the enemy is a new and welcome feature in a game which plays like so many others.

Essential bits, winks! Essential bits, winks! Essential bits, winks! Essential bits, winks! Essential bits, winks!

The winner gets a big war like, too.



REACTION

You've got to be quick to get them and often, even hindered by the thugs, you haven't got time or can't afford to lay yourself open to attack by stopping to pick them up.

Most scenarios have two levels so that you can jump up onto a ledge or platform of sorts to get out of the way... only problem is that at some point you're going to have to come down. Your characters jump is the only awkward piece of programming. To leap over the enemy, press the jump button and your character takes off and does a straight backflip over

them!

Each-level huddles tend to be long and slow you out early. One which took my immediate fancy is a monstrous Sango monster. I never did get the better of him.

Shadow Warriors, with simultaneous play for two, is great fun. A slick beat 'em up containing nothing startlingly new but with professionally done in smooth graphics and masses of action, worthy of special mention is Shadow Warrior's title to rent. It's a screaming hoot, one of the best I've seen.

■ Page 8 makes some tough adventures



4. *Monster Lair 62 - the decorations.*

MONSTER LAIR

Cute graphics and lots of action coupled with the lighters of a Mario Brothers version make up Sega's *Monster Lair* - a great little game which is, in fact, *Wonder Boy* all.

Pink parents and purple fish, snails, slugs and killer balloons are just some of the enemies you'll be up against as you take on... each screen to devastate yet another wave of huddles.

The backgrounds are highly coloured and very much cartoon-style. The game relies on a mix of skill and quick reactions. Characters are moved by jumping from one floating island to the next. Those, unfortunately, have a nasty habit of moving so make sure you time your jumps right. Should you miss and just manage to grab onto the edge of a hill the only way to get back onto the island is to punch the fire button

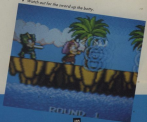
repeatedly and fugal!

Food is eaten for extra energy and bonus weapons are collected which are useful in the battle against the end-of-level bosses - a giant fish or something equally tricky.

The only way to lose this game is to watch someone else playing it. For instance, some of the fruit and veg can be picked up for extra points. However, it's possible to get most main points by powering up a banana. Use it in repeatedly and it'll expand and then burst showering you with a load of small bananas. The same goes for lemons and any other large edibles you feel being around.

Monster Lair is a thoroughly enjoyable game which relies almost exclusively on good timing and the knack of working out the puzzles. Anyone who likes Mario Bros and games of this sort will love this little gem.

5. *Watch out for the creep-up the lorry.*



Great Golf

• MACHINE: SEGA
• PRICE: £29.95
• REVIEWER: PAUL
SLANDY.

You lucky, lucky, Sega owning golf fans! No longer need you worry about looking a peat, strutting around the municipal golf course in a pair of silly trousers. Great Golf features just about everything the Sunday golfer could want from a computer simulation of the sport, all portrayed in a 3D format, similar to the popular 3D-rendered games.

Up to four players can participate in a stroke or match-play game, each choosing their own clubs from a set of fourteen, then after a plan of the course is displayed, you're plunked on the tee on the first hole.

At the left of the screen is a plan of the hole, showing the fairway, the green and any trees, water hazards and

wood traps between you and the cup. To the right of this is the 3D view from behind your golfer, which is swivelled behind at every stroke. This is a very impressive piece of graphics programming which creates a very pleasing view down the course towards the hole, whilst the strength of shot is indicated by the size of the club icon. Unfortunately, the 3D scenes are a little quickly making short shots rather difficult to

There's plenty going on in the console world at the moment - read the news pages to find out more. If you're after something more immediate however, there's two Sega reviews - Great Football and Great Golf - as well as Rad Racer on the Nintendo, as well as some tips for all you budding racers.

■ The red flag is in sight



control

Judging from the distance to the cup, you then select your club, your golfer's stance (effectively choosing a look or slice shot), point him in the right direction and

swing, using a timing bar to

Sound is used nicely, with some decent swoosh and ping effects, the odd jingle, and a few pieces of speech.

The little extras all add up to make a pretty good game of golf, certainly one which

should please the console ballers, but there. Gamers whose interests lie close to the mainstream should consider whether this sort of game is going to hold their interest long enough to warrant £23 expenditure.

SEGA

- ▶ GRAPHICS 83%
- ▶ SOUND 69%
- ▶ VALUE 70%
- ▶ PLAYABILITY 76%
- ▶ OVERALL 75%

Are you going to get out of the trees?



Choose your play.

actually plays the ball – the player's team is just permitted and refused back ten yards should he fail to move the ball ten yards in four drives or the computer team intercepts a pass. Although this seems naive for an exciting game – you're making the plays all the time – I just think it

can be passed before the player takes control of the receiver, or a running play can be attempted. Although the players see line, and detail is lacking, I found this part of the game quite interesting, especially when a long play move was

successfully pulled off.

Great Football is a good simulation, but I think it could have been improved. In a few areas. The move select screen is a major gripe, and it gets decidedly annoying having to sit while the computer slowly highlights each move. Graphics could have been improved too – close plays can get rather confusing due to the myriad of milling pixels.

On the positive side, the game is fun and challenging – especially in two-player mode – and the wealth of moves and great graphics should keep the American football enthusiast happy. Definitely one to look out for if you don't wait until Sunday!

SEGA

- ▶ GRAPHICS 67%
- ▶ SOUND 55%
- ▶ VALUE 73%
- ▶ PLAYABILITY 83%
- ▶ OVERALL 82%

Great Football

- ▶ MACHINE: SEGA
- ▶ PRICE: £23.95
- ▶ REVIEWED: JULIAN OSWELL

Hut! Hut! Grab your crash helmet and prepare to wobble on the gridiron in this new Sega American football simulation.

Great Football is a one of two-player game, and is played over a horizontally scrolling pitch. Play is controlled via a series of menus, and the player is also given control over the quarterback during play.

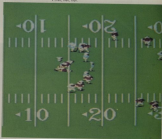
If a two-player game is selected, both teams battle together in a "realistic" fashion, with the ball changing hands in a real game. The one-player version is different though – the computer team is given a score which the human player must beat. The computer team never

wins a bit of a cop-out, it'd have liked to take on a computer opponent.

At the start of a play a menu of moves are displayed, and each is highlighted in turn – pressing the fire button when the desired move is lit selects it. The only problem with this is that each move is always lit in turn, even after a selection has been made, resulting in a long wait between plays. This might be alright for the two-player game, so the opponent can't tell which move you've selected, but playing against the computer I thought it unnecessary and tedious.

The play itself is joystick-controlled, and the player takes part directly as being the quarterback. Depending on the move selected, the

▶ Mar, Apr, Jun



Mean Machines

Tips

Easy as you find **Open** – put your car into neutral and read these tips before setting out, and you should see a marked improvement in your performance.

One of the important tricks to master is braking at the right time – just as you enter a corner. Timing is critical, so you can accelerate out of the bend and overtake any cars by moving across the entire

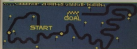
road, just as you start sliding across the road. This shifts the car back to the inside lane without loss of speed, and shaves seconds off your overall time.

Slipstreaming is another good method. Locate a fast car and sit just behind it, travelling at the same speed. This means you can bomb along the track as just below your normal top speed without fear of

1



2

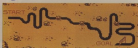


road. Practice this manoeuvre, as on higher levels as this is the only opportunity you're likely to get to pass other cars.

For advanced players, sharp bends CAN be taken at top speed by moving to the inside and hitting

colliding with other cars on the track. This may sound an odd tactic, but it's far better to drive slightly slower safely than dash along and risk a time-consuming accident. When a game is over,

3



4



■ Road floor – extends on a dip.

restart by pressing the start button while pressing the A line button and you'll begin on the level where you just finished.

Finally, study the maps to plan ahead. We haven't included levels seven and eight – if you can get past course six, you won't need them!

5



6



Mean Machines

Rad Racer

- **MACHINE:** NINTENDO.
- **PRICE:** £39.95
- **REVIEWER:** JULIAN HIGNALL

Apart from Continental Circus, there's only one other 3D race game — and that's Rad Racer. And unlike Sega games, you don't need to foot

simply to race from one point to another within the allotted time limit to be granted extra time for the next stage — traditional stuff, really. Reach the final checkpoint on the course, the car shifts to a hot and it points bonus is awarded before returning



► **Rad Racer** — superior to other

race games, look no further than Continental Circus.

The graphics are excellent, the scrolling backgrounds are extremely well drawn, and colour has been used thoughtfully to very good effect. The sprites are also high quality, and the update is snappy and convincing — just what a race game needs.

There are even two different soundtracks, or just sound effects if you wish. Yes, it's not after a fast, exhilarating and challenging

NINTENDO

- **GRAPHICS** 81%
- **SOUND** 79%
- **VALUE** 68%
- **PLAYABILITY** 87%
- **OVERALL** 84%



► **Night racing** — in fact

but it features on special 3D speed — the five-mile blue and red spaces supplied to the foot are all you need to get quite a reasonable effect — if you don't like it you can always play it in normal 2D mode.

At the start of a game the player chooses either an F1 racing car or a 328 twin turbo sports car — they're both pretty fast and have negligible differences.

There are eight courses in all, each with four checkpoints; the objective is

to the next, more difficult track.

As with most Nintendo games, the gameplay is superb. There's a genuine feeling of speed, and the hills and road perspective are very realistic — in fact, I'd go so far to say that Rad Racer is superior to Circus on the Sega.

The going is pretty tough — the first two tracks are relatively easy to complete, but from then on it becomes a real race to get to the finish line before the timer expires.



► **Features two sound tracks**



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Mean Machines News

New Nintendo

The hottest news from Japan is that the Super Famicom — the new 16-bit Nintendo — has just been revealed to the public.

It's a very attractive-looking machine, and is fully compatible with all existing Nintendo titles — thus giving the machine an instant library of some 400 titles! It also means that owners of old Nintendo games will still be able to play all their favourites.

The only games that so far been it *Dragonfly*, a graphically superb aeroplane game which looks absolutely stunning

— we've also seen some demo screens of digitised pictures, which also look brilliant.

So, now both the 16-bit Nintendo and Sega are out. Which will be the most popular? Well our money's on Nintendo — surely they can't fail? But in the UK it's

► *Dragonfly* — gopt!



far more likely that we'll see the new Sega much sooner than the Nintendo. The bad news is that Nintendo aren't planning Kate until at least the 1990's. So that leaves it wide open, especially with the new Atari ST console and the Commodore coming soon — and the PC (huge writing in the wings). One thing's for sure — the early nineties are going to be a very interesting time for Mean Machines. . . .

Why Y/S

Coming soon on the Sega is Y/S, a massive arcade adventure which boasts a load/save feature — rather like the Nintendo game *Zelda*.

It arrived just a little too late to be included in this month's column, so all we can do is tell you that it looks like one of the most impressive Sega releases so far, and incorporates excellent graphics and a huge map. There'll be a full review next month — as for now you'll just have to make do with a screenshot.



► *World War Cannon*



► *It's going to be a Sega game*



KRAZE health
GOLD 01000

PLAYER ■■■■■
ENEMY ■■■■■

► *It's a Sega adventure*



PLAYER ■■■■■
ENEMY ■■■■■



► The 16-bit Nintendo

Nintendo Newies 11

One glance at the Vulkan Venture pictures is all you need to see that it looks like the hottest Nintendo game yet! Everything from the arcade game has been utilised — the only thing missing is a release date in this country...

New releases in America are Platinum — licensed from Ocean, with exactly the same game design as their computer versions, Xenophobia, Paperboy, Truck and Field II, Friday the 13th and Skate or Die, which is the same as the



▲ *Floating ruins of Vulkan Venture*



▲ *Ocean's Platinum — Nintendo*

Electronic Arts computer game.

In the New Year, Terra Cresta, Nightmare on Elm Street, Who Framed Roger Rabbit and Star Trek will be making appearances in the US — but when will they be seen in Europe? We'll be the first to tell you as soon as we know.



▲ *Truck and Field II — PC Engine*

▶ *Dragon Spirit — PC Engine*



More PC Engine Delights 11

There have been numerous requests for us to publish pictures of PC Engine Space Harrier — so here they are. Just for the record, we've also got pictures of Street Fighter which is currently only available on the PC Engine CD ROM and Dragon Spirit — which both look more

than impressive.

But in the New Year is Nectarius, a strategy arcade game which looks nothing short of brilliant. The graphics are marvellous — we'll bring you more details as soon as we have a copy of the game.



▲ *Nectarius — PC Engine*



▲ *Space Harrier — PC Engine*

Blow Up and Hang-On

The latest add-on to push back the frontiers of video gaming silliness is an inflatable motorcycle, available for the Nintendo game tag rider. It works in the same way as the sit-on versions of the Hang-On arcade machines, with the rider twisting left and right to guide his on-screen bike down the race track. Great fun, eh — but the real challenge is attempting not to look like a complete and utter glonker!

At the moment the blow-up bike is only available in Japan — will anyone be brave (or silly) enough to release it over here?



What wouldst thou like to do?

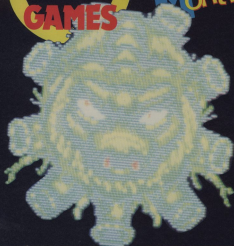
leave
heal wounds
buy medicine
erase data

▶ *Vulkan Venture — Nintendo*



COMPUTER +video GAMES

Next Month



Next month's issue will really blow your rocks off as we bring you an exclusive all-versions review of *Blasteroids*, Mirrosoft's blistering conversion of the superb Atari coin-op.

And we'll be looking at all the hottest new releases, as well as

bringing you news and previews of all the latest computer and console games. There'll also be a plethora of tips and maps, and a report on all the latest arcade machines. C+VG has everything a video games player could ask for – don't miss it.

Out to Lunch

I never have been able to come to terms with January. December to the new year, if my Latin serves me well. But somehow, after the foggoose has worn off, everything seems to continue as before, only bleaker, grayer, more wintry.

But not this year, 1989 will be a breakthrough year. The year when the pace of computing is changed beyond recognition by the console, by 16-bit and low priced PCs, by steam-powered luxury covering frames and who knows what else!

Prediction, a dangerous business but all part of the territory if you want to be a media pundit, paid to prophesize in paper tones. So let's take the New Year, in its already rolled slugs, and with an expert application of the scalpel of systems to the wind and direct the learning hand to see what makes it wail.

There is a theory in the prediction business that if you want to know what Britain will do tomorrow you see what the States did yesterday. In hardware terms this means a radical re-think of our game machines. In design terms Neorealism to predict the slippery slide into budget obscurity of the 8-bit machines — though the Commodore continues to hang on like a lemming with several thoughts.

But what will replace the old guard? Edley — the Amiga and ST you say? Or is it so simple? According to Mizoguchi's "Wild Bill" Stanley, the ST has scored like a dead duck in the States and the Amiga goes only produce single grip performance compared with the jet propulsion of IBM compatibles.

What? Various computers? Well, yes, because the PC can do more than produce spreadsheet in lurid green and purple as the business boys would love to believe.

Upgrade to IBM C&G graphics to VGA of the graphics to VGA of the increasingly popular (but so far least expensive) executive VGA and video (uh-huh) enough sales and high enough price to give an Amiga a run for its money in most games players' hands. And



▲ Why is this the hardest year choosing a Sega?

you can still do all the serious things with it too, making it the complete home computer. That's why it's a bit in the States.

The Americans don't make our Pentium division between leisure and home productivity so it's quite possible for them to get the most out of their money. That's the market that the Super PC200 and Schneider's new little Amiga-styled, 6000 Euro PC (Maybe both being saddled with the wrong graphic cardsets) could start to open up over here.

I don't believe the change will happen overnight, or even over next year, or that suddenly ST and Amiga owners will lose their hobbies to buy what is frankly primitive technology compared with the 68000 machines. But I do think that Atari and Commodore will find themselves challenged by older, more serious users who would prefer to buy one, widely compatible machine, than a house of machines depending on whether they're buying business like or frivolous.

How could I link with this hardware shift is a change in software. Already City players, left with time on their hands since the shock

Market crash, have taken to games like *Lemmings* and *Larry*. This is the beginning of computer gaming going respectable and you can bet that your average Porcine driving professional won't want to join Banks killing Russians in yet another ism.

Does this sound depressing? Well it shouldn't. As software grows up and PC owners join Amiga and ST fans in demanding the complexity and sophistication of an F-15 Stealth Fighter or *Pools of Radiance*, there will be ramblings of the other end of the market. The Sega has started to surge; Nintendo took its time getting its act together. But this is just the start.

If you're going to use your mice for nothing more than tapping letters, collecting objects and running the hundred matrix, why do you need a keyboard? In Japan they're more found ways of role playing with nothing more complex than a pair of joysticks. So strip away those expensive, extraneous alphanumeric and get yourself a dedicated games machine.

By next Christmas the Sega and Nintendo could look pretty primitive compared with what you can buy.

There'll be a low-cost ST console for starters, and strong rumors suggest a stripped steam Amiga too, at least in the States, for people who only ever wanted that superior speed and graphics for laughter, noise and explosions.

Of course Sega will respond with its 16-bit model. Then there's the PC Engine. Will we really be able to buy the Japanese super machine by the end of '89, the official line is 'No comment,' but my mates report one particular software house has orders of them lying around. Just for the staff's leisure hours, hey?

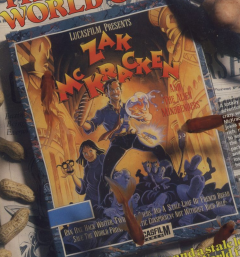
One machine we can safely predict is the Kona Kamek. Still officially under wraps, investigations reveal graphics more like the *Archon*s than the Amiga, disk loading software cutting down on cartridge space (it's the only person to load £25 for a shot at it, however good, is a little steep). And most radical is its expansion possibilities, which include a special mounting a steering wheel or handle bars, and maybe even pedal controls. What news, the *Wish* Wizards will even have a mobile seat, just like the ones in the academies, so their stevedores under their belts or wherever they may hide it.

Again this will mean a change in software. Red Crosses of distribution definitely backs the idea of a cartridge based future. Plugging in an arcade licence will be as simple as dropping thirty pence into the original machine. And Andrew Hurren on his own stated that his long established company will be publishing for the console, which should bring a fresh and original breath to the coin-up distribution development scene.

What's it all going to happen. Oh then again, maybe not, but there's one thing of which you can be sure. You'll be able to read all the team files in the next twelve hours of C & W. And promising I've got at least some of this content, you'll find all my predictions bled and biggest ramblings here at the end of the may or so and it will be an interesting year.

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