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—The Day

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—The Colossus Machine, Amiga User

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—Amiga User 101

"... excellent 3D graphics, the most impressive I've seen on the ST - a great arcade formula with clever graphics... all of it makes this a top-notch game."
—Amiga User 101



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HAND-HELD GAMING 8

We get an exclusive look at the future of hand-held gaming—the Game Boy, a portable Nintendo, complete with its own TV screen and keypad. And it fits in your pocket.



EDITH SITWELL
"WOMAN" (LONDON)
is a politician,
philanthropist, Paganist
and philanthropist.
So when she is given the
role of a poet and
lover (and a drinking
and a wide
advertising)



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and a wide
advertising)



CREDITS

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Glancey **ADVERTISING MANAGER:**
Nigel Taylor **SALES EXECUTIVE:** Joanna

MEGA COMPS

WIN A DAY OUT GO-KARTING

Twenty, six exciting first prizes of an exciting table day out go-karting. Limited to one entry.

22

WIN A SCRAMBLER MOTORBIKE

Test A REAL beam rubber-out-top garden, knock-down-Overton wickerbar in up for grabs. And Why Trainers and copies of Super Scramble Simulator.

44

WIN 16 BIT SEGAS

Go PC Engines. Three first prizes are up for grabs — whether you win a Sega MegaDrive or Engine is up to you, matey.

101



FOREIGN COMPO

104

A special C+PC competition open to foreign readers only. Win the top twenty games for your machine in this multilingual comp. Extended closing dates mean that even those in the furthest corners of the Earth can enter.

PLAYMASTERS

26

It just gets better and better. How to master Hand Driver — the complete arcade guide, a Minisat map, a utility mini-rips and MOREs, and the definitive computer Highscore table. In your name or in?

MEAN MACHINES

98

We take on 16 single titles of Super Thrills Best II... it's as good as it used to be (change your underwear). Plus what's new on the PC Engine.

MONEY OFF COUPONS

24

Save loads of cash on games like Action and Double Dragon with C+PC's single coupons. Max 24, max 45, max even 44-off, please. We are talking between £7 and £19 of your English pounds off top BT and Avigo games from Virgin/Mastromaco.

ARCADES

88

Five brilliant new coin-ups are unveiled in this month's Arcades Action. And there's the Official UK Arcade Highscore table. Can you beat the scores?

PREVIEWS

106

Unlike number Twenty Carriban Plug, we haven't just got crappy arcade screenshots of Spider and a guess as what the game is like. We've seen it. We've got shots of the REAL computer version. AND the low-down on what it's like. We've also got you of Hand Driver, Dragon Spirit, APB, Chase HQ, Ghosts II, Ghosts, the new Batman game, Unleashables, Phoenix II, Thunderbolt, Sentimental Circus, Mr Hell and P-87 among others.



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Oh my God it can't be can it?!



Action with a vengeance!



Super Mario B... brilliant!

TOP WRITE-UP:
"TERRIFIC" CLASSIC!
It's a bit of a revelation to see Paul, the writer in these columns, but most enjoy examining the games and observations.



INTERVIEW:
MARTIN, BOB,
"HEY" BOB BOB
Take over from Barry Williams, who has left to become part of the famous band. Big night for Williams, but when it comes to writing, he's better than you!



"GAMES" GUY:
JO LINDSAY
C + PC's top column just had to make Nigel look like King Kong. The burning question is: do you get a highscore in a video game?



PRODUCTION ASSISTANT:
GLORY POWELL
For the biggest collection of tables in the column, and like any games with tables in table characters.

Cooke PRODUCTION ASSISTANT
Glory Powell PUBLISHER: Terry Pratt
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Middlesex HA8 2AG. Tel. 01 866 5692. Cheques and Postal Orders made payable to System Three Software Limited. FREE postage and packaging.

THE FUTURE OF CONSOLES IS IN YOUR HANDS

There's a new Nintendo console in town. It fits comfortably in the palm of your hand, has its own tiny TV screen, and the games come on cartridges the size of a matchbox. Sounds too good to be true? Julian Rignall has the story.

HISTORY LESSON

Hand-held games machines have been around for over a decade. One of the earliest was Mafin, a simple machine based around a display of nine LCD lights and a very basic sound chip.

The next generation came with mini arcade-style games which used multicoloured LCD graphics displays, but the graphics were crude and games often simple and very tedious, mainly Pac-Man and Space Invader-type games.

In the early eighties, LCD hand-holds came onto the market. These monochromatic games gave better graphic detail, were far smaller in size — but were still ultimately very simple and limited. And this has been the way up and down...

But that's all about to change with the release of Nintendo's Game Boy, the fourth generation of hand-held machines. And what a generation gap Nintendo have made — the Game Boy makes previous hand-held games look feeble-minded by comparison.

THE CONSOLE

Basically, the Game Boy is a Nintendo-style console in a bijou case — the white console measures 150mm. On the front is a joystick controller, start, select and two fire buttons, and a little speaker. Above these is a battery power indicator and a black and white flicker-free LCD screen, similar to those found on toy portable telies like the Sony Walkman.

On the sides are a volume control, telephone socket, external connector (so you can link up with another Game Boy), contrast control and cartridge port. Underneath is the battery compartment, which takes four AA-sized batteries.

The console is of ergonomic design, and fits in your hand perfectly — playing games on it is a joy!

THE GAMES

Games come on minuscule 8-bit ROM cartridges, and the two I've got are Super MarioLand and Baseball. MarioLand is a revamped



version of Mario Bros, and has many new features, including a shoot 'em up section with Mario in a little submarine. There are many levels, which include Easter Island, Egyptian, jungle and Sub-Aqua, and there are more hidden features than any previous Mario game. It's also unbelievably addictive — I've already whiled away many, many hours on the brightness to London-computer special playing it!

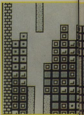
Baseball is also excellent — addictive and very, very challenging. In fact, I'd go so far to say it's one of the best baseball games I've seen on a console!

Other games available are Tennis, Playway (an Arkiana

game), a fancy looking platform game that I don't know the name of, Tennis and Mini Jockey. And apparently there are even more games in the pipeline.

THE GRAPHICS

The high contrast screen gives amazingly sharp graphics, and although the graphics are small there's absolutely no eye-strain involved using it. The MarioLand graphics are superb, with a minuscule



Mario and a myriad of mini monsters and brilliant backdrops, all in incredibly tiny detail. Scrolling is smooth, too there's a little bit of an afterglow due to the LCD screen — but it's nothing that impairs the game. Baseball uses large sprites for batting, and switches to a plan of the field. Again, it's very clear and you can see exactly what's going on.

THE SOUND

Amazingly for a console this small, the sound is in glorious stereo! In fact, features some great tones and jingles of similar ilk to a regular-sized Nintendo. As an added bonus, the Game Boy comes with its own headphones (greatly good speakers), so you don't need to annoy anyone else while you're playing it.

WHERE, WHEN AND HOW MUCH

The Game Boy is currently only available in Japan and has already sold 800,000 units — an incredible 338,000 were



shifted on the first day! It costs around \$99, and games cost between \$19 and \$29. I spoke to Nintendo's UK office and asked whether they have plans to release the Game Boy in Britain, and was pleased to hear that they have... but they haven't decided on a release date as yet. But as soon as they have, we'll be the first to tell you, just watch this space.

DEAL FEST II

Fans of the FST telephone game will be in great luck because to hear that FST II has just started. It features a new improved game system that's even better than the original FST!

There's a monthly lightweight competition, with "real-gold" prizes. But before you dial, make sure you have your parent's permission, 'cos calls can cost up to 30p a minute — and that gets mighty expensive if you're on for hours.

WAR WITHOUT TEARS

Quasar is a brutal new "two computer game". Two teams of two persons armed with light-guns engage combat, and the object is to simply wipe out the other team. The game is played inside a converted cinema.

Quasar is based in London. 08 — if you're interested, ring 01 348 8398 for more details.

ACTIVISION HELPLINE 800-800

We printed the details and phone number of Activision's new adventure help line last month. Imagine our surprise when Activision rang us to say that the number they sent us was wrong, and in fact was the number of a retailer. Mr Gary of Reading 'Cooper' K6 certainly didn't see the funny side when he got calls at all hours from people asking for help on Sierra games and stuff.

The real number is 034-310083. So don't dial wrong now, kids.

CRACKDOWN CONVERSION

We reviewed Sega's new col-op, Crackdown, last month and thought it was pretty mucky good. Imagine our surprise when, literally weeks later, US Gold rang up to say that they had just bought the rights to the machine, and that AKI, responsible for the brilliant Paragonix Worlds conversions, had already started work on it!

(Unnatural and wondrous coincidence or what?)

BUG REPORT

Whose can't believe it! We thought we'd get a few reported bugs and the whole thing would build gradually but we got hundreds! We're obviously going to have to work out how much space Bug Report is going to need in future. But for the minute we've chosen a random selection roughly representing the proportions of bugs we get sent in for each machine.

BUT IS IT A BUG?

In some cases it's possible that some of these reports may NOT turn out to be bugs — we'll have to see how many people write in to confirm each one. But all sound possible and likely. A few people tend to "BUGS!" that we've just dodgy games playing as we've ignored them (if we get any really ridiculous ones we might prefer those). Mostly though it looks like there are a lot of doable problems on a lot of various software out there. We'll try to help put it right.

MACHINE TYPE: STARDY
GAME NAME: BEE OFF
LEVEL BUG OCCURRED: LOADING
WHAT HAPPENS: Don't seem to load on a 300 3T single sided drive — nor on double sided? **DOES ANYTHING HAPPEN?**

MACHINE TYPE: STARDY
GAME NAME: FLY IN MIDDLE EAST
LEVEL BUG OCCURRED: AT ANY TIME
WHAT HAPPENS: Just crashes randomly and two people dodge away on the left-hand of the screen

MACHINE TYPE: STARDY
GAME NAME: DISACON/ADON
LEVEL BUG OCCURRED: SPOONING?

WHAT HAPPENS: When you die movement back on the screen halting — if the screen hits you you start all your energy gone and you die

MACHINE TYPE: ATARI ST
GAME NAME: ACE

LEVEL BUG OCCURRED: YAKED

WHAT HAPPENS: Every machine behaves unlike

MACHINE TYPE: DCL
GAME NAME: PAST AND DOME
LEVEL BUG OCCURRED: 1 AND 2

WHAT HAPPENS: When things get really tricky you change as you get it so if you get stopped

MACHINE TYPE: CN
GAME NAME: BUBBOON
LEVEL BUG OCCURRED: LEVEL 1 THROUGH 4

WHAT HAPPENS: All background characters are moved up making it impossible to you don't know what you're doing

MACHINE TYPE: CN
GAME NAME: ACE

LEVEL BUG OCCURRED: HISSING?

WHAT HAPPENS: Program ends at second and subsequent game

MACHINE TYPE: ATARI ST
GAME NAME: TRUCK BTT

LEVEL BUG OCCURRED: TANGLES POINTS

WHAT HAPPENS: When a player is out of the machine or play without a game

If you can confirm any of the above bugs or have any more of your own to offer fill in the coupon below and send it to: **BPC SUPPORT, C - PC, Priority Post, 30-32 Farrington Lane, London EC2A 3JF**

NAME: _____

ADDRESS: _____

MACHINE TYPE: _____

GAME NAME: _____

LEVEL BUG OCCURRED: _____

WHAT HAPPENS: _____

REMEMBER — Try to ensure your bug really is a bug and not

injury not be any good at the game or (b) you having a dodgy disk drive or tape recorder.

ARCHIPELAGOS



Atari ST screen shots

*Imagine a game without violence,
yet as chilling as abandoned
places where people have died and
never returned.*

*Imagine a 3D world, yet the only
forces are those that come from
the ground.*

*Imagine the danger of a tormented
soul, carried aloft by nothing
greater than the wind.*

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smooth movement and scanning. It
is so extraordinary it defies
classification. It is the experience
of the metaphysical.*

*Archipelagos is conceived and
coded by Astral Software.*



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PC version includes FREE audio cassette



REVIEWS INDEX

THE RATINGS

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

GRAPHICS

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

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE MARKS

85+ A C+ VG Hit! An extraordinary game that shouldn't be missed.

70-85

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

55-69

Average to fairly good. Could still appear in lists of the game.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that might've even appeared in the most ardent lists.

1-14

Light literary sweeps that's guaranteed to make your computer throw up.

REVIEWERS

JULIAN RIGNALL

C1 + VG to arcade player who lives for 1000-ep conventions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

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

PHIL SOUTH

An all-rounder who lists all manner of games — as long as they're good.

CIARAN BRENNAN

Arcade-style games are Ciaran's forte.

REVIEWS

SPECTRUM

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XYBOTS	100

NINTENDO

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---------------------	----

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GOLDEN AXE	66
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NIGHT STRIKER	66
LEGEND OF HERO TONKA	66



C+ VG HIT! REVIEWS

PHOBA 15
Billard: C&A blasting from Microsoft.

DATASTORM 17
"The best I've ever", says Jas. See if you agree.

SILKWORM 36
Amazingly slick shooter from Virgin/Mastertronic.

BLACK TIGER 54
This new US Gold conversion giveth!

TEST DRIVE II 62
Accurate's huge race gets a C+ VG in mega accolade.

RICHARD DANGEROUS 80
Super fan-packed platform (inspired by from Finland).

SUPER MARIO BROS II 99
The best Nintendo game yet — it's a stunner!

C64

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ZARCARA	75
1-UP FORCE	75
RICHARD DANGEROUS	80
GILBERT THE ALIEN	100



AMSTRAD

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SEWER VIOLANTE	72





On the first level, Bond chases after a jeep in a helicopter with the intention of blasting it off the road. Sounds easy, but you must watch out for tall landscape features which the chopper can't reach into!



With the jeep destroyed, Bond wanders up the vertically-scrolling screen blasting an array of badies with his Beretta. Luckily he can even the odds by finding an M1 machine pistol.



Level three sees Bond hanging off a chopper, attempting to catch a jeep in the tail of the badie's plane. There isn't an your side, you have to move fast to stop the plane from escaping.

JAMES BOND LICENCE

After nearly a two-year absence from the Cinemas, that evergreen secret agent, 007 James Bond, returns to the silver screen with a vengeance in *Licence to Kill*. It promises to be one of the most spectacular Bond films yet, with a dazzling array of stunts and special effects. As with the last two Bond films, *Danger* have secured the rights to produce a game of the film, and it's looking good. Very good. Paul Glancy makes a preview.

Licence to Kill is split into three distinct stages which follow each other in an order from the film.

The action starts over Gray Jay, an agent off the coast of Miami, with 007 and Felix Leiter trying to outguess a helicopter while Sanchez makes his escape up the screen in a jeep. Showing the jeep is the only way to stop him, but accurate timing is difficult when you have to simultaneously dodge around tall trees, tall grass, poles and buildings.

Sanchez eventually has to leave the jeep, and he's back on top in the jungle follows. Cameraworkers with his Beretta, ready to pick off the Sanchez horde. By holding the fire button and pushing left or right on the joystick, you can select one of 12 directions of fire, then run up the screen, gun blazing. Dead Sanchezes leave behind extra rounds of ammo, and the odd machine gun to add the 007 cause.

At the end of the level Bond has to climb back into the helicopter to pursue the foe, who has just leapt into an airplane to escape the plane. Bond has to swing below the chopper and compare to the tail of the dodging plane, double it, when it's in a loop so that it can be aimed to the screen.

The screen then changes to the screen. James is in his own gun, and he has to swim through shark-infested waters, dodging any of Sanchez's divers who dare challenge him, and grabbing drugs

packages for some points.

At the end of the stage Sanchez's machine is set taking off. Quickly, Bond chooses one of the packages with his Beretta gun and he's dropped above it. His progress up the line towards the plane is slowed by having to dodge incoming commotion placed by terrorist technicians.

Reach the plane and you're onto the third stage, which follows the destruction of Sanchez's drug horde. The bad guy is making for the border in a convoy of 18-wheeler semi's full of drugs. James starts in a cropduster, but he has to jump down onto the nearest truck, take control of it and use it to



BOND 007 E TO KILL

THE BOND GAMES . . .

Danzon's first Bond game, *A View to a Kill*, appeared way back in 1985, and received little acclaim. Well, it was pretty grossly—even Danzok admits that—and featured four levels of soft arcade action with primary school graphics. The game was quite good, though. . . .

Things got a bit better with Danzok's second Bond license, the 1987 release, *The Living Daylights*. The gameplay was limited, but fairly enjoyable, and featured Bond wandering along a horizontally scrolling backdrop taking pot-shots at badies. It was fun, but the general reaction was that more could have been made of the game.

Last Christmas saw the third of the 801 series, *Lies and Let Dies*, the game of the early '90s Bond film. The film features a lengthy boat chase, and it's this scene that the game is based on. It's a fun-action theme 'em up, almost like *RescueMania* on water, with you whizzing down a man-eating river in a speed boat, avoiding obstacles and blasting enemy craft out of the water. It's a tough and enjoyable game, but didn't really feature Bond as such. . . .

And that brings us bang up to date with *Licence to Kill*, which certainly looks like the best Bond game yet! We'll bring you a full appraisal of the game in the next issue of *C + VG*.

run the others off the road, dodging missiles when they fly in your direction. The floating, rotating barbed, and once you've seen that off, the world is left again.

The 3D and Spectator games are the nicest we've seen, and they're looking impressive. The C + VG Bond Game Year Club (March, London, Britain) was well used to see the game's release in any way at major events.

PAUL QUANCEY

007: Here's a sailing ship from the game.

007: Here's a sailing ship from the game.



007: Here's a sailing ship from the game.



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RAMPAGE



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PHOBIA



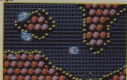
▲ Phobia — the best C64 laser in ages.

Get your stank jacket out of the wardrobe and start doing up the straps, matey. This psycho-blast from Tony Crowther turns your subconscious fears into laser fodder, and uses them to drive you completely crazy!

Phobia is a one- or two-player horizontally-scrolling rescue mission set in the east of outer space; your number always reminds you about. Fifteen planets lie between your spaceship and your ultimate goal, the sun. That's where the Collecta Emperor is being held by Phobos, a chap who apparently doesn't like politicians.

To reach the sun and rescue the Emperor, you have to collect the nine pieces of a force shield which are scattered throughout the system. Of course, you don't know exactly where.

Anticipating a rescue bid, Phobos has populated each planet with monsters taken from man's worst nightmares. The first planet you have to fly through is full of giant spiders which can dash between your path and spit massive bolts at your spaceship. Fortunately, dead spiders leave behind little gun



▲ Lovely and colourful in level two.

icons which provide increasingly rapid firepower, as do ground missiles and speedups.

After you've plugged the force shield at the end of this section you're still only half way through the first planet. The second half has you slipping through a narrow maze of passages with an egg at the end. Slide through the eggball and a question mark appears, which, if you're lucky, is part of the last shield.

Now this may sound like yer standard shoot 'em up to you, but Phobia has one or two neat innovations. If you opt for one

player mode, a press of the space bar gives your ship a double, which doubles your field of fire, but makes you a bigger target. If you do play with someone else, shooting the rear of his ship charges up his super-weapon, which launches up to three unstoppable missiles across the screen.

Phobia's most valued technical innovation is the use of colour switching techniques to display 33 colours on the C64 (which is only designed to provide 16). However Tony does it. It's an effective trick which has been used to make the sprites and backgrounds very pretty to look at as they scroll past.

Plus, that there's much chance to admire the scenery, though. Scenery of monsters appear from all angles, and even gamers with the most turbo-charged reactions will have their hands full dodging bullets and the scenery. The collision detection is other in your favour, but still the game is no picnic. After many a game spent trying to get through the first level my entry was in serious jeopardy, but unfortunately I just couldn't drag myself away and now listen to me, burble burble burble.

PAUL GLANCEY

C64	£9.99
GRAPHICS	89%
SOUND	62%
VALUE	87%
PLAYABILITY	88%

Apart from the lack of music, Phobia is superb — pretty graphics, extremely addictive blasting gameplay, even the multiball isn't too intrusive. The best C64 laser since Armalyte.

OVERALL 88%

UPDATE

Fury Crowther is also programming the Amiga and ST versions of Phobia, which will keep the same gameplay, but be graphically better than the C64 version. Some differences apart, the ST and Amiga versions should look identical thanks to further use of the 33 colours trick on the ST, and both versions are due at the end of June, priced £24.99.

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CASSETTES

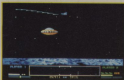
Title	Genre	Age	16	18	18+
Adventure	Adventure	7			
Basic Dojo	Adventure	7			
Battle Ships	Adventure	7			
Warrior Attack	Adventure	7			
Swords & Sorcery	Adventure	7			
Swords & Sorcery 2	Adventure	7			
World Championship Boxing	Adventure	7			
World Championship Boxing 2	Adventure	7			
World Championship Boxing 3	Adventure	7			
World Championship Boxing 4	Adventure	7			
World Championship Boxing 5	Adventure	7			
World Championship Boxing 6	Adventure	7			
World Championship Boxing 7	Adventure	7			
World Championship Boxing 8	Adventure	7			
World Championship Boxing 9	Adventure	7			
World Championship Boxing 10	Adventure	7			
World Championship Boxing 11	Adventure	7			
World Championship Boxing 12	Adventure	7			
World Championship Boxing 13	Adventure	7			
World Championship Boxing 14	Adventure	7			
World Championship Boxing 15	Adventure	7			
World Championship Boxing 16	Adventure	7			
World Championship Boxing 17	Adventure	7			
World Championship Boxing 18	Adventure	7			
World Championship Boxing 19	Adventure	7			
World Championship Boxing 20	Adventure	7			

CASSETTES

Title	Genre	Age	16	18	18+
Adventure	Adventure	7			
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Battle Ships	Adventure	7			
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Swords & Sorcery	Adventure	7			
Swords & Sorcery 2	Adventure	7			
World Championship Boxing	Adventure	7			
World Championship Boxing 2	Adventure	7			
World Championship Boxing 3	Adventure	7			
World Championship Boxing 4	Adventure	7			
World Championship Boxing 5	Adventure	7			
World Championship Boxing 6	Adventure	7			
World Championship Boxing 7	Adventure	7			
World Championship Boxing 8	Adventure	7			
World Championship Boxing 9	Adventure	7			
World Championship Boxing 10	Adventure	7			
World Championship Boxing 11	Adventure	7			
World Championship Boxing 12	Adventure	7			
World Championship Boxing 13	Adventure	7			
World Championship Boxing 14	Adventure	7			
World Championship Boxing 15	Adventure	7			
World Championship Boxing 16	Adventure	7			
World Championship Boxing 17	Adventure	7			
World Championship Boxing 18	Adventure	7			
World Championship Boxing 19	Adventure	7			
World Championship Boxing 20	Adventure	7			

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WS9 8PW

Destruction is basically a 16-bit version of *Dropzone*, US Gold's classic Defender/Borgate variant, with some brilliant enhancements (Incidentally, *Dropzone* is my all-time favourite blastar). So although VDT score same points for originality, what they have



BY VDT ◀ The best blast ever!

ATASTORM

produced. In my opinion, is the best shoot 'em up yet seen out of a coin-op cabinet.

Either one or two players (there are options to let two players partake simultaneously, or alternately) patrol a two-way horizontally scrolling wrap-around planet and protect eight pods from a wide variety of weird and very violent alien

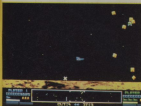
One particular breed of alien, the tankers, attempts to pick up the pods and whisk them away to the top of the screen, whereupon they go berserk and home in on your craft at very high speed, firing very accurate laser bolts as they go.

To help you keep a track on



▶ Fast, slick and playable.

▼ Just kill everything!



things, there's a radar scanner at the bottom of the screen.

The player's ship is armed with lasers, five smart bombs and a limited cloaking device which makes it invisible (a bar at the bottom of the screen shows how much shield is left). Extra shields are awarded after each level, and an extra life and smart bombs are given for every 10,000 points scored.

Extra weapons are available by picking up orbs which occasionally appear. These are automatic, wide lasers, missiles (some in an pod-carrying tankers) and shields.

Class memberships also appear on screen levels. There are three types — a big red saucer, a huge space squid and a massive skull — and all are able to absorb a large number of shots before they explode.

As you progress through the levels, larger numbers of alien

appear, and they get increasingly vicious and fire more accurate bullets — your reflexes are tested to their absolute limits.

The graphics are very fast and smooth, with small and detailed alien sprites and loads of stuff going on.

The whole game is beautifully presented, with extensive highscore table, brilliant on-screen instructions, level-speed select and four different player options.

Destruction's lasting appeal is immense — it's the sort of game that never ages, and will get loaded up years from now for a good-old nostalgia treat. The levels are never the same, and you're not constrained by having to follow patterns like you do in most other horizontally scrolling blastars — it's just you in the thick of it. You might know how to deal with the alien, but you don't know just where they're going to pop up next.

There may be shoot 'em-ups that look and sound more impressive, but when it comes to sheer adrenalin-pumping super-fast action gameplay, *Destruction* blows everything out of the water.

JULIAN RIGNALL



UPDATE

Only, as other reviews are planned.

AMIGA	£24.99
GRAPHICS	83%
SOUND	83%
VALUE	81%
PLAYABILITY	96%
A superlative shoot 'em up which boasts Fergoson's <i>Warble</i> off the top slot as the best Amiga blastar. <i>Unmissable.</i>	
OVERALL	93%

BAAL



Available
on the
Spectrum
Disk

CAPTAIN FIZZ



Available
on the
Spectrum
Disk

MENACE



Available
on the
Spectrum
Disk



BAAL

- An elaborate amount of strategy and arcade action featuring:
- 8 very ultra smooth scrolling through 3 dramatic domains containing multiple levels.
- Over 250 highly detailed screens, superb graphics and sound effects.
- More than 150 monsters and 400 traps.

The future of the warlike inhabitants of a whole nation of men, 1000 are the leader of the tribe, Baalman. Can you save the earth from the evil BAAL?

His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate battle fighters, your quest is to save Baal's domain, fight off all the monstrous demonic forces to achieve the War Machine... for... you must kill BAAL, in the process.

Can you succeed? There is no option... the alternative is finally... Hell on Earth!

Screen Shots taken from the Spectrum Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

CAPTAIN FIZZ Meets The Blaster-Troops

The message is simple: co-operate or die! It's a double fun and double trouble all the way in Captain Fizz the most exciting simultaneous-player game you and a friend will ever have played. It's a whole new world of solo versus multi-player action. As both of you take on the War Blaster-Troops invading the planet Earth!

You sit a tough mission, always before bright but still out with the right hand of an operation, strategy, logic, fast reflexes, tactical tactics... and finally... the finish is here and here in Captain Fizz, but there are many more to the right because you'll both be back here!

There are 20 different stages with various levels to be won through before you reach your ultimate and the central computer. What is interesting is the situation. You'll never get there through unless you get your friends together and co-operate, and you'll only win 100% if you co-operate and co-operate. This is a new program which with the new games are there, be whatever... unless you want, but don't you fail!

Two players required for two-player game

Screen Shots taken from the Spectrum Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

MENACE

This is a pure arcade game... a fast action arcade game through an very intense action which brings you intense action. The further action are your enjoyment of action.

What makes action are simple, you must destroy the planet Omega... it's a simple game.

The dark Omega, an ancient power, has been formed over many centuries by one of the most powerful forces that have ever existed. These forces, which have been built, have created an enormous space, using the world, they have discovered with the help of the forces of the planet of the world and the world.

There are 100 missions to that help of the world. A large space which will give you the most intense action. You will have many exciting action scenes. The action will be a whole world of fun. A great game which, appearing in the world, may make a whole lot of things that you have learned, in the world of the world. The action is simple.

Screen Shots taken from the Spectrum Format

AVAILABLE NOW ON THE PSYCLAPSE LABEL

BAAL

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C64/128C £12.99
C64+/128C £9.99

CAPTAIN FIZZ

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C64/128C £10.99
C64+/128C £8.99
Spectrum £9.99

MENACE

Amiga/Atari St. £19.99
C64/128C £12.99
C64+/128C £9.99



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FROM
PSYCLAPSE

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THAT WILL HAVE YOU STANDING
ON YOUR HEAD**

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MAIL BAG



NO CRYING, MATE!

Dear YOB,
Please, please, please, please, please, please, please, please, please, please, please, please, please send me a T-shirt and please send me a T-shirt and please send me a T-shirt and a cassette of Thunderbox.
R. HANCOCK@G3
LEICESTERSHIRE
YOB! Get lost, matey.

WHAT A CREEP!

Dear YOB,
Oh great YOB, your magazine is such a good (in fact stunning good) read. I could go on thanking you for hours with hundreds and hundreds of phrases but I won't bother because the villain of my opposition is running out fast. If I couldn't read your stunning great magazine I don't know what I'd do. Yes I do. I'll stop myself. It's so stunning with all its superb writers (especially that really handsome YOB). I don't think there's a mag to get within a million megamiles of it. The letters section is the best part of the whole mag (although all the other bits are extremely stonking too) with all its witty replies etc.

I expect you've guessed by now that I'm only after one thing, namely that, one of your stonking good T-shirts. So if you don't mind me one of yours... I'd better not threaten you.

PAUL WILLIAMS, ODEVA
YOB! Oh creeping Paul! Is there anything you won't stoop to to get a T-shirt? Well, crawl under you wear out your rib cage, smash Jim, you won't get anything out of me apart from a large sized Doc Marten in the mail. By the way, you're not related to Fatty Williams are you? If you are, I won't bother kicking a cripple while he's down.

UNWARRANTED TWEEP OF THE MONTH

Dear YOB,
What the hell is wrong with you guys? I'm asking you why the hell you guys are printing stuff like Big Screen? It's got nothing to do with videogames. It's not the fact issue I don't wanna see it any more otherwise I will shut you guys and take everybody's life.

And now my complaints about AGM.
"What the hell is wrong with those English? Ask they stupid? You don't own it of AGM! I'm also sick of pay by mail it's for stupid Q&T and C+VG and AGM!"

I don't wanna see P&W and AGM any more, whatever you guys may mean a visit from you that concerning copying software, in-middleware and market leaders! We will you can be sure of that! Just keep your software on the English market very, very close.

Concerning our friend Patrick Cookley, you owe him an apology!

We are looking forward to your reply!
MARKET WITH PATRICK, DESP. WE THANK YOU

YOB! We've got rid of AGM and Big Screen. What a shame we can't get rid of pathetic B&W plates like you. Why don't you put your teeth into being doing something constructive, rather than just flapping off programmes? As for Mr Cookley, he's almost a big tweek, as you. Do it all in a fever and pay your stoggs.

A SURPRISE ANSWER

Dear YOB,
After hours of frustrating reading I have finally come to the conclusion that your review of the 30 bit Sega was correct. You mentioned the release of a CD-ROM and I am not sure whether this is for the 30 or 32 bit Sega. Please tell me as I am losing sleep over the matter!

Another thing that I am losing sleep about is the supposed surprise that you keep promising us in the Mean Machine section! I am a PROUD owner of a Sega and I

Got those summertime blues? Well, why not write to the YOB and cheer yourself up. No letter too big. No subject too controversial. No questions too difficult. No begging letters for God's sake. YOB's here to answer all your scribbings. And if he thinks your particular prose is good enough, he'll send you a highly stonkworthy C+VG T-shirt, and even some software. So get off your fat, lazy behinds and get scribbling to: YOB'S MAILBAG, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

feel at the moment you are not doing us justice, even though you're the best way for us to communicate. **STANLEY ALEXANDER**

YOB: The CD-ROM is for the 16-bit rigs, so now you can sleep easy. The surprise we've got planned won't be a surprise if I tell you. So it'll have to remain a surprise, so we can surprise you with the surprise. It's a pretty nifty mega surprise too, so prepare to be very surprised.

MINIMALIST LETTER OF THE MONTH

YOB

Dear Yob,
Could you please let down the Mailbag page a little, they are really heavy and none of my friends that buy your magazine read it.
ARROW CRICKET, ANDOVER, MASS
When I usually drop letters like yours, I feel inclined to do so.

SCIL: A MESSAGE II

Dear YOB,

Aye, ah! 'tis I again, supplier of complaints, questions and comments. Ahh, to be poor, the trap is great. It's usual and fix "forwarder". Just one question, in the May issue of C+MG, in the review of Ben the Guardian (inside the capital T) you had printed Ben the Guardian without the letter t. Was this because there was no room or because you wanted to see if we'd notice or just to see if we'd read the title?

A curious question here, just for the unwary. Does Tony Dillon exist? We never see any photos of him, all we do see is [useful] reviews. Is he a friend of the Ed's imagination or a Gerry Williams fantasy? Answer, please or snarl!

JOHN BRICKS, CHICAGO, ILL.

YOB: Oh, no! Not another spelling mistake! Another spotted. A misspelled no-games with nobody lets is currently not entering its way to you. Tony Dillon doesn't exist... he's just a figment of his own imagination. The sheer thought of a Gerry Williams fantasy is enough to give me the screaming shivers. . .

COULD THIS BE LOVE?

Dear YOB,

What the hell's going on? Are girls afraid of writing you or aren't there any female readers? I've even checked some old C+MG. And if there aren't any letters, how girls either I bet you won't print the one too. Imagine, a letter from a Dutch girl in a computer magazine, that would be dreadful, wouldn't it? By the way, if you don't look the way your name sounds, would you be so kind to print a picture of yourself in C+MG (so I can cut it out, hang it above my bed and admire it, and who knows, I might even fall in love with you that's if you're not as fat as Garry? I'm not going to write that your mag is fat (although it is) because everyone does. **JAMES I. COLSON, SCHOLING, HOLLAND**

YOB: To be honest, I don't get many girls writing in. I don't know why. If you're a female reader, put down your knitting or crocheting and write and tell me what your views are on the computer industry, or however remains silent. No pictures, by the way, I'll only get hoses of screaming girls wanting to touch my bottom.

PAUSE HERE

Dear YOB,

Before you ask, no, I am not writing to present a free C+MG T-shirt, a copy of the latest backcatalogue of games, begging for cheats and jokes, scrambling for a new Super Mario Brothers badge, the one that was given away with issue way back in May 1988 and which I have lost only recently, and neither am I demanding that you send me a pair of Gerry Williams socks, the ones that he allegedly wore to the 1973 FA cup final, and then wore for the week after as well. The reason that I am writing to you is to congratulate the entire team at C+MG for choosing out such a striking color mag every month (thinking apparently being the "it" word to use when writing to C+MG).

ANDREW HOGGINS, MIDDLETOWN, CT.

YOB: If you'd asked you wouldn't have got. And since you're not asking, you won't get.

LETTER OF THE MONTH

Dear Yob,

I've been doing a bit of philosophy about the nature of game prog errors, and the art of making games. I came up with the exceptional conclusion: developers take notes.

AMERICAN: These ever-lasting "always the best", never-waiting-to-get-up creep talk the whole imagination, and comes up with down-to-earth things like animations, sports games and interactive computer movies. As always, only the best is good enough... so games focus immensely good 3D, life graphics, but sadly their lack of imagination gives us linear Springsteen quality sound (simple, dull and utterly boring). All this means is the usual American game, with superb graphics, loose sound and nearly no games at all because all the graphics and out-of-the-world intro took up all the development time and memory space.

ENGLISH: They've got a bit of kind of imagination, but sadly the cool and boring nature of their insects misleads it into complete motion games, with plenty of that limited idea, nice graphics, and OK sound. Too bad about lots of them cut in the usually bad programming (and look at all those Amiga games with scrolling joysticks that it makes you puke), which also means the games aren't more cheap and interesting, just a tiny bit above most Amiga or just past.

JAPANESE: These hardworking men have talent, guts, plenty of imagination and that little extra energy to make extremely good, odd, strange, never before seen and cartoon like graphics, superb jingles and atmospheric soundtracks.

Sound FX are the next you could never possibly want, and the games are extremely polished and playable. Nothing here to let the players down. Just check out a local arcade game or a games console.

EUROPEAN: Luckily we now have the Europeans as well (Germany and France to name a few), which has undoubted the number in what I'm telling you now. The best, combined with their talents giving a boost between Japanese and English games, which is sure lead to quite acceptable programmers. **THE MR. JOHNSON, ACCRAH**



YOB: You've raised some very interesting points, I think you're being awfully harsh on English programmers—I think that the best original British software comes as some of the best in the world. Just look at Virus, Elite, Starfighter II and Mercury for example. I'd say that in all countries you get steady programming and short cuts. And some of the stuff coming out of Europe, to be frank, is complete and utter rubbish—great graphics and sound and very little in the way of decent gameplay. It is true that Japanese software undergoes far more rigorous playtesting than European and British software, and it shows. I think it's very important that a game is thoroughly tested before it's released, and gameplay breaks aside, it's very common to have a game sent into the magazine and one of the reviewers say "this would be brilliant if only such-and-such was changed". I'm sure all of you have bought software and thought the same. Perhaps some of you readers might have further ideas on these lines—a T-shirt is an offer for the best letter on this subject. As for your letter, have a wonderfully fabulous C+MG for your pains.



What with Accolade's Test Drive II being such a brilliant racing game, and what with Accolade being so chuffed by its great review on' ol', we thought we'd give you the chance to taste the real thing . . . well a version of it anyway.

Super Kart Racing is not like the piddly little go-karts you get on Southend Sea Front. Oh No. Super Kart racing is for macho men and is considered by some as the perfect training ground for real racing driving! We're talking serious miles per hour here!

Now a lesser magazine would have come up with some compo where one person gets to test out the racing karts. We don't like to do things by halves though. Thanks to Accolade we've got 20 places to give away! Yeg this is the first competition with 20 first prizes! The winners will spend a day in Country Durham, will be fully trained on the karts and then . . . well bemani bemani is the only thing that springs to mind.



GO KARTING

LUMMY THAT'S SOUNDS WELL NIFTY WHAT MUST I DO?

We'll we've got a nice easy competition for you based around the program Test Drive II. All you've got to do is answer the following questions:



NAME

ADDRESS

ANSWERS

1

2

3

THE QUESTIONS

1. The full name for Test Drive II is Test Drive II — The Duel. Who directed a film called the Duel?
2. What are the two car options available on the game? (Yes we know there are add-on car discs but ignore those OK?)
3. Name a film in which Steve McQueen played a racing car driver.

YOUR ANSWERS

Fill in the coupon below and get your answers to us by August 1st. The first 20 correct ones pulled at random out of the large grey sock that all our mail comes in will get the day out. N.B. Travelling to the Go Kart centre is not included in the prize.

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These include **MINE MENACE**, **SUB CRASH**, **The BANK JOB** and a final climatic meeting with your arch-enemy **'THE HOOD'** in **ATOMIC TERROR**.

Can you solve the puzzles in time? Can you help **BRAINS**, **PARKER**, **LADY PENELOPE** and all the International Rescue team in four dangerous missions? The World is waiting for International Rescue, 5... 4... 3... 2... 1... **THUNDERBIRDS** are GO!

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▶ 16 BIT MEGA DISCOUNTS FROM VIRGIN/MASE

More Dosh off 16 Bit software! Thanks to the sheer wonderfulness of Virgin/Mastertronic C+VG can offer you 16 BIT SOFTWARE DISCOUNTS — THE RETURN.

Once again we're talking SERIOUS MONEY off TOTALLY WICKED pieces of software (instead of the \$3.97-off horrible old nonsense from the bottom of the warehouse that other stores call discounts.) Like this time we've got \$7.00 off the mighty Xenon (possibly the best shoot-'em-up ever seen *anywhere*) another \$7.00 off the amazingly successful Double Dragon (and *gasp!*) a whopping great \$10 off the cult conversion Sorcery Plus.



16 BIT SMASH

XENON

The 16-Mega cosmic megablast! Check out the greatest Take on the horrible race at the end of the level. Change lanes precisely (big to city block, but never *into*).

multiplied and you want to play more... more... more. Score-outside-dash!

ORDER FORM

Please send me Xenon on the ST — here's \$18.99 (plus tax)

Please send the Xenon on the Amiga — here's \$12.99 (plus tax)

Name: _____

Address: _____

SAVE
£7

ROADWARS

A totally original arcade design — in fact it started as a coin-op. It's a rushery in space. It's casual by way balls. It's average (uh, it's not, it's *awesome*).

It'll take your arcade skills to the test and beyond. It's also refreshingly cheap!

We're taking a whole bunch off!

ORDER FORM

Please send me Roadwars for my ST — a snap at \$9.99 (plus tax)

Please send the Roadwars for my Amiga — a snap at \$9.99 (plus tax)

Name: _____

Address: _____

SAVE
£10

SORCERY PLUS

A satanic scholar of sorcery masterd a fine strategy and lots of insight and sorcery. This is the souped-up Final version of a game that became a legend in its own lifetime. Or is Gary Wilson's lightning come to rest!

ORDER FORM

Please send me Sorcery Plus on the ST — here's \$9.99 (plus tax)

Please send the Sorcery Plus on the Amiga — here's \$9.99 (plus tax)

Name: _____

Address: _____

SAVE
£10

IT'S ANOTHER C

T PRICES! MASHED!

EVEN A WOMBAT COULD DO IT!

Just cut out the coupon for the software you require and send it with a cheque made payable to Virgin Mastertronic for the discounted amount. Then, they'll send it to you. Then the postman will bring it. Then you'll open the lily bag and get out the disk and then... (Excuse me! I think this has gone a bit mad somewhere-GIT.)

WHERE TO SEND YOUR

CHEQUES

Send your money and coupon to:
**Virgin Mastertronic, 2-4 Vernon Yard,
119 Portobello Road, London W11 2DD.**

DOUBLE DRAGON

Yes! Not cheap today! This classic adaptation of the arcade game managed to beat all over the likes of Operation Wolf and Asterblaster at £100. But we

give you a discount! Aren't we brilliant? Now all you poor people can beat the boss out of his/her arrangements at once.

ORDER FORM

Although I have never thought of myself as a violent person I'd really like to beat up my enemies in a martial arts game. I promise that this will not affect my fundamental perceptions of reality and I know this would not be a good idea in real life. So here is my obviously true sum of cash.

Send the game faster I've got an £1 and £12.99 (tick box)

Send the game faster I've got an Amiga and £12.99 (tick box)

Name: _____

Address: _____

SAVE
£7

SCRABBLE DELUXE

Want to do battle with a computer with a better vocabulary than yourself? Scrabble — the ultimate test of word power is awesomely powerful when run on your 16 bit machine. Just watch it hit those triple word scores with obscure words like *axxenby* and beat the pants off you. Just watch it beat the pants off the price. Just chop off that already reasonable £24.95 by £4.00 to a buy £20.95!

ORDER FORM

I want to purchase that timeless yet timeless and unshakable little game titled Scrabble for my PC. Here's my sum of notes that makes up the total for £12.95 (tick box)

Yeah I agree with the high score however although I confess my cash of £12.95 — I've got an Amiga (tick box)

Name: _____

Address: _____

SAVE
£6

C&VG SUPASAVER



PLAYMASTERS



Playmasters just get bigger, better and more colourful. Don't take my word for it —

look at the mega Hand Driver's guide for starters.

Study it carefully, and next time you go into an arcade, you'll be able to drive like a pro and take the micc out of everyone else for spending off the bank every five seconds. There's a Shinobi map, loads of tips and a 5-kg list of POKEs. Can't remember this month's winners of mega-sized parcels of hot new software? Here are Mark Essen of Huddersfield and Raymond Oyedean of London who sent all the Amstrad tips listed below. If you've got some tips, POKEs, maps or whatever, send 'em in to me at:

PLAYMASTERS, C-16, BRIDGEMOUNT COURT, 20-22 FARRINGTON LANE, LONDON, EC1R 3JH. You never know, next month could see a shaggy-haired wind-up position trying to bring a massive bag of software through your letterbox!



N-TYPE: POKE 1287,173 (infinite lives), POKE 12701,36 (no spin/accelerate), 575 2088 to restart.

TIGER ROAD: POKE 8748,188 (infinite Amstrad), 575 14846 to restart the chopchop.

DRAGON NINJA: POKE 43123,8 (to become totally hard), 575 2010 to kick ass.

BOMBLACK: POKE 5112,8 (invincible Jack), 575 3101 to restart.

BOMBLACK II: POKE 7063,200 (noob/locks), 575 3003 to restart.

COMMANDO: POKE 14621,8 (for an army), POKE 16423,86 (for a funny fast game), 575 3138 to get blasting.

FLYING SHARK: POKE 7028,173 (infinite planes), 575 2050 to take to the skies.

POKEY: POKE 24865,0 (infinite lives),
COOKIN' POKE 26607,2 (infinite cooak),

TRANCE-AM: POKE 26463,0 (infinite cars),

ATTS N'AC: POKE 26819,0 (infinite koozies),

LUNAR JETMAN: POKE 26965,0 (infinite Jetmen),

RASTAN: POKE 28208,200 (250 Rastan),

FLYING SHARK: POKE 24482,201 (a squadron of planes),

ARKAINGHO: POKE 33702,0 (infinite bats),

SLAP FIGHT: POKE 40614,107 (infinite slaps),

BUBBLE BOBBLE: POKE 40671,52 (tons of Bubs and Bobs),

LEGENDS OF KAGE: POKE 30668,254 (254 Kages),

RENEGADE: POKE 41648,193 (infinite heroes).

AMSTRAD RENEGADE

At the start of a game, press **W**, **A**, **D**, **S**, **SPACE**, and **D**... and **ENTER** on the keypad for some thing incredibly spiffy.

SUPER STUNTMAN

Fancy an unlimited supply of everything? Well, just type **LIFETIME** into the Highscore table and ensure that will happen.

STUNTBIKE SIMULATOR

Press off the keys on the keypad without pressing the quit key, and as if by magic, you whizz forward onto the next fun-packed and extremely exciting level of jollyness.

CYBERNOID II

This is a bit of an odd tip, but there might be a couple of Amstrad out there who might have missed it. Redefine the keys as **C**, **R**, **G**, **T** and you'll get infinite lives. You'll have to redefine the keys before playing (unless you're an *Outrigger*), or write a joystick into the machine, or you won't be able to play properly.

ST RETURN OF THE JEDI

Leigh Harman of Seaford, East Sussex has discovered that if you type **DARTH YADER** into the Highscore table, you can see P2 to ship levels. I've also discovered that if you type **CRAPOLA** into the Highscore table, absolutely nothing happens. Amazing, eh?

AMIGA COSMIC PIRATE

Here's a useful tip for advanced Cosmic Pirate players who don't want to lose their cash and stuff after spending some building it up. During a mission, keep your eye on the damage meter, and just as you're going to blow up, whip the disk out of the drive or switch off the machine and reload the game — you'll be able to take the mission again. Thanks to Daniel Springers of Holland for sending in that tip. I dunno whether it works on the ST — you could always try it, I suppose.

C64

The following list of neat POKEs were supplied by Mark Essen of Huddersfield and Peter De Irie of Holland. To use them, just load the game, reset the computer, type in each POKE, followed by a return after every one, type in the 575 number and press return again to restart the game with your selected changes. Couldn't be easier eh?

OPERATION WOLF: POKE 23331,168 (infinite energy), 575 10860 to restart.

MAD MEN: POKE 3483,173 (infinite bombs), 575 2808 to start the fireworks.

SPECTRUM

Grab your Multiface and get your shoppers around these POKEs, matey. Just whop your Multiface into the Spectrum, load the game, press the red button when it has loaded, type in the POKE and return. Easy as pie. Cheers to Garren Taylor of Hull and Peter Treston, Killiney, Ireland for sending 'em in.

HIGH SCORES

Okay, all you highscoring joystick demons, here's your chance to make a bid for fame and glory and get your name up in lights on the Official UK Video Games Highscore Table. If you think you're a champion on computer or console games, send in your scores on the back of a postcard or sealed down envelope to: **THE PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** If your scores are record breakers, they'll be included in the list — don't forget to state which machine your score was achieved on.

SEGA

ALEX KIDD (LOST STARS)
87,700 Jan Evans, Watnall
BANK PANIC
802,880 Sherril Salama,
Figgyl
BLACK BELL T
824,100 Chris Hoarey,
London
SCRAMBLER FWD
788,100 Julian Pignall,
C+VG
DOUBLE DRAGON
431,898 Maryn Owen,
Cedry, Leics
FANTASY ZONE
15,487,080 Neil Angus,
FANTASY ZONE II
5,475,198 Jon Evans, Watnall
KENSEIDEN
118,180 P Hudd, Stroud,
Glos
IRANG-ON
3,182,080 Paul Cayser,
Widnes
MY HERO
11,773,000 Sean Harris,
Newry, Co Down
OUT RUN
48,882,800 Ian Cockayne,
Mansfield
POWER STRIKE
4,381,080 Anthony Haul,
Watnall
CLARITYT
1,838,080 Marilyn Owens,
Cedry, Leics
RAMBO II
98,880 Gavin Little,
Edinburgh
R-TYPE
1,881,700 Gavin Little,
Edinburgh
SHINOBI
803,188 Michael Pearson,
Cleveland
SPACE HARRIER
25,320,180 Mark Short, Co
Down

THUNDERBLADE

2,888,000 Neil Hall, Jny,
Market Harborough
WORD PERFECT
(MONSTERLAND)
1,882,320 Darren Francis,
London ES
ZILLION II
181,080 Neil Smith, Preston

NINTENDO

CASTLEWANIA
888,888 Lee Watkins, Bristol
KUMBI-FU
328,320 Lee Watkins, Bristol
(SHADOL)
12,870,080 Julian Pignall,
C+VG
PRO-AM RACING
288,588 Mike Carless, Exeter,
Devon
SUPER MARIO BROS
9,989,989 David Hillhouse,
Wokington, Cambs
TOP GUN
151,080 Leigh Baigott,
London

PC ENGINE

ALIEN CRUSH
78,080 ADO Dave Lee,
Nottingham
CHAM AND CHAM
608,100 Julian Pignall,
C+VG
DRAGON MASTER
874,700 Jasper Roberts, West
Oxford
DRAGON SPIRIT
515,720 Dave Ross, Boreham
Wood
LEGENDARY AXE
321,878,288 Dave Ross,
Boreham Wood
R-TYPE
975,300 Dnn Lee,
Nottingham

SON SON II
208,000 Dave Ross, Boreham
Wood
SPACE HARRIER
175,114,800 Dave Ross,
Boreham Wood
TWIN COBRA
882,800 Julian Pignall,
Brighton

ST

ALIEN SYNDROME
718,808 Kevin Langton,
Chatterford
BACKLASH
1,452,800 James Boyd,
London
BLASTERBROS
1,202,800 Julian Pignall,
C+VG
BUBBLE BOBBLE
3,880,780 Julian Pignall,
C+VG
ILLUSTRATOR
842,884 Horace Spencer,
Redditch, Worcs
FLYING SHARK
3,072,800 Conrad Reeves,
Bristol
IK+
308,100 Niklas Aronsson,
Sweden
R-TYPE
923,220 Horace Spencer,
Redditch, Worcs
SIDE ARMS
2,350,800 Stu, Milton
Mowbray, Leics
SPACE HARRIER
3,307,460 Dan Martin,
Watnall
STARGLIDER II
248,884 Stephen Odey,
Leeds
STAR WARS
1,883,720 Kenneth Ritchie,
Fife
SUPER HANG-ON
30,142,888 Kenneth Ritchie,
Fife

VIDEOGAMES

478,100 Stephen Odey,
Leeds
WILDS
642,880 Zos, Aberdeen
XENON
1,512,800 Kevin Langton,
Chatterford

AMIGA

AFTERBURNER
9,442,880 Stuart Dennis,
Wokington
DEMARES
53,880 Peter Evans,
Horsham
LED STORM
274,620 Mark Short,
Chatterford
OPERATION WOLF
344,880 John Boyle, Watnall
PACMANIA
1,310,800 Debbie Harris,
Basilston, Essex
SPACE HARRIER
1,284,278 Mark Short,
Chatterford
STARGLIDER II
388,480 Kevin Griffiths,
Wolverhampton
SWING-OP! SODDAM
287,808 Carl Bates,
Plymouth

C64

ARMALYTE
30,987,480 Danny Gleghorn,
Wokington, Notts
BUBBLE II BOBBLE
3,840,300 Sig Sejersten,
Helsing, Denmark
DALEY THOMPSON'S
CHALLENGE
19,290 Tony Repo, Helsinki,
Finland
GREAT DIANNA SISTERS
80,980 Michael Goff,
Stockport
LAST KING II
340,128 Robert Siddings,
Stamanga
OPERATION WOLF
329,350 Luca Pini, Helsinki,
Finland
PACMANIA
487,780 Sig Sejersten,
Helsing, Denmark
R-TYPE
387,884 Danny Gleghorn,
Wokington, Notts
SALAMANDER
240,800 K Mackay, Mans,
Motts

HARD DRIVIN'

Atari's new driving game is taking the arcades by storm — and it's easy to see why. Fabulous, fast, filled-3D graphics and ultra-realistic controls make for the most convincing and thrilling driving game yet seen in the arcades. Because of the highly authentic nature of the gameplay (we're talking counter-steering, optional four-gear manual gear shift with clutch and utterly realistic car handling amongst other things) many first-time players find the going very tough indeed. But never fear. Self-confessed *Hard Drivin'* expert Julian Rignall is here to give you a definitive guide to both the stunt and speed tracks.

First of all, choose the auto option. The manual gear shift is very tricky to get used to and you should only attempt this when you have mastered the game with auto. And it's still very tough even then!

Right now you're ready to go. Flick over the steering wheel to correct (otherwise you'll blow the car to bits as you start), put the gear shift into any position (other than forward), turn the key and put your feet on the floor.

Now, before we go into detail, make a mental note of the following:

- Check which side of the road you start. Most *Hard Drivin'* machines are configured so that you drive on the left. However, if you start on the right, it's an American machine and you drive on the right.
- *Hard Drivin'* has a realistic road environment with traffic (usually in

both directions on the highway) — so make sure you look ahead before you pull out, and beware sudden slips and blind bends.

• If you want to be a good *Hard Drivin'* player, you have to get used to using the whole road (AHD range). Don't be afraid to drive off the track to avoid oncoming cars — just make sure you get back onto the road quickly before you lose speed.

• Mastering counter-steering is absolutely essential. Even with the steering wheel around, you'll get less control of the car. (Steering Rod movements are required to steer the car.) Whenever you're the car skidding on a corner, gently countersteer in the opposite direction to regain control. Usually a little leaning of the wheel (careful! Infringe movements is a cheat's needed) to get the car back on course. Remember: take it easy. DON'T park the wheel or you'll spin, and what controls will be out of use get back on the track.



The red flag on the course marks the start of the stunt track. Complete the track to the finish.

STUNT TRACK

This is definitely the most enjoyable of the two tracks, with its brilliant bridge loop and loop-the-loop.

From start position **A**, put your feet on the floor and belt up the hill. About three quarters of the way up, brake down to about 40 and slide round the bend. As you come out of the bend,

wrighten and head down the hill towards the bridge. The car jumps over the brow of the hill, so don't accelerate or you'll nose-dive the car. As soon as the car is safely on terra firma, accelerate towards the bridge at top speed.

Stay on your side of the road, as a lorry always jumps the bridge



from the opposite direction as you approach (B). Brake down to 40 just as you approach the jump to leap the bridge safely. Any faster and the car goes down.

You're now approaching the tightest corner on the track (C), which should be taken at between 40 and 45. There's no oncoming traffic here, so use the width of the road to slide around the bend.

Now accelerate towards the loop (D). A slow-moving car is blocking the way here — if you're doing well and can overtake it before you hit the loop, do so. If it looks like the car will beat you to the loop, stick behind it. There's always a ferry on the other side of the road, so keep your eyes out for it.

Accelerate through the loop at top speed and head up the hill

(E), braking to 40 as you go over the top. Go through the checkpoint at top speed and turn towards the banked section of road (F). A speed limit sign says 40, but only girls racers take the banked section at the usual pace. Accelerate to at least 120 through the bend — but make sure that the car is straight as you exit this section onto the flat track, or you'll spin.

From here on it's foot to the floor stuff — use the whole track, and watch out for oncoming traffic. If something is approaching and you're on the wrong side of the track, just move off the right hand side of the road and speed past it in the margin. If you're speeding on your side of the road and there's a slow car, just overtake it on the inside. With practice, you can do both these manoeuvres without slowing down.

Finally, slide and countersteer around the long bend, and you'll cross the finish line and get extra time.

If you get a fast enough lap time, when your time limit finally expires, the Phantom Phoeon challenges you to one lap of the same track. No other cars are present — all you have to do is make sure you don't crash, or spend more than ten consecutive seconds off the track. If you use the above tactics, you should be able to beat him — his weak spot is that he always goes off the track at the hairpin (C), allowing you to overtake.

SPEED TRACK

This is the track to practice on, and also, it's great fun if you just want to burn up the highway. It's very straightforward stuff — just on the width of the road (A) as you round at the end of the short track.

There are only two things to watch out for: corner (B) and long bend (C) should be taken at around 55, and you should brake to 40 before (D) and accelerate gently through it to reach about 75-80 as you exit — then go full throttle for the finish.

AMSTRAD DRAGON NINJA

Okay, all you Dragon Ninjas. Read these tips from Tom Godfrey of Blackpool Lanes, and you'll be able to conquer the game. The battles on levels one, two, four, five, seven and eight are easily defeated. When one approaches, simply hit him one, duck as he jumps over you, turn and hit him again, and keep repeating this procedure until he dies. Piece of cake. . .

Level three is a bit on the tricky side, but the best tactic is to keep fighting until you get to the first hole, jump into the sewer and make your way along until the end of the level — the bastards won't be able to get you, but you'll be able to kill them.

At the end of the level, stay on sewer level and make mince-meat out of the multiplying Ninjas — again, he won't be able to touch you.

On levels five and six, keep your head down and watch out for throwing stars, and only move when it's clear (that's a bit obvious isn't it). Be careful not to fall off the train on level five, or your game is as good as over.

The battle at the end of level six is well hard, and the only way you can safely dispose of him is to use very well-timed flying kicks.

A final note, always collect time capsules as you'll only have two minutes to complete level eight — and that's next to impossible.

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MISSION 1



MISSION 2



MISSION 3



MISSION 4



MISSION 5



SEGA **WONDER-BOY** **BLACK BELT**

This useful tip was discovered by Ian Pyriandis of Wildnes, Cheshire. When you come to the opponent in the room with the picture, trap him in the corner of the screen and duck and punch him in the stomach until his power is drained. He then jumps up and tries a flying kick. Copy him, and keep doing so until you make contact, whereupon he'll stop in mid air and you can finish him off.

POSIEDON WARS

Peter York of Bliston, W Mids has discovered the continue mode on this 3D game. When you finish a game, push the joystick down four times, right three times, up twice and left and you'll carry on from where you left off. If you want to access the sound test, push the joystick up, left twice, down three and right four times, and lo, up will pop the musical screen, so you can listen "til your heart's content.

THUNDER-BLADE

Here's a tip for advanced players, discovered by Robin Ayers of Sunnyside, Murreston. On level four, stay at the bottom right of the screen and avoid all the pipes and enemy tank fire. All the helicopters that fly directly down shoot you, but their bullets go straight through your shopper (that's that).

Apparently you can also get rid of the end-of-level fortress by sitting in either the top left or right hand corner — it blows up of its own accord.

Those who still play this scrolling platform game, might be interested in the cheat mode, which was sent in by Adam Edwards of Bournebridge, W Mids. On the title screen, press button one, button two twice and keep the joystick held down. Now push the joystick up and down to select the area which you want to play.

ACTION FIGHTER

To get rid of the helicopter when driving the car, simply turn into a motorbike and back.

TRANSBOT

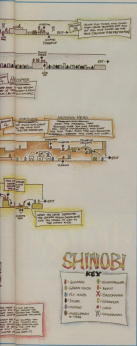
When you reach the first city, three devils appear called Hilaris. If they're blasted with the D weapon, the mission switches to an underground level.

CHOPLIFTER

Now here's a whacky tip if I ever saw one. Shoot the enemy rocket base several times, and after a while Superman (or it is he) appears. Now the prisoners will run before as fast. Good, eh?

SPACE HARRIER

Oops! What a pruned I am. I explained how to access the cheat mode for this last month, but left out an up. So grab last month's issue (if you haven't got it, tough memories), do what it tells you an add an extra up on the joystick. Cheers to Caven Gallagher for notifying me about that correction.



AMIGA ST SPECTRUM

When it's wartime again, and as usual, you're in the thick of things piloting your super-charged helicopter over land and swirling sea towards the enemy's favorite nuclear reactor which you have no time to stop. Luckily, you can bring a friend along, and while you race through the sky, his chugs along the ground in a jumping jeep.

Both vehicles are armed with an endless supply of missiles (Silverdarts) which fire two at a time. As well as the usual forward fire, the helicopter simultaneously launches a rocket diagonally downward, and the jeep has a detachable launcher in the back.

This being one of those "you against amorphous odds" sort of games, you and your partner Chaz are joined by the entire enemy air force as well as much of their armored ground forces. All sorts of weird and wonderful whirlybirds swoop about the airways launching heat-seekers at you, and on later levels jet fighters zoom at you out of a clear sky. Providing extra grid

which fire eight shots simultaneously, rockets launching robots, SAM sites and other ground units also which fire CBMs at you. The jeep is caused particular problems by land mines, but if the helicopter shoots them, they turn into sparkly clouds providing an energy shield for whatever pulls them up. Most the cloud or pink it up when you already have a shield and KABOOM! — it becomes a smart bomb.

Actually, it's loud noises like this that make the Amiga version really worth playing. Shooting anything produces the kind of

SILK WORM

C+VG
HIT!



A. *Shades of Apocalypse Now.*

sound effects that include shell shock in the sky and give feedback to TV Vietnam viewers. Turn up the volume and the neighbours will think you're re-living Apocalypse Now in your bedroom.

Graphics are equally slick — super smooth parallax scrolling and loads of neatly detailed sprites. In fact, the jeep even leaves a cloud of dust when it jumps for goodness sake! Even when the screen is packed out with pursuing rockets there's no loss of speed or smoothness.

Surprisingly enough, gameplay lives up to the presentation. A three-credits system should in any experienced hands should through the first five levels without too much trouble, but after that things get very hot and furious. You can be dodging several landing missiles at once, blasting helicopters and watching squawks of jets taking off from the deck of an aircraft carrier in the distance. "Action-packed" is a very applicable term and if *Silverdarts* doesn't quicken your pulse, you must be a cold-corer.

PAUL GLANCEY



A. *Philly, fast and colourful blasting fun.*

are goosescorpers, which fly atop the screen piece by piece and can only be shot by dodging under the "head" and firing at the "neck". Pretty tricky when the sky is full of missiles which are locked onto your target! If you manage to shoot the goosescorper it leaves behind an extra weapon — double firepower, spread rate, rapid fire — the usual stuff.

Meanwhile, on the ground there are tanks, missile carriers,

SPECTRUM £9.99

Obviously lacks some of the visual and audio wow-factor of the 16 bit version, but the Spectrum version is nonetheless a very playable and addictive shoot 'em up.

OVERALL 80%

ST £19.99

Lacks the explosive sound effects of the Amiga version, and it's not quite as smooth, but the gameplay is just as good.

OVERALL 84%

AMIGA £19.99

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

Transcendence sound, super-smooth graphics and flexibility additive gameplay puts this amongst the cream of Amiga shoot 'em ups.

OVERALL 87%

KULT



The Temple of Flying Monks, another
highly detailed and colorful location.



A really detailed and colorful
location.



How about all those... ahah!
You can't miss the water!



Your friends will return to the village
during the day.



They'll have you for who been making
them angry kids.



Oh EXXOS has had a meeting with
them. You know, the one you see
in the... ahah!

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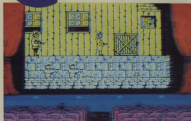
Listen to me, son. You're boys have come down here, and you're trying to make it on my street. Okay good, but you have it RIGHT TAT TAT TAT TAT. Happy Valentine's Day...

Yes, it's an old gangster movie, and Spanish software house Tapsworld has spared nothing to bring you that authentic cinema feel. The game takes place on a movie screen in front of rows of seats; there's even a pointer at the bottom of the screen to accompany the action.

You are a detective called Elliot, whose mission in life is to stop crime in the city and deal a heavy blow to the best bosses of 1930's Chicago. Or so you think. In another way, he strolls through



CHICAGO 30's



four levels spanning bits of modern all over the scenery with his machine gun. That's my kind of law enforcement. You heavily have to negotiate The Levels, The Park, The Suburbs, The City and the Clandestine Prohibition. (Clandestine means secret and no, as you might think, the questions who made a big deal with a bath through the '30s. This is a public information

fish for the hard of thinking.)

In practice this is just a standard shoot 'em up, free from annoying tricky things like plot or anything like that.

This is far from being a just down of the genre. It's a really good blast 'em up, and for those of us who have an itchy trigger finger it even stops action all the way.

So don't pack your brain when you go to play it. Leave it on fumes on the side, but put a clean under it 'cos it leaves a stain on the wood.

PHIL SOUTH

AMSTRAD £9.99

Available from extra colour, but otherwise virtually identical to the Spectrum version.

OVERALL 71%

ST £19.99

Okay, so the graphics are much improved in this version, but the theme here is still like having robots put in your front door.

OVERALL 78%

C64 £9.99

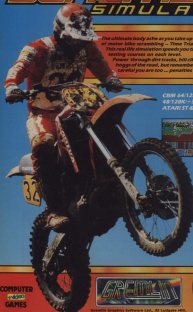
Graphics 68%
Sound 53%
Value 71%
Playability 87%

Fast and colourful — it makes a change from all those little martial spawards whizzing around. Slightly recommended to blurring lens.

Overall 85%

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Walk with me... back
to... forth... forward
to 1983, when
software houses were feverishly
trying to work out another
variation on the PAC MAN
theme to launch at unsuspecting
Spectrum owners. And now, this
classic, if somewhat, genre has
been revived once again, this
time for the benefit (?) of its
owners.

Loricel's has looked its game
to-the-ultimate in two
attempts, about invading aliens
infesting 99-landscapes of the
planet Skweek' land with blue
space-oids, Skweek, fluffy ball of
green heroes that he is, has to
walk over the tiles which make
up each-scrolling continent,
changing them from blue to pink.
When the whole landscape is
pink, it's on to the next
continent, and so it goes on.

Making life difficult are the
equally cuddly Skarks, who
appear from the jaws of
transporters and resemble other
Skweek, with as much menace as
cuddly Skark sprites can muster.
Luckily for Skweek he's armed
with a bombing gun and, well, it
sends most Skarks out of
existence.



Skweek heads upriver for the night hours.

SKWEEK

BY LORICEL/US Gold



Another level justified on the Amiga.

Weapon upgrades appear in
the landscape from time to time,
providing four-way and rapid
firepower and Skark hunters.
Other collectables include
running shoes to speed things up,
some lives and bonus points.
Certain tiles also have special
functions, for tiles keep you shy
slidn' sweep, short cut tiles

transport you from one end of
the playfield to the other,
evaded tiles disappear after you
walk on them and bomb tiles
explode, taking eight surrounding
tiles with them.

All in all, that's just about
enough to save Skweek from
being quite little excellent.
However, it still seems unfairly
in the "Pass, well, not bad, but
it's not going to set the world on
fire, is it?" classification. It's
well-programmed, but the
gameplay is pretty insubstantial
and not the sort of stuff that's
going to keep you at the joystick
all the early hours.

Skweek's money, colourful
graphics, intrinsic juiciness and
fundamentally simple gameplay

suggest that it would be rather
more popular with the younger
gameplayer. I suspect that more
hardened joystick-jocks will find
that Skweek is not really the sort
of game that they would willingly
spend £10 on. Good for sales,
or prices, though.

PAUL GLANCEY

UPDATE

A PC version is on the cards,
which should be well on a par
with the Amiga and ST games.

AMIGA £19.99

The same gameplay as the
ST version, but slightly
more impressive graphics
and sound. Still worth
a try, especially, though.

OVERALL: 63%

AMSTRAD £9.99

Incredibly, even cuts
sprites than on the ST and
Amiga versions, but suffers
from a flip-screen rather
than a scrolling play area.

OVERALL: 62%

ST	£19.99
GRAPHICS:	64%
SOUND:	63%
PLAYABILITY:	66%
VALUE:	59%

A cute and cuddly sort of
PAC MAN revival, but not
the game in substance
gameplay. Probably one for
younger players only.

OVERALL: 62%

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Now available from MicroStyle for Amiga and Commodore Amiga £24.95.
Coming soon for Atari ST and compatibles.



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COMPO

Brmmmmmm. Brmmmmmm. Yee Hah! Have we got a prize for you! Well, let's be fair, have Gremlin Graphics and us got a prize for you. To celebrate the release of its super groovy scrambling simulation, Super Scramble, Gremlin is giving away an awesome Yamaha DT50MX dirt bike.

This is no toy — it's a serious vroom vroom, skid skid, mountain



climbing megamachine and it's just about the best prize any magazine has ever given away, ever in the whole world. Probably. (I mean the 5 million dollar lotto may run it a close second.)

The game is closely based on

the real bike performance, so whoever wins it will be able to practise their skills safely in their own homes before getting out on the road (well, hill) on the real thing. (Dozens of jokes about big throbbing things between the legs removed here.)

GREMLIN

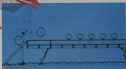
COMPO

BUT WHAT IF MY DRAWING IS TOTALLY NAFF?

It doesn't matter. How you create your picture is not important. It can be pen and ink, felt pens, paint — even join the dots*. Anything! We're not so worried about high art either — just loads and loads of imagination!

RUNNERS UP ETC

There are fifty runners up prizes of T-shirts and posters, so that's lots of chances to win. Get creating! Closing date for this competition is September 1st, so all you overseas readers have a chance, too!



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We want to know what you think the bike of the year 2000 will look like. We want you to dream your wildest dreams and put your most fantastic fantasies to paper. (About bikes, dummy.) Then fill in the coupon below. If you don't want to cut up your lovely C + 's, there are some entry forms in the software boxes as well — check them out.

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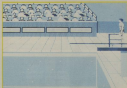
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▲ Diving, Amersfoort



▲ Parallels are fun

GAMES; SUMMER EDITION

BY EPHYXUS GOLD

I've always been a fan of this kind of game, especially the Epyx variety. It's with a heavy heart of nostalgia I recall my first experiences of C64 gaming with the original Epyx multiloading sports simulations, so I had something of a soft spot waiting for this before I even opened the box.

The game follows similar lines

▼ Make a jump (most).

to its illustrious precursors, with opening ceremonies, world records, medals and all that, plus the option of competing in every event, practice (or option for practicing Olympic events this time). For similar reasons, is the lack of random access or tape, the Opening and Closing Ceremonies, and Compete in Some Events options only work on disk versions of the game, which means not on the +2



▲ Too hot to handle!

Specy asserts that I reviewed

The game itself is crisp and brisk, as you'd expect, with plenty of events to sink your teeth into, and as with all Epyx sport and the minimum of those stupid joystick-mugging endurance games, with the emphasis on skill rather than just all-out games. On the new package there is Archery, Velodrome-Cycling, Diving, Hammer Throw, Hurdles, Pole Vault, Rings and Unseen Parallels Bars. None I've seen anywhere, strong, cycling, hurdling and hammer throw games before, but the rings and parallel bar jobs caught me by surprise,

The presentation of the games is a little less 3D than usual in this type of game, and each individual event seems to be trying harder than ever to look less like a video game and more like TV coverage. The sense of

being there is heightened on videos with good sound (the roar of the crowd, Finnen's), but the Spectrum version, is most fun of the bunch.

PHIL SOUTH

SPECTRUM £8.99

GRAPHICS	64%
SOUND	30%
VALUE	66%
PLAYABILITY	63%

An enjoyable sports simulation that offers a fair amount of playability. The multitalent is a pain though.

OVERALL 72%

AMSTRAD £9.99

Benefits from extra colour, but otherwise virtually identical to the Spectrum version.

OVERALL 71%





HONDA RVF

BY MICROSTYLE

In 1988, Irish race ace Joey Dunlop first took delivery of a red, white and blue dream machine that was going to carry him to a series of successes in motorcycle racing's top category and, ultimately, give him the power he needed to take the world championship crown.

This machine was Honda's own legendary RVF 750 — and unless you've got the necessary £7,500 to take to the road on the production version, Microstyle's emulation is probably the only way that you'll come close to enjoying Dunlop's achievements.

Before you strap on your leathers though, take time to check your pit crew's clipboard. This is basically the options menu, allowing the prospective rubber baron to set the race length, choose to practice a course, change the speeds from

kilometers to miles per hour and countless other fine-tuning tasks. And so to the race...

Kicked out into flashing red rumpus sun, the player takes to the grid with eight other riders... each revving his engine to an ear-splitting pitch.

► Ready to burn



► Aaaah, whoosh!

The lights change from red to green... and they're off, jostling for position at the first bend — but are you really ahead? Well, if you can't revved your engine you're not! The crew of the master here is that RVF 750 team faculty controls the acceleration and the brakes, and as such the bike behaves more or less identically to the real thing. Therefore if you build up more than 8,000 revs before taking off, you'll probably end up pulling a wheelie and losing valuable seconds.

This attention to detail prevails throughout, with most of the courses based on real-life circuits and the bike responding accurately to the conditions thrown up by them. For example, in most games of the type it's possible to take a bend in full

whack and get away with it — not here though! If it's 750's designed with the help of the pros, so every detail right down to which gear to negotiate any given corner in) is as accurate as possible.

And don't it feel good? Gameplay (or simulated action — whichever you prefer) is complex as the takes quite a bit of getting used to, but when you eventually do, the results are all the more rewarding. You really feel that you've achieved something if you end up 'in the points' at the end of a race — and you can give yourself a hearty pat on the back if you manage to complete a race without losing contact with your rivals.

Different skills result in appropriate handles — for a time and you'll corner with stability, while striding on air will produce a rather less exciting result — but whatever happens, your machine won't emerge unscathed.

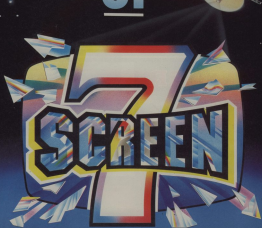
An initial fall usually results in a loss of either the speedometer or the rev counter (the latter is more serious, as the rev counter is useful for choosing when to select a new gear), while further falls can lose gears and even write the machine off.

Making it to the very top may prove a long and lonely struggle (but not that lonely if you see the Dunlop option to race against another player), but Microstyle's debut has enough depth to keep the aspiring champion entertained all the way — and at least you won't end up packing as much metal as Barry Sheene.

CLAREN BRENAN

ST	£24.95
GRAPHICS	83%
SOUND	89%
VALUE	80%
PLAYABILITY	91%
<p><i>Is banking, burning, screaming, gut wrenching, metal-cracking and overall satisfying fun around the corners. And the most exciting motorcycle racing game yet into the bargain!</i></p>	
OVERALL	80%

Announcing
the launch
of



BIG GAMES >>>

JAWS



A monstrous great white shark is terrorizing the beaches of Amity Island. A giant, slow-moving creature, the worst – but it's not there – and he's hungry. In a pit to save the island's fishing tourist trade, Mayor Vaughn employs a professional shark hunter from the mountains, catastrophically ill-fated. A fence chain wrecks his boat, and the waters of JAWS destruction is scattered throughout the coasts and streams of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper, the shark expert, and Quint, the ocean shark hunter, you set out to retrieve the lethal weapons from the sea and kill the unprovoked intruder. Unfortunately, JAWS has other ideas.

While JAWS seems the clear winner bringing a well-earned fortune and to steady swimmers, you must undertake hellacious deep sea dives into a world teeming with hostile life and full of unforeseen dangers. To make matters worse, Mayor Vaughn is getting impatient. As the ocean test times, the beaches, essential for the island's tourist trade, get closed. Pretty soon, you may find yourself out of a job. Can you rid Amity Island of its insatiable visitor before it's too late?

JAWS, one of the greatest big screen attractions in the history of motion pictures, returns for the first time on a computer screen near you. Meet Jaws' biggest fear is back.

NEW FROM SCREEN 7

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STEIGAR



Marshall, Soldier of Fortune. He was.

His business was death – other people's of course –

and his currency was gold... If there was a problem – any problem – someone else's problem, STEIGAR would make it his problem... all a game.

No blood between was money. No Galaxy was safe. If the gold was right – the job got done... Where he came from, never found out, but STEIGAR was found in Bali...

Then came capture. The interrogation... "The world is watching" the CIA said. Briefed into the US Navy, STEIGAR is trained to be a hit-and-run helicopter pilot. Only the Senior Command knew that STEIGAR was an old man.

It may be a mental training camp that sends anyone out. It may be a military discipline de-stabilizing the men who work overtime. When the whole crew is responsible, STEIGAR is far from, drilling death and destruction in the class-room.

STEIGAR used to work for gold, now he works for nothing – the job's for none.

STEIGAR is the kind of movie quality, multi-level, multi-weapon death or glory Marines up that wrecks jockeys. Dangerous big screen action for the necessary to you!

NEW FROM SCREEN 7



for the small screen



This is no time to fall down. As you balance precariously on a narrow steel girder, hand-walk it fast above the hard concrete below, a final few heights is a must. There's no skyscraper to be built, and the Splitters, Crawlers and metal-removing Crawlers are in full pursuit. You step over the slippery remains of your workmate's back, beat your opponent at a remaining shadow, and carve the sky you become a high steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so hot if you could just put your workbricks.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, or will you end up splitting the pavement like a sledgehammer just?

Almost unheard of. A completely original arcade game that will keep you hooked to your computer for hours upon hours of frantic high altitude activities too.

Terrible graphics, cramped sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

NEW FROM SCREEN 7



Format	LAW'S		STERGAR		HIGH STEEL	
	Cass	Disc	Cass	Disc	Cass	Disc
Atari ST	---	£19.95	---	£19.95	---	£19.95
Commodore Amiga	---	£19.95	---	£19.95	---	£19.95
PC (EGA/VGA)	---	£14.95	---	£14.95	---	---
Spectrum 487/66	£8.95	---	£9.95	---	£9.95	---
Superman v.3	---	£14.95	---	£14.95	---	£14.95
Amstrad CPC	£8.95	£14.95	£9.95	£14.95	£9.95	£14.95
Commodore 64/128	£8.95	£14.95	£9.95	£14.95	£9.95	£14.95
Release dates	JUNE		JULY		JULY	
	Laser PC/EGA/VGA CPC announced		Amiga Spectrum Atari announced		Amiga Spectrum Atari announced	

AN INTRODUCTION TO THE WORLD OF SCREEN 7

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The sky is blue, the sea is calm, and you're floating on a raft above the despoiled, grassy surface of a tropical island. "Atlix" isn't the word for it. "Dangerous" is.

Apart from yourself and some pretty strange species of plant, Archipelago is a dead world, the original inhabitants having been exterminated by invading aliens many years ago. The aliens have long since departed, but their weapons system is still active, and it's up to you to deactivate it, somewhere amongst the



squares you're on and kill you. Fortunately, you have a limited supply of energy which can be used to deflect squares, or cross land bridges between islands, thus connecting boulders to the Obelisk.

Once all the boulders are destroyed, you have 90 seconds to get over to the Obelisk and destroy it before it destroys you. Succeeded and it's on to the next archipelago, which features more islands and where there are more rocks to destroy. The higher levels feature additional hazards, such as blood eggs, which explode and pollute large areas. There are also wandering monsters which either destroy land square by square or fly around islands, waiting to jump into you so they can suck out your soul.

Now, from what I've said already you must have guessed that Archipelago is the sort of strategy adventure that Pindol made popular with The Sentinel a few years back.

However, Archipelago seems to lack that something that made The Sentinel the totally compulsive gaming experience it was. Some of the more advanced archipelagos are pretty vast... to even with the inclusion of a planet in the sky to indicate which direction is north doesn't always save you from losing your bearings in what can often be indistinguishable landscapes.

Still, if you're prepared to persevere, Archipelago becomes fun in a relaxing sort of way, and the eerie David Whitaker music helps in this respect. One of the lesser deviations for 16-bit thinkers.
PAUL GLANCEY

ARCHIPELAGOS

BY LOGOTRON

Islands in each of the game's 1000 archipelagos there are Obelisks holding the power which destroyed the Ancients. To eliminate the Obelisk, you first have to destroy its power sources — the boulders which are scattered throughout the archipelago.

Locating the rocks is a question of clicking over each swirling 3D landscape by pointing and clicking on the square you want to move to. Once you've found a boulder, just click on its square and, providing the land it's on is



▲ Like Sentinel, only not as good.



▲ Solid objects look particularly impressive.

directly connected to the land the Obelisk is on, it crumbles.

Although you're airborne, there are some restrictions on your movements. The major problem is that you're not allowed to move to red squares which are polluted with the blood of the Ancients and hence, deadly. Blood is shed by mobile trees which invariably come in on you, hoping to poison the

AMIGA £24.99

Almost exactly the same as the ST version, apart from a touch more colour, slightly better music and slightly slower gameplay.

OVERALL 77%

ST	£24.99
GRAPHICS	80%
SOUND	82%
PLAYABILITY	75%
VALUE	79%
A nicely polished game, with lively graphics, atmospheric music and a very good instruction manual, but gameplay, which on occasion is a little tedious, lets the side down somewhat.	
OVERALL	77%

UPDATE PC

Again, any differences should be purely cosmetic, the most notable being a choice of two different island colour schemes.

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ST ACTION December 1988

"I can find absolutely nothing to fault in HOSTAGES - it really is state-of-the-art software: it has excellent graphics and atmospheric sound, and the game itself is totally engaging. Intergames have taken a seemingly impossible theme, and have created a veritable masterpiece"

ATARI ST USER January 1989 Star Game

"The gameplay is totally addictive, graphics outstanding and sound effects thrilling. Definitely an exercise involving as much cerebral activity as joystick dexterity. My personal game of the month!" (Jayne West)

ST AMIGA FORMAT October 1988

"HOSTAGES manages to effectively capture the edge tension of an armed siege ... so if you're after convincing atmospheric tension and the chance to feel the sharp end of law enforcement you'll find HOSTAGES quite a liberating experience"

THE ONE October 1988

"... slick graphics and on-screen presentation ... HOSTAGES is a well-polished program. Gameplay too, is involved and compelling ... should prove a satisfying challenge for quite some time"

ACE December 1988

"Fun to play and will have you on the edge of your seat..."

THE GAMES MACHINE December 1988

"The action in HOSTAGES really gets the adrenaline going. Graphics and sound are used effectively to create a gripping atmosphere"

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Middlesex, EN1 2RQ.
Telephone: 01-364 0123



At the start of the mission, Black Tiger is kicked out with a big standard scene: skull-crushing mace and lightweight body armour.



It doesn't take long before Black is forced to leap over bottomless pits by jumping from pillar to pillar. Take care here, as one slip spells doom.

BLACK TIGER

BY US GOLD



Ah! Black spies a wizard. One touch is enough to free him from his stony curse, and for his pains, the wizard awards the hero with some Zenny cash...



Which can be used in the shops found around the landscape. There are plenty of goodies to buy — that being said it's well worth saving up for.

Capcom's *Black Tiger* appeared in the arcade almost 18 months ago, and while it was never recognized as a "big" coin-op, it still managed to attract a small cult following.

US Gold secured the rights to convert the machine to their big £1.2 million tag-game Capcom deal that was signed nearly two years ago, but only now has the game seen the light of day.

If you haven't seen it in the arcades, *Black Tiger* is a Ghost 'n' Goblins-type platform game in which the player takes the role of the eponymous hero.

The score is set with an introduction screen which explains that a long time ago three giant dragons came from the past to plunge the world into an age of devastation and misery. Only one man is capable of destroying these evil creatures

your trusty steed and beating seven shades out of the mountains that loom over the exit of each level.

Each level has to be completed within a time limit — failure to do so results in the loss of a life. Lives are similarly lost if *Black Tiger* repeatedly runs into a boulder and deploys his life-energy bar, or falls off a platform onto spikes (there's plenty of opportunity to do this, so look before you leap).

When enemy marauders, pots and treasure chests are reached with your steed, they drop Zenny coins which are picked up when run over and automatically added to *Black Tiger's* total. These can be used in shops which are found littered around the landscape to buy extra goodies, which include three-way-flipping knives, different levels of magic, up to the main 'n' silly-funny music which decreases enemy-hit bonuses, various grades of armour and extra energy.

Wizard's are also found on set locations around the map. These pair details have been turned to



stone by the dragons, but *Black Tiger* can break the spell simply by touching them — great eh? And for his pains, a reward! *Wizard* offers help in the form of information, extra time, money or even weapons! So it's well worth scrounging around for them.

I've played *Black Tiger* quite a few times in the arcades, and enjoyed the experience. The ST version is great, and has very

handful arcade "feel". The gameplay is tough and challenging, but addictive with it. A little cartography (that's map-making to you, matey) certainly doesn't go amiss, as some of the routes are pretty convoluted, and the *Wizards* are tucked away in the furthest corners of each level.

The graphics are almost identical to the coin-op, with dark, atmospheric smooth scrolling backdrops and nicely detailed sprites. My favourites are the explosions and fire, which are particularly well animated.

Black Tiger is released on all formats in September — so you've got plenty of time to save your pennies for this brilliant arcade conversion.

JULIAN RIGNALL



GER

— and he is, you've guessed it, *Black Tiger*. So off he trips to rescue the whole of civilization and be back in time to watch *Neighbours*...

What this basically involves is crawling across the multi-directionally scrolling landscape, making swipes at the hordes of evil dragon minions which infest the play area with



UPDATE

The Amiga version will be graphically similar to the ST version, but has slightly smoother scrolling, better sound and higher sprite definition.

Spectrum, Amstrad and Commodore versions will, we've promised, have all the playability of the 16-bit games, but have the usual graphical restrictions — you should know the score by now.

ST £19.99

GRAPHICS	88%
SOUND	79%
VALUE	80%
PLAYABILITY	87%

An excellent conversion of the cult arcade machine which has a brilliant mix of platform and shooting action. One for the collection.

OVERALL 86%

Spherical



Recommended ATARI ST



Recommended IBM PC



Recommended IBM PC



SPHERICAL

Magic and Logic, Skill and Intelligence. SPHERICAL is a game of contrasts. keen perception and instinct are required whereas the magician overcomes the law of gravity with his magical powers. Breathtaking graphics, more than 200 different levels, 2 player team mode, dozens of hidden secrets and 10 giant sized animated super monsters. SPHERICAL shows what your computer can do.

The editor of PIONEER PLAY awarded Spherical 84 points and class feature "Highly Recommended".



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• IBM 64 Cassette	£9.99
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Amiga	£19.99
Atari ST	£19.99
PC	£19.99

AMIGA TOP 20

1	(1)	Falcon	Mirrosoft	93%
2	(-)	Populous	EA	94%
3	(-)	B-Type	Activision	83%
4	(2)	Super Hang-On	Activision	91%
5	(19)	Kristal	Palms	79%
6	(3)	B&C Belly	Database	83%
7	(2)	TV Sports Football	Mirrosoft	93%
8	(13)	War in Middle Earth	Melbourne Hs	86%
9	(8)	Gauntlet II	US Gold	90%
10	(4)	Sword of Sodan	Gainster	85%
11	(9)	Operation Wolf	Ocean	91%
12	(6)	Demaris	US Gold	85%
13	(-)	Pecland	Grandlam	82%
14	(-)	Space Harrier	Ocean	82%
15	(10)	Elts	Firebird	82%
16	(-)	Steve Davis Snooker	CD5	73%
17	(-)	Precious Metal	Ocean	81%
18	(17)	Goldregon's Domain	Pandora	80%
19	(-)	Run the Gauntlet	Ocean	83%
20	(-)	Crazy Cars II	Titus	71%

Falcon is still reeling on its lofty perch, but Populous blitzes into the number two slot and looks destined for numbers one. B-Type is also sitting pretty ahead of long lead — it's certainly given Populous a run for its money. Potential high drinkers are Run the Gauntlet, Pecland and Space Harrier II — watch out for them next month.

JULIAN'S TIPS

BLOOD MONEY: Great two-player blasting destined for the big time. **LORDS OF THE MOING SUN:** Oceanware's classic oriental game should slip into the top 20. **FORGOTTEN WORLDS:** Surely the best Amiga shooter to date. Watch it hit the top.

VIZAGER: This 3D tank game should nudge up the charts.

OUTSIDE BET

NO CHALLENGE: Weird and wonderful — could be a hit. Certainly deserves to be.

Populous takes the number one position by three rights, while F-16 Combat Pilot keeps frogs Amiga to become the top gun flight simulation. Further down there are plenty of new entries, the most promising climbers being the brilliant Gal CD5, Run the Gauntlet and Mindforce — watch these back up the charts in the next four weeks.

JULIAN'S TIPS

BLOOD MONEY: This excellent shooter will blast into the top 20. **FORGOTTEN WORLDS:** This'll go up the charts faster than ... well, something very fast indeed. **VIZAGER:** Watch this tank up to the top.

THE SCANNER: Activision's arcade pinball game should roll up the charts.

OUTSIDE BET

NO CHALLENGE: This Palace import should make an impact on the charts.

ATARI ST TOP 20

1	(-)	Populous	EA	94%
2	(4)	F-16 Combat Pilot	Digital Integ'n	79%
3	(11)	War in Middle Earth	Melbourne Hs	86%
4	(1)	Falcon	Mirrosoft	93%
5	(9)	B&C Belly	Database	83%
6	(2)	Barbarian II	Palace	94%
7	(3)	FOFT	Greenin	44%
8	(14)	Crazy Cars II	Titus	59%
9	(6)	Goldregon's Domain	Pandora	80%
10	(-)	Steve Davis Snooker	CD5	73%
11	(17)	Pecland	Grandlam	78%
12	(-)	Kirk off	Anco	84%
13	(13)	Operation Wolf	Ocean	91%
14	(-)	Run the Gauntlet	Ocean	83%
15	(-)	Precious Metal	Ocean	81%
16	(12)	Zak McKracken	US Gold	81%
17	(5)	Boltfox	Psydupes	66%
18	(-)	Kenny Dalglish 5'r	Cognito	73%
19	(-)	Vindicators	Demark	87%
20	(7)	Double Dragon	Melbourne Hs	54%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C&VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. Hope you agree.



ALL FORMATS

1	(1)	ROBOCOP	COMPA
2	(2)	TREASURE ISLAND DIZZY	CODI-M
3	(16)	TURBO ESPIRIT	ENCO-R
4	(3)	DRAGON NINJA	OCEAN
5	(4)	OPERATION WOLF	OCEAN
6	(7)	JOE BLADE II	PLAIE
7	(14)	GHOSTBUSTERS	MASTE
8	(-)	TWIN TURBO V8	CODI-M
9	(6)	EMLYN HUGHES SOCCER	AUDO
10	(12)	WAR IN MIDDLE EARTH	MELD
11	(5)	WEC LE MANS	IMAGI
12	(-)	RUN THE GAUNTLET	OCEAN
13	(-)	SHANGHAI WARRIORS	PLAIE
14	(-)	SPY HUNTER	KIXI
15	(13)	SUPER CYCLE	KIXI
16	(8)	IN CROWD	OCEAN
17	(10)	SAS COMBAT	CODI-M
18	(-)	FUN SCHOOL II	DATA
19	(-)	FOOTBALL MANAGER II	ADDO
20	(9)	AFTERBURNER	ACTIV

Ocean once again features heavily in the top five, with three of their Christmas biggies still firmly entrenched. Which games will remain there? Well, Twin Turbo V8 has blasted straight into the number eight position, Ghostbusters is stomking its way up the charts, Run the Gauntlet is looking

PLATS TOP 20

COMPANY					
OCEAN	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
NCORE	●	●	●	—	—
OCEAN	●	●	●	—	—
OCEAN	●	●	●	●	●
LAYERS	●	●	●	—	—
MASTERTRONIC	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
UDIOGENIC	●	●	—	—	—
MELBOURNE HS	●	●	●	●	●
MAGINE	●	●	●	—	—
OCEAN	●	●	●	●	●
LAYERS	●	●	●	●	●
IXX	●	●	●	—	—
IXX	●	●	●	—	—
OCEAN	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
ATABASE	●	●	●	—	—
DDICTIVE	●	●	●	●	●
CTIVISION	●	●	●	●	●

good, and that perennial classic, *Spy Hunter*, has sneaked into the number 14 slot. And, of course, there are a lot of strong releases coming out in the next four weeks. One thing's for sure — there's going to be some serious chart battles over the summer.



THE C+VG CHARTS

C64 TOP 20

1	(1)	Robocop	Ocean	81%
2	(2)	Emlyn Hughes' Soccer	Audiogenic	94%
3	(2)	Dragon Ninja	Ocean	83%
4	(-)	Turbo Esprit	Encore	86%
5	(-)	League Challenge	Affentis	78%
6	(8)	Super Cycle	Klax	87%
7	(5)	World Games	Klax	97%
8	(4)	In Crowd	Ocean	94%
9	(13)	Werewolf	Mastertronic	79%
10	(-)	ADV Pinball Sim	Code Masters	55%
11	(-)	Ace II	Cascade	79%
12	(-)	The Double	Alternative	44%
13	(6)	Wec Le Mans	Imagine	41%
14	(-)	Football Manager II	Addictive	82%
15	(-)	Joe Blade II	Players	81%
16	(-)	Gun Boat	Alternative	64%
17	(10)	Operation Wolf	Ocean	93%
18	(-)	Ghostbusters	Mastertronic	85%
19	(-)	Shanghai Warriors	Players	61%
20	(9)	Aetherburner	Activision	68%

Boring! The top three games are exactly the same as last month, with only Emlyn Hughes and Dragon Ninja exchanging positions. Smash them if it's budget day, with only the In-Crowd compilation breaking up a run of eight cheaper! Cool! The Christmas smashes are ending well, leaving the charts wide open for the new entries to climb next month.

JULIAN'S TIPS

FORGOTTEN WORLDS: A brilliant Master destined for the top slot. Check out last month's review...

WOLVANT: Loads of fighter and 'emup!' - a sure-fire winner.

TELOS: A superior budget release. Watch it climb and climb. **BUY THE GAUNTLET:** This addictive sports game is bound to chart.

OUTSIDE BET

STORMFLOD: Platform and blasting - a very shareworthy combination.

Generally, a nice healthy chart with loads of new entries. Treasure Island Dizzy still dominates at the top slot, and Robocop once again has to be satisfied with second place. Football games are well to the fore, with no less than three soccer games in the top ten! Forgetful II storms into the charts as predicted last month, while the Christmas biggies have at last started to slip slowly down.

JULIAN'S TIPS

FORGOTTEN WORLDS: US Gold's best 'set up' will fight its way up the charts.

GAUNT: (SUMMER EDITION): The sheer strength of the games series is bound to hurl this into the top 20. **FORGOTTEN WORLDS:** A great conversion that'll blast into the charts.

BUY THE GAUNTLET: A veritable chart stealer if it ever sees one.

OUTSIDE BET

STORMFLOD: It'll stock up the charts.

SPECTRUM TOP 20

1	(1)	Treasure Island Dizzy	Code Master	75%
2	(2)	Robocop	Ocean	95%
3	(-)	Cup Football	D&H Games	81%
4	(-)	Turbo Esprit	Encore	89%
5	(3)	Emlyn Hughes' Soccer	Audiogenic	93%
6	(-)	Soccer Star	D&H Games	84%
7	(8)	Street Gang	Players	78%
8	(-)	Benegade III	Ocean	84%
9	(-)	Shanghai Warriors	Players	79%
10	(10)	Joe Blade II	Players	80%
11	(6)	Operation Wolf	Ocean	91%
12	(-)	Ghostbusters	Mastertronic	61%
13	(20)	In Crowd	Ocean	94%
14	(7)	Dragon Ninja	Ocean	81%
15	(-)	Twin Turbo V8	Code Masters	68%
16	(12)	Knightmare	Mastertronic	69%
17	(17)	Double Dragon	Melbourne Hs	56%
18	(4)	SAS Combat	Code Masters	77%
19	(3)	Wec Le Mans	Imagine	83%
20	(-)	BMX Sim II	Code Masters	80%

C+VG STAFF CURRENT GAME OBSESSIONS

GRAHAM TAYLOR: GHOULS 'N' GHOSTS, R-TYPE, SUPER MARIO BROS II

JULIAN RIGNALL: SUPER MARIO BROS II, WINNING RUN (ARCADE), TWIN HELL, GAME BOY.

PAUL GLANCEY: SUPER MARIO BROS II, TWIN HELL, GAME BOY.

Specifications:	
Year	1993
Make/Model	Lotus Evija 1-25
MSRP	\$29,999
Price	\$12,000
0-60 mph	8.7 sec
Top speed	177 mph
MPG (City)	16
MPG (Highway)	25
MPG (Combined)	20
Weight	1,900 lbs
Warranty	3 years/50,000 miles

Remember Test Drive? It's the sports car racing game with lifelike graphics, a great first-and-third, and no gameplay. The Dawn breaks the brittle first-and-third graphics of Test Drive, but adds an extra's bookend of gameplay which puts it way out ahead of its predecessor.

So, pull on your driving gloves and shade your mirrors; the sleek Ferrari F40, or the powerful Porsche 959.

Decide to race against the clock, or another car. Set your skill level, which decides whether you use automatic or manual gear shifts, and how fast the opposing car, top cars and limited bystanders move.

The screen display is similar to that of Test Drive — an accurate depiction of your car's control panel, showing radio direction,

speeds and rev counter. There's an option to display the gear shift lever at the right, and a rear-view mirror above it. In front of you is the open road, ready to be torn up.

Pushing the joystick forward accelerates and you see the first burner as shift gear. Watch the landscape fall away behind you as the miles pile on the clock — and just as you begin to relax and enjoy yourself, the trouble starts.

If you're racing another car, the first thing to happen is the buckler appearing in your rear-view mirror, zooming past you and leaving you eating dust. Shift up to sixth gear and take him on, weaving from side to side as you look for an opportunity to overtake. Remember that Americans drive on the right-hand side of the road, and

TEST DRIVE

BY ACCOLADE



Specifications:	
Year	1993
Make/Model	Porsche 959
MSRP	\$209,999
Price	\$120,000
0-60 mph	3.3 sec
Top speed	177 mph
MPG (City)	16
MPG (Highway)	25
MPG (Combined)	20
Weight	2,900 lbs
Warranty	3 years/50,000 miles

PORSCHE 959

Can you handle \$209,999 worth of automotive engineering? With an acceleration of 0-60 in 3.3 seconds, you should be able to overtake the Ferrari — that's if you can catch up with him in the first place.



FERRARI F40

With the top speed of 201 MPH, you should be able to outrun the Porsche on the straight. Trouble is, the farther you get into the curve, the more difficult it gets to find any straights.

DRIVE II



DRIVE II

Stat	Value	Stat	Value
gas type	gasoline	approximate price	\$27.99
gas tank	120.0	0-60 mph	4.5
top speed	130.0	0-100 mph	11.0
max fuel	100.0	1/4 mile	11.7
max rpm	5000	1/2 mile	22.0
max accel	1.0	1/4 lap	33.0
max fuel (Mph)	100.0	1/2 lap	33.0
max fuel (1/4 mile)	100.0	3/4 lap	33.0
max fuel (1/2 mile)	100.0	1 lap	33.0

that, colliding with an oncoming truck does more than scratch your expensive paint-job...

Crash or collect a speeding ticket, and you lose one of your five lives. Hit the back of a car (or, and you're OUT — it's possible to outrun them, but you have to be good. Run out of fuel, and it's all over — make sure you pull in at gas stations when the sign appears on the side of the road. Here you'll get some precious juice, and a summary of should take some driving lessons...), you need to improve your performance.

Now, despite the novice skill levels, huge amounts of detailed

scenery and windy dangers such as plunging cliffs, fast-pivoting and narrow roads, you might get tired of The Dash! However, salvation is at hand in the form of an optional Scenery Disk (\$11.95) which lets you load landscapes stretching all the way from California to Mexico. There's also a Cars Disk (also \$11.95) giving you the opportunity to race a Lotus, Ferrari, Lamborghini, Corvette and others.

The Dash Test Drive (then only really recommended to two types of people — those who bought Test Drive, and those who didn't. Everyone.

ST

An ST version is planned, and apart from slight graphic and sound differences, will be very similar to the Amiga version. No news on a bit at the moment — we'll keep you posted.

REVIEW

your performance so far. It's not difficult to get your name on the high-score table on the easy levels, but if all you get is results from the computer ("Maybe you

JOHN RENWICK

PC £19.95

The PC version is available now and has all the major game features, with the inevitable competition on sound and four-colour graphics.

OVERALL 85%

AMIGA £19.95

GRAPHICS 90%
SOUND 88%
VALUE 90%
PLAYABILITY 93%

This is the one you've been waiting for: all the pretty colours and flash of Test Drive, with a real game added in it. Whether you're a sports car fanatic or not this is the racing game to watch.

OVERALL 90%

STOP!

Stat	Value	Stat	Value
gas type	gasoline	approximate price	\$27.99
gas tank	120.0	0-60 mph	4.5
top speed	130.0	0-100 mph	11.0
max fuel	100.0	1/4 mile	11.7
max rpm	5000	1/2 mile	22.0
max accel	1.0	1/4 lap	33.0
max fuel (Mph)	100.0	1/2 lap	33.0
max fuel (1/4 mile)	100.0	3/4 lap	33.0
max fuel (1/2 mile)	100.0	1 lap	33.0

STOPPING FOR GAS

When you see the gas station sign, start to slow down. If you overshoot the turn-off, or fail to come to a dead halt in the lay-by, you probably won't make it through to the next stop.

DRIVE II

Section 1 — 0.4 miles

Stat	Value	Stat	Value
gas type	gasoline	approximate price	\$27.99
gas tank	120.0	0-60 mph	4.5
top speed	130.0	0-100 mph	11.0
max fuel	100.0	1/4 mile	11.7
max rpm	5000	1/2 mile	22.0
max accel	1.0	1/4 lap	33.0
max fuel (Mph)	100.0	1/2 lap	33.0
max fuel (1/4 mile)	100.0	3/4 lap	33.0
max fuel (1/2 mile)	100.0	1 lap	33.0

Overall Performance:

Stat	Value	Stat	Value
gas type	gasoline	approximate price	\$27.99
gas tank	120.0	0-60 mph	4.5
top speed	130.0	0-100 mph	11.0
max fuel	100.0	1/4 mile	11.7
max rpm	5000	1/2 mile	22.0
max accel	1.0	1/4 lap	33.0
max fuel (Mph)	100.0	1/2 lap	33.0
max fuel (1/4 mile)	100.0	3/4 lap	33.0
max fuel (1/2 mile)	100.0	1 lap	33.0

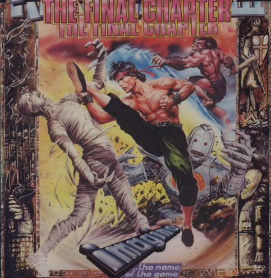
Press Joystick button to continue...

VERN'S PLACE

Now's the time to assess your performance. How many crashes? What's your average speed? Did you win this stage? Are you in the lead overall? It is back to driving school for you, or could you give American Pitstop lessons?

RENEGADE II

THE FINAL CHAPTER THE FINAL CHAPTER



...the name
of the game

When a guy loses his girl - he loses his mind! Plus, in the Final Chapter, Renegade must survive all his toughest and lightest, many reactions as he shows his greatest fighting skills through time it will. Fight against enemies who are unpredictable! • CHARACTER: 100% • ACTION: 100% • STORY: 100% • MUSIC: 100% • ART: 100%

...advice, knight, and the immortal sword-fight within the hands of Ancient Egypt. You quest, finally, before your RENEGADE II the present - to a time you'll never forget! ... but remember ... your girl wants to see you alive!

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TIME



TIME SCANNER

During my recent introduction to the world of pinball (courtesy of Mr. Rignall and certain Brighton crates), I was dragged away from Williams' Cyclone to this large colouring which puts three fully featured flip-screen games on a video screen. As well as simulating left and right flipper controls, Time Scanner has a play which you can grab and wobble at frantic moments to push the "ball". Basically, it all amounts to being the closest you can get to Pinball without having ball bearings and dodgy flippers.

Most of the arcade game's features have been brought across to the ST conversion in spirit but, further to these, Activision has added a breathless-style game which appears as a first bonus table.

The ball starts in the usual spring loaded launcher, which

BY ACTIVISION

SCANNER

repeatedly pulls itself back until you hit a flipper top. Time the launch right, though, because the harder you hit the ball the more bonus points you get, with a full-strength going scoring 50,000 points. Each ball of the table has its own set of flippers, usually grouped in pairs and hidden in crates in the tables are the Time Tunnels which carry the ball between tables.

The first table you see is Volcano, which, as well as the usual bumpers, rollovers, bonus lane changes and drop targets, features two chutes leading from a mine at the bottom of the screen. Knock the ball up one of the chutes and the mine!

AMIGA £24.99

Similar to the ST version in the main, apart from slightly better sound, but it's heavily worth the extra fees.

OVERALL 70%

UPDATE

Eight-bit versions are also out in game, and they should all feature the same basic gameplay of the 16-bit games.

Volcano erupts, lighting a letter in the word VOLCANO.

Supports is the name of the second table, which is vaguely similar to Volcano, except it's done out in sky blue with a pavement effect, and has a ball capture hole. If you should knock a ball into the hole it appears in a tube in the bottom half of the screen and you get to rubout. If enough balls get captured, out they all shoot at once, bringing multi-ball fun to your flippers.

The remaining table is called Rain because it's a rather nice rainy Egyptian affair, in which you have to light the letters in the word RAIN.

While you're moving between tables, the last table settings are always saved. So, if you're just about to hit the final bonus letter when the ball unexpectedly tumbles down the Time Tunnel, don't fret, as things will be just as you left them when you return to that table.

All in all, Time Scanner is a fairly decent translation of the coin-op, although it is lacking in a few departments.

PAUL GLANCEY

ST £19.99

GRAPHICS 80%
SOUND 74%
PLAYABILITY 70%
VALUE 69%

Has a fast conversion of the cult video pinballer, but nigglesome flaws and a lack of addictive gameplay let Time Scanner down.

OVERALL 71%

He's used to getting what he wants . . .

He's big. He's back. He's James Bond 007 . . . and now in a thrilling adaptation from the new movie Licence to Kill, you can take his place.

Licence to Kill is a multi-level, multi-role game - you take the controls of helicopters, boats and tankers, perform some death-defying parachute stunts and take to the seas for a spot of barefoot water skiing. A steady aim and steady fire is needed - shoot from the hip and take out the 'badies'.

It's action packed and closely follows the latest adventures of the world's best kept Secret Agent in the brand new and most exciting movie of them all.

Jump Bond in Licence to Kill . . . appearing shortly on a small screen near you.



ALBERT R. BROCCOLI
Presents

TIMOTHY DALTON
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JAMES BOND 007™

LICENCE TO KILL

Coming soon on the
Atari ST, Amiga, IBM PC, Commodore 64, Amstrad and Spectrum

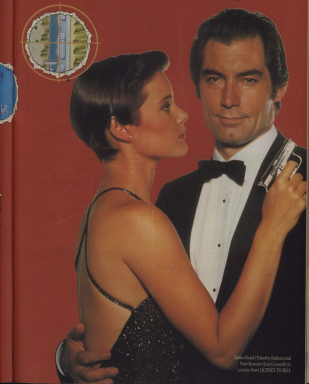
DOMARK

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Developed by B&B Software Inc.

UA
United Artists

... This time he wants revenge.



James Bond (Timothy Dalton) and
Pam Bouvier (Carey Lowell) in
a scene from LICENSE TO KILL

I remember Mike Read, back in the old days when he used to get his guitar out on Saturday Soapboxers and do his amusing Cliff Richard impersonation. Now a magazine, Mike has sold his name to a board game and sublet it to Elias Read on...

What Elias then do is dig out the programming routines they used for Question of Sport, being in a land of music-orbits questions and tick the resulting program on the obsoles. While this may not earn them bonus points for imagination, or creative the programming, or much else really, it can't be denied that, as a music quiz game, MRPG just about does the job.

After you've loaded your questions, the game begins by letting you and the computer (or another player) select a team of three from the gang of twelve digitised faces who appeared in A Question of Sport, who, since their last appearance, have become specialists in certain types of music. I assume that if you're a big classical fan, you pick three classical specialists, while if you want more of a challenge, you pick a more varied bunch, but it didn't seem to make a lot of difference, except in the "Your Score" round, of which, more later.

First, individual team members have to pick one of twelve numbers from the juke box, to reveal a question category. A question from that category is displayed above four answers, and it's up to you to move a cursor to the right answer before time runs out.

Next comes "Spot the Star", in which each team gets three



A monkey with a talent...

MIKE READ'S POP QUIZ

BY PAUL GLANCEY
BY ELITE

clues to a pop personality's identity. After each clue you get a chance to guess who Mike is talking about, but each error costs you one reduction the point of value of the question.

"Four Score" is the groovy name for the Pop Quiz equivalent of Question of Sport's "Home or Away" round. So, if you picked a bunch of classical music buffs at the start, you can go for "Easy" Questions for one point and answer a load of questions on classics. "Hard" questions are hard in the sense that your player will specialise in the area.

"Name the Year" is similar to "Spot the Star". Each team has to

guess a year from three things that happened in that year.

In the "Quick Fire Round", each team is presented with a question at the same time, and it's a race to plant your cursor on the correct answer before your opponent. Ten questions later, it's back to the juke box for the

final round. As I said earlier, as much as this game goes, this one isn't too bad. The various rounds are quite well presented, and the whole experience is reasonable fun with two players, though the range of music covered and the lack of recent chart stuff may be offputting to young players.

However, I can just about visualize parents joining the boys around the computer, getting

mischievous about old times and having back to the good old days, such as when Mike Read was on the telly...



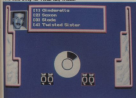
Number one please David, my Mike.

guess a year from three things that happened in that year.

In the "Quick Fire Round", each team is presented with a question at the same time, and it's a race to plant your cursor on the correct answer before your opponent. Ten questions later, it's back to the juke box for the

Pop Quiz is available now on ST, PC, C64, Spectrum and Amstrad. All versions are basically the same game, with minor variations such as slightly different Quick Fire rounds on the Amstrad and Spectrum.

You tick away for Metallica, Wilson.



AMIGA	£19.99
GRAPHICS:	40%
SOUND:	40%
VALUE:	40%
PLAYABILITY:	59%
if you're really desperate for a computer pop quiz game, Mike Read's Pop Quiz is a number one in a field of one. It's one for the maintenance games, though, especially at this price.	
OVERALL	55%

3D POOL



UNIT 1, HAWTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOUCESTERSHIRE GL9 8LD, TEL. 0996 94206

Available only at Firebird 1994.

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Please send \$39.95 to receive this 100-page guide to Premier Mail Order. The guide includes information on how to use the system, how to design labels, and how to obtain labels. The guide is available in English and Spanish. The guide is available in English and Spanish. The guide is available in English and Spanish. The guide is available in English and Spanish.

BUDGET

SUPER HERO CODE MASTERS

Surprisingly enough, people are still producing somewhat perspective arcade adventures on the Spectrum, even though this type of game was milked dry some two years ago. Unsurprisingly, Super Hero's 3D platform/puzzle gameplay differs markedly not just from that of any other game in the genre, in fact, it's probably more irritating than most, firstly because it is slow and secondly because the sides of the screen have been blanked, hiding the corners of each playing area, so you can walk off platforms or into monsters without ever realising your mistake. There are some good ideas here, such as the wide variety of goodies to collect, and Battle Dimension (Bismarck/Leaf) (Star Trek) has produced nicely detailed sprites



and necessary graphics, but Super Hero is just too frustrating to be fun.

SPECTRUM £1.99

Fresh graphics, but slow and annoying gameplay prevent Super Hero from really taking off.

OVERALL 52%

HEARTBROKEN ATLANTIS

The reason this game is called Heartbroken, when the cover depicts a werewolf salivating over a graveyard and his soap-on-a-rope is that the grave digger's fiancée, who happens to be a princess called Mertha, has been kidnapped by the local warlock. Naturally our love-lorn hero is a bit upset, perhaps even "heartbroken", and so

he's off to the rescue.

Basically, this is a flip-screen clone of Capcom's shoot 'em up Ghosts 'n' Goblins, with similar monsters and spooky scenery, but the layout of the landscape is mazy rather than simply platformy. The blasting is similar, but there's no leaping around platforms so you have to find ladders to get over obstacles. Get a spell

STREET CRED BOXING

PLAYERS PREMIER

A boxing game with a plot? Tuppen level-heads are what you're after, and you hold away over the only six boxes capable of hitting them off. To prove you're a righty gale are men enough to take on the buggs you have to endure in six rounds of sock-wagging to knock the stuffing out of a punchy, but somewhat excessive, gale the proper's boxer being more than the boxer's, but at least the boxer is doing you good.

Surprise and you move on to hitting Tuppen buggs. There's no effective difference between the punches at your disposal, so finishing the stage is more a matter of luck than skill.

If you do muddle your way through, you've faced with another similar level, with different backdrops but equally minimal gameplay.

As boxing games go, quite honestly frank, this one couldn't really be classed as a contender.



C64 £1.99

Don't be fooled into thinking this is a boxing sim. It's just a tacky beat 'em up with poor graphics and tedious gameplay.

OVERALL 40%



book and cauldron and you can shoot all sorts of fireballs. All fairly standard stuff, really. Not many trials but certainly good for a few plays. Check it out.

SPECTRUM £1.99

A platformy, but not overly advanced platform shoot 'em up.

OVERALL 71%



BYRITE SOFTWARE



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▲ Beat the bushes and rescue Madisons.

BY US GOLD

VIGILANTE

The kidnappers have kidnapped Madisons, so it's up to you to take the power into your own hands. Why can't he call the feds like everyone else, huh? Well, the hero of this arcade game doesn't call the feds, and like most fully trained ninjas sets off down longest street, on the flank to find Madisons.

Along the way he bumps into a few of the stinks, runs down the kidnap, and they politely ask him if he wouldn't mind turning around and going back, because they're awfully frightened of him. They, as they usually attack him



▲ Kick and punch your way across town.
▼ Make a map!



with boards, knives and those funny Bruce Lee things with two sticks and a chain in the middle.

The game proceeds along

SPECTRUM £8.99

Monochromatic, monotonous, mono-something else that rhymes with chroma. Flashy to lights, and big fan. Bits of disbelief all OVER the shop.

OVERALL 81%

familiar lines. You stroll down the street to the wacky beat of the house soundtrack, and the sidewalks just keep on coming. You can pick up weapons along the way, and see them to spot some of the more persistent villains. But if they grab you, you may find that you lose them so see them quickly. If you get to the end of all the levels, you get Madisons.

I was quite disappointed by the way that it wasn't 1943 Madisons, but just some buns who calls himself Madisons. 'Eh! And there I was thinking that at the end I'd be doing the posing, beauty spotted, fully tuxedo-wielding himself. Never mind, it's only a game after all.

And having said that it IS only a game: it IS a year's wait for another ninjas beat 'em up which isn't the copy of Ninjabros I, if or

if you played yesterday, then for gods. You'll love it. Vigilante has all the stuff which made the street rings arcade machines so popular, and is very stably produced. BUT... it is just a variation on the same theme.

And next time, heroes, call your girlfriend not to call to any strange kidnapers. Only vote once for me. (grin)

PHIL SOUTH

AMIGA £24.99

The Amiga version is brilliant, and well heard. I particularly like the little whistling stinks, and the way that when they catch you the blood part of vigilantes cut like tomato sauce.

GRAPHICS 83%

SOUND 89%

VALUE 78%

PLAYABILITY 85%

OVERALL 81%



Consulting the Encyclopaedia can be useful...

ZORK ZERO

The Successors of Zork

By Activision/Infocom

It is the year 881 CCE. T and the great Wizard Pledgeo is angry. His favourite trees have lit in the shadow of a giant shadow put up by Lord Dismore. He curses all of Hathwala...

Dismore's magicians analyse the curse which has been placed upon Hathwala, and soon announce that they have managed to delay its effects for 14 years...

Many four years later, the inhabitants of Hathwala are leaving in droves. You, however,

turn to a piece of parchment which has been handed down to you by your ancestors. It is the same parchment that fell from Pledgeo's pocket on that fatal day in the banquet hall, and contains parts of his notes on how to avert the spell...

Your travels will undoubtedly be interrupted by sudden appearances of a jester, who, talking constantly in rhyme, has the annoying habit of posing riddles before allowing you any

further progress. Most of these require pure logic, and can be deduced after a few minutes of careful thought.

But the jestering jester has more up his sleeve than mere riddles! He has a collection of games of logic, at which he is expert, and at which he will challenge you to beat him. In game mode, the screen clears to graphics, and the games can be played entirely by mouse.

So what of the main part of the adventure? Here is an adventure in the best traditions of Zork, said to be bigger than the combined Zork trilogy, all on one disk, and still with space for SAVE FILES! With Infocom's fine graphics, it is not so much a graphic adventure, as an adventure with graphics.

On-screen mapping is available on a separate screen called by the command MAP. The map is divided into sections, and shows only locations previously visited within each section, the current location being highlighted with a flashing border. Movement from room to room within a section can be achieved from the map, by

problematically that I hadn't had time to reach...

The sheer size of this adventure, the range of complexity of its problems, together with the inevitable horror of wether items. Honestly, most make Zork Zero without doubt the most entertaining and enjoyable adventure I have played to date. Welcome back Infocom! It's been a long time coming, but it was certainly worth the wait!



KEITH CAMPBELL

UPDATE

Zork Zero is soon out on the PC and ST — the graphics won't be quite so good, but otherwise the game will be the same as the Amiga.

Dismore... dead at the hands of Pledgeo. ☹



clicking along the route.

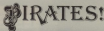
On-screen hints are also provided, a feature I have intensely disliked in some previous Infocom adventures. Somehow, this time they are arranged and worded in a subtle, different way, and are not nearly so obtrusive.

The game is new, and together with the vocabulary, it is near perfect as I have come across.

After some fifteen hours of play, with well over one hundred locations visited, I still had whole areas both geographically and



AMIGA £14.99	
GRAPHICS	81%
SOUND	N/A
VALUE	91%
PLAYABILITY	96%
A superb adventure that places Infocom back in the number one slot. A must for all adventure fans.	
OVERALL	94%



AIRBORNE RANGER **The Arcade-Action Simulation**

Airborne Ranger is a fast paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. Run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and rocks to avoid the enemy or set up an ambush.

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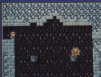
Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54326.



1. Ready, roll... and run.



2. Watch out for skeletons.



3. A trap certainly helps.



4. Show us the Gooles!

He's hard. He's mean. He laughs in the face of death, spits in the eye of danger and plays dice with chaos. He's Richard Dangerouse — a hero's hero who's always in a scrape... And today, just like any other day, he's in trouble with a capital T!

The problem is that Dick has crash-landed his airplane in the middle of the Amazon jungle. That would be bad enough, but to make things worse, he's arrived just in time to completely disrupt the sacrificial rituals of the proud and highly deadly Gooles tribe. They've been totally chopped-off by this, and are now out for his blood. His only means of escape is to travel through



5. The best 19-bit platform game yet.

RICHARD DANGEROUSE

their temple, a large maze-like complex filled with a veritable gauntlet of hazards and dangers. And it's here where the player comes into the fray.

Richard Dangerouse is a platform game in the traditional style, with the player jumping and leaping around the screen, dodging hazards and avoiding beasts.

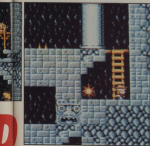
The action begins with Dick being chased by a large rolling boulder, Indiana Jones-style. After that's been avoided, it's time to run the gauntlet of hordes of Gooles, traps and hazards.

Contact with a tribal person, or falling foul of a trap results in the loss of one of Richard's eight lives. Eight might sound a lot, but the devious nature of the traps and hazards means that lives are lost very quickly.

Fortunately Dick isn't totally defenceless, and has a six-shot



6. Watch out for those Gooles!



BY FIREBIRD ■ Levels of traps.

DICK DANGEROUS



revolver and a few sticks of dynamite with which to deal with the enemy. Extra shots and dynamite are found around the temple — but supply is short. There are also bonus items which are picked up for extra points.



■ Dick Dangerous — a hero's hero.

If Dick manages to escape from the Gooly temple, his next adventure takes place in a pyramid, where a group of fanatics are holding the priceless Jewel of Ankhel to ransom. Here, there are marauding Egyptian-type traps and a very neat selection of mazes to dodge.

On level three, Richard infiltrates the dreaded Schwarzwaldspitz Castle to gain intelligence information. The hero is up against it here, with guards and security systems a-ga-ga.

Finally, having learned that the enemy are preparing to launch a missile attack on London, Dick takes on an entire garrison in an attempt to save the day.

Whether he does or not is up to you...

Richard Dangerous is a simply brilliant game, and combines humorous graphics and some of the most obvious, low-down gameplay I've seen in years. There are some seriously

it's incredibly easy to get it with very simplistic game-mechanics, but this makes it all the more addictive. I've already spent hours playing the game, and am dying to get back to it to see whether I can get just that little bit further.

Barring graphical differences, Richard Dangerous is identical on all formats — so no matter what machine you own, Richard Dangerous is an essential purchase.

JULIAN RIGNALL

SPECTRUM £9.99	
GRAPHICS	87%
SOUND	76%
VALUE	86%
PLAYABILITY	87%
An excellent platform game which is both incredibly enjoyable and highly addictive. An absolute must for fans of the genre.	
OVERALL	87%

AMIGA £24.99	
Great 16-bit-style graphics and wonderful complex scenery with the gameplay to give the best 16-bit platform game to date.	
OVERALL	87%

C64 £9.99	
Brilliant in all respects. Don't leave your software shelf without it.	
OVERALL	87%

ST £24.99	
Looks and sounds identical to the Amiga version. ST fans shouldn't miss it.	
OVERALL	87%



CIRCUS ATTRACTIONS

Amiga screen



CGA Screen



PC (CGA) screen



Atari Screen



PC (EGA) screen



Amiga Screen



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REVIEW

▶ AMIGA

NEW ZEALAND

BY OCEAN



Now you might not have thought that any story set in New Zealand would be all sheep and rugby players (look, what a disgusting thought!), but Taito had other ideas when they put this colony coin-up into an arcade early this year.

The star of the show is Kiwi, who looks more like a canary than the national bird of New Zealand, but we'll let that pass. Kiwi led a moderately quiet existence in a zoo, passing the days away with his kiwi mates, until one day a fat and grumpy warden stuffed the whole gang into a sack and put them in separate cages around the zoo. Luckily, Kiwi managed to wriggle out of the sack and now it's up to him to save his wizen chums from life imprisonment.

Getting to work, Kiwi dons his heavy blue training shoes and takes to the swivelling platform scenery which makes up the zoo. Warden has released some of the meaner zoo creatures from their cages to guard the birds, and most of them are armed and dangerous, so it's better use the fire button-to-plot them before they plug you. Doors in the background open to unleash snails, fire-sprites, spear-wielding Maori warriors, flying taddlers and even penguins riding on ducks. Whenever you shoot one of

these, a fruit or other bonus drops to the ground, ready to be picked up. Using this method you can equip Kiwi with bombs, speed-ups, spring shoes, a shield and a laser gun, which come in very handy.

Kiwi's forte is running and jumping, but there are other

ways of getting around. Evolution makes no provision for Kiwi to get off the ground, but if he shoots an airborne beastie, he can steal its momentum and fly out of danger. Alternatively, there are hot air balloons to be found amongst the maze of platforms which Kiwi can leap into with the same effect.

Sections of the zoo are underwater, but being the well-equipped bird he is, Kiwi gets out his apalling and scuba mask and

dives in. Although he can't use his bow and arrow underwater, he can bring down nearby monsters by returning closer to the surface and splashing a jet of water at them.

After he's released all the



AND STORY

birds in a level, Kiwi has to take an on-and-off level monster. Level one ends with a gigantic ice-covered whale which you have to shoot in the head until it realises you. You then have to shoot the whale from the inside whilst dodging deadly water droplets.

And that's it — basically, everything in the coin-op is in the Amiga version of *New Zealand Story*. The sprites have been copied to the finest detail, even down to the flying goggles on the flying rabbits. The backgrounds are

very reminiscent of the coin-op, featuring crowds of zoo animals, and they all scroll around very smoothly.

The old sound-chips are very cleverly used to recreate the shiny coin-op tunes, and the sound effects are nothing short of excellent. I particularly liked Kiwi's death "neep-neep-neep" sound.

But as usual, it's the gameplay that clinches it, and *New Zealand Story* has that in huge quantities. The speed, the variety and the utterly irreplaceable combination which will keep you glued to the joystick for ages. There are a lot of coin-op conversions coming out this summer, but *New Zealand Story* is bound to be one of the winners. PG: you check it out.

PAUL GLANCEY

UPDATE

Editors are working on all the reviews of *New Zealand Story*, which looks very well. The IT game is the furthest progressed and it looks like it'll be another spot on conversion.



AMIGA £24.95

GRAPHICS 89%
SOUND 88%
VALUE 81%
PLAYABILITY 86%

A superb game in every respect. Runs alongside Bubble Bobble and Pac-Man in the Amiga coin-op conversion stakes.

OVERALL 88%



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ELECTRONIC ARTS



What a great month for arcade games! The Legend of Hero Toema is a brilliant new release from Irem. There's Dynasty Wars, Golden Axe — Sega's brilliant combat game, Night Striker, a great shoot 'em up, and Mechanized Attack, a new Operation Wolf game.



DYNASTY WARS

Stepping back into the past makes a great change from futuristic shoot and beat 'em ups. And back a few

centuries is where you're going with Capcom's Dynasty Wars. Back to the Iron Dynasty — which, if you know your history is lost after the Carthaginian Dynasty — whose mighty war were fought and great warriors rallied around on horseback.

First of all you (and a partner in two-player mode) choose one of four characters, and then the battle begins. The war are fought over a variety of terrain — you start off, on horseback, in a rural village scene, where hordes of foot warriors attack.

The fighting action is unusual — you can only see your sword on one side of the horse, so to kill the enemy who are onspurs, you round the head and swing. It takes a while to get used to the controls, but once you're got the hang of them it's deceptively easy.

Later, an ancient catapult blocks your way, and getting close enough to get rid of its operator is a bit of a pain. He's a slimy character and very good at dodging. Next comes a barge, where fireballs are thrown and barriers temporarily block your escape. Turn the tables and use the fire to help defeat your enemies.

Barbarian code to share



throughout the game and when hidden over release globes which are grabbed for extra points. Then onto the palace courtyard where monstrous battling demons await to assault you.

The graphics between each level are fabulous, with cartoon-style pictures which unfortunately aren't always matched by those in the rest of the game. Still it's an original and enjoyable game and is a change from the myriad of clones that are currently around.

GRAPHICS	70%
SOUND	83%
VALUE	70%
PLAYABILITY	89%

OVERALL 78%

GOLDEN AXE

A choice of three formats, a two-player game and enough lightning and magic to satisfy anyone. Golden Axe is the game everyone wants to play.

You take control of either

beastman and a number mounted on dinosaurs and monster children. When you find a mounted enemy, kill him as quickly as you can — his dead spouse drives and you can reward it to continue your attack. Some mounts breathe fire, others have a fatal whipping tail, and all can be used against your attackers.

Each Golden Axe is definitely a game which works best with two players at once. Like Contra, you work as a team and help each other as best you can. Getting your magic is simple — a piece of the terrain and the ground is threatened by fireball lightning or fire.

The background graphics are suitably primitive, with decent character animation in occasional scenes, chests to jump and so on.

Another winner from Sega, and one which seems to be succeeding popular on the occasion. Have a look at this one as well as it reaches your local arcade.

GRAPHICS	78%
SOUND	75%
VALUE	75%
PLAYABILITY	88%

OVERALL 80%

either Thunderhead, a royal Viking figure, 10th Prince or the Iron Warrior. Each has special properties: the first uses lightning magic, the second commands fire magic and the third Earth magic. Each incorporates different strengths in your favor into the game.

To get some quick scoring, press you attack the third who drops a shield of magic to grant. There's a huge rush to be the first to pick it up. As the third often turns up in the middle of battle, the scramble to get him can be hilarious... and fatal.

The enemy comes in all shapes and sizes from subterranean skeletons, gnomes



MECHANIZED ATTACK

You've played Operation Wolf, you've seen Operation Thunderbolt and now OKI joins the club with an excellent play-a-like, Mechanized Attack.

Like Op Thunderbolt, there are two guns mounted on the front of the cabinet and as far as the style of the game goes it's pretty much the same. Just pump in your money, set your finger round the trigger and let fly.

You start off on the High sea being attacked from all directions. First comes the choppers, flying in low and letting up with air-to-ground missiles. Shoot them out of the air if you can, as getting hit seriously damages your helm. And just as you're getting used to this flying stuff, up pop some discs, right in front of you.

These have to be knocked out immediately as their firing range is so close. Next come motor launches bristling with the enemy, grenades and machine guns.

What this game is all about is the ability to target the right fuel jets quickly take 'em out and move on without as much as breathing.

There are bonuses to help — energy pellets, extra grenades, rockets (which have a smart bomb effect), magazines of bullets and a

medical park, but shoot these and carry on.

Later levels take you to a POW camp, a jungle clearing and into a railway rail junction. This is another sea-style scene not seen previously and is extremely difficult as train huffs towards you and the enemy leaps out from behind railway carriages to hit up.

As with all its predecessors, Mechanized Attack is a great shoot 'em up. It's been done before, but nonetheless the excellent graphics and rousing sound effects make it a game worth playing.



GRAPHICS	88%
SOUND	85%
VALUE	80%
PLAYABILITY	75%

OVERALL 80%





NIGHT STRIKER

Play vigilante-of-the-sky in Taito's latest shooter — Night Striker. There's trouble in the city... all is still, yet you know the forces of darkness are awake. Leaping into your space age cruiser you take off to patrol the night sky.

And then everything lets slip at once. There you are, soaring



down a lonely street, neon signs flash by as you cruise past, when over the horizon comes the first wave of enemy planes. Pull up on the joystick, your cruiser rises up and the ground flashes just as you zoom into attack.

Night Striker has the same set of controls as both Galaxy Force and After Burner — a joystick equipped with fire buttons.

The first attack is just a warm up. Things soon get really scary, with shoppers joining in the battle attacking from both directions — watch your back carefully, a rocket up the tail is no joke. Luckily you have an infinite source of fire power and your blue cannon fire streaks across the screen, smacking everything it hits. At the end of this stage you take on a huge truck which always manages to keep just in front

of you. It lifts its back flap and out pours a steady stream of devastating fire balls. Dodging this lot is hairy and the only way to stop them is to jump the truck full of lead.

Next up is a tortuous tunnel. Here, the game resembles Galaxy Force as you retail and turn down the narrow corridors. Hit the walls and sparks fly. Mines pop up and there's nowhere to run, but keep firing until you come to the first junction. Turn either left or right for the sea or the Factory. I chose the sea, but in get to it you have to test your nerves through a deviously designed tunnel of sliding partitions.

These block off whole sections of the tunnel, both horizontally and vertically. And just as you're positioned your cruiser to scrape through the narrow passage, the partitions move across and... BLAM! You're being shot. Too many crashes and your shield deteriorates.

The graphics are just beautiful and will be very hard to follow on a computer console.

Night Striker is a mad-pile. It's fast, before action of the way and has no learning curve. Just shove in your money and get ready for a thoroughly satisfying blast.

GRAPHICS	85%
SOUND	75%
VALUE	75%
PLAYABILITY	90%
OVERALL	87%

LEGEND OF TONMA

A great little cartoon frolic from Team comes in the shape of Legend of the Hero Tonma. With such a long title you'd expect the hero to be stoogeish and much-maligned, instead you get a cute little figure sporting a little blue cape. More Robin than Batman.

Tonma is a game of many parts and many sections, each of which needs a bit to get



through. The whole thing is light-hearted and portrayed in cartoon style. The battles are hardly hard — little devil figures, skeletons running around and ghouls creeping back and forth in Grim Reaper cloaks.

You either blast things to little pieces with your weapon (hee, hee!) or, if you can't shoot it, jump over it instead. Jumping plays an important part in the game. The more you jump the jump button the higher you go, and jumping onto an enemy's head seems to get you higher still. Just in case, as there are platforms to leap on to collect a number of bonuses — extra bullets, an inv map, marker and gold.

At every stage there's something to win. Treasure chests spill out coins, and "P



OF HERO

and 'W' symbols offer extra weapons and abilities. Should you get hit, your character disappears in a puff (speedily in a half a wall) and down flashes the cute little blue death.

The scenes seem to get better and better as you trawl through the game. But despite the adventure plot this is still a bit of dexterity, dashing and quick thinking.

There are loads of scenes some of them need a bit of reasoning to complete. In fact it's a thoroughly enjoyable



GRAPHICS 85%
SOUND 80%
VALUE 80%
PLAYABILITY 89%

OVERALL 85%

Welcome to the Official UK Arcade Highscores table, where Britain's greatest arcade acers get the chance to show off their top scores. If you're a potential champ and can score even higher than the players below, why not send in your scores on the back of a postcard or sealed-down envelope to: **ARCADE HIGHSCORES, C+YG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 1AU.** If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action tips special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software packages for the best tips — so get writing. Send your stuff to **ARCADE TIPS** at the address above, and don't forget to state which computer you own.

THE
 11,176R Colin McWhirer (CPC)
 Ballymena, N Ireland
SPYGLASS
 10,471 (3) Andrew (AA), Dorset
ALEX'S ENIGMA
 845R Colin McWhirer, Ballymena, N Ireland
ARMAGEDD
 1,241,792 Chris Ford (CAF), Lancing, W Sussex
BATTLE BANGERS
 79,980 William Lee, King's Lynn, Norfolk
CRASH
 1,796,882 David Latham (TLF), London

CHASE HQ
 1,124,333 R Thompson, Tamworth, Q4801R
 4,240,488 Martin O'Connell (MAJ), Canterbury, Kent
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 77,077 Colin McWhirer, Ballymena, N Ireland
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 1,061,387 Martin O'Connell, Canterbury, Kent
FORGOTTEN WORLDS
 1,741,888 Gary Harrod (GAZ), Poole, Dorset
SHAGGY III
 1,301,575 Chris Ford, Lancing, W Sussex

WELLFIRE
 778,000 Julian Aggett (JA2), Brighton
NOT CHASE
 770,341 Alex Wynn (AWA), Sheffield
NASC
 1,795,462 Julian Aggett, Brighton
NEPHECO
 1,176,462 Martin O'Connell, Canterbury, Kent

OUTRAGE
 2,021,100 William, Essex
OUTRAGE TURBO
 1,911,320
 Alex Wynn, Sheffield
POW
 22,170 Colin McWhirer, Ballymena, N Ireland
POWER DRIFT
 1,782,823 Martin Wiles (MW), London
RANTAN SAGA
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 1,360,888 Gai Mason-Powling, Goffs, Co. Wick

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 281,900 Gary Harrod, Poole, Dorset
SHAG-LIFE BOARD
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 1,844,888 Peter Jonathan (PJ), Salisbury, Wiltshire
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 271,000 Martin O'Connell (MAJ), Canterbury, Kent
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 4,526,888 Martin O'Connell, Canterbury, Kent
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 17,168 Julian Aggett, Brighton
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 3,773,262 Craig Ross, Farnham, Surrey
TODDLE
 1,816,478 Martin O'Connell, Farnham, Surrey
TRUCKER
 1,203,990 Gary Harrod, Poole, Dorset
VINDICATOR
 6,914,888 Paul Lister (PL), London
VULCAN VENTURE
 96,600 Colin McWhirer, Ballymena, N Ireland
WARRIORS
 1,025,171 Paul Jones (PJ), Aberdeen



Welcome to Adventure Helpline, this month we've got loads of clues and news of some tasty home grown software!

AD



A few more months on a strict diet of Sierra animated adventures (and in large portions they can lead to constipation of the mind) Infocom has come out of hibernation and given us a real feast!

Zork Zero from Steve Merwin lives up to all hopes and expectations. It is one of those adventures that makes me resent having to stop playing and write about it, because I just don't want to leave it alone! Despite its built in clues, it takes a lot of replaying to get it all together, for saved games from the first play-through will almost certainly be too flawed to take the game to completion!

In the same month, Infocom has branched out into the role playing sphere, with *Bamburck*, written-out of house, and Steve Black's *Journey*, described as a 'role playing adventure'. Steve Black, of course, was co-founder of Infocom, and co-author of the original Zork trilogy, along with Dave Lebling.

Infocom's excursion into graphics has been done tastefully, and is rumored to be making Magneta Sorvilo rethink their front-end. But then, Magneta Sorvilo would never be caught on the hop. I'm sure. Just ask yourself the question: Why are we currently in such a long Level 9, too, will come by releasing a new adventure, *Spook*, and they too are taking the plunge into RPG, with their first clue shortly.

And now the bad news. The Adventure's Club seems to be going through one of its

fancy phases. At least, I hope it is only that, for at the time of writing, there are as awful lot of members out there with outstanding time on their annual subscription who are not receiving their bi-monthly Double now getting any other kind of service from ACL.

An anonymous message advising members that the office would be closed until the third week in April, was replaced during the first week in May with an unannounced singing team. A mystery even to the ACL honorary President that myself. So don't send subscription monies or money for mail-order software until I report better news. A disappointment, this, coming as it does just after the most successful Golden Chalice Awards presentation, an event held at a prestigious London venue.

So for the moment at least, I must regretfully withdraw my regular price of a year's free subscription to the most helpful reader of the month, and apologize to those two or three people whose prize has been promised, and not yet fulfilled.

ADVENTURE HELPLINE

Michael Groll has come to my rescue with the whereabouts of that exclusive gem in *Spore Quest 2*. Where is it? Simple! If you read the clue section! But it does underline my point that Sierra games tend to lack those innocent little clues written into the computer responses, which, given time, register with the player and put him on the right track.

ADVENTURE



"Also, I read your review of King's Quest II and the pictures on page 76 are not from RQH, but from SQ1!" asks Michael. Will doze, Michael, you spotted the delimiting mistake! (Well, that's my story, anyway...)

C. Major of Cambridge has completed *Pixar's Fish, Bard's Tale, and Ultima IV*, and is not without reason, considers himself to be "at least adept" at advertising. But one game that has really caused him to get to a halt is *Sony's Madhouse*. After completing day three, Mr. Major was called home. The next morning, day four, the signal he was given to tag was his own! In his opinion is — what on earth should he do about it? I know the answer from a reader's column and it appears in the chess section. But can someone tell me how you discover this?

In three steps, but anytime, who can help out Tyson Woodcock. Tyson wants to know exactly how to use the Diamond Computer Network in *The Sydney Affair*. Hey, wait a minute, this seems

more than just a coincidence — Tyson lives in Diamond Creek, Victoria...

Thomas Morris Lopez comes from Valencia, where he is through part I of *Jack The Ripper*. Now he is in need of help to get into part 2. Thomas has managed to get up, but doesn't know what to do with the things in the attic, upstairs from the bedroom.

David Mack, who used to live at Woodford Bridge in Essex, had spent the last three years locked up in the Asylum. If he hadn't been mad when he entered, he would be by now! In the interim any use? Why does Dr. McKey keep throwing him out? All Emmet says is "I wish Andy was here." "Who is this Andy?" asks David.

Finally this month, Bent Dahl from Drammen in Norway is languishing in *Shadowgate*, trying to find the Staff Of Ages. Whom can it be? If you know the answer to this, or any other of the problems mentioned here, drop me a line at the Publisher (Ed. plus, C-110, Privacy Court, 3042 Faringdale Lane, Los Angeles CA 90004).

HOME GROWN ADVENTURES

The home-grown adventure market is still thriving! As well as providing a software habitat for 8-bit adventures, home-grown adventures are now, with the help of the ST Adventure creator, moving into the 16-bit arena, offering hopes of some cheaper titles than we have seen of late.

The Jack Stone is a Spectrum title from Martin Games, now rewritten and enhanced for the ST. It has some small but nice Scrolldisk graphics which are held in memory and therefore display instantly. It also has a nice turn of phrase in the text, of which you get plenty.

In *Jack Stone*, Maltime, a second-rate sorcerer, is planning to invade Lord Serathea's kingdom. Since Serathea is your father, you flavour make off to deal with the villain. But before long a messenger arrives. It seems Maltime has imprisoned the young lord and demands either you or your father's lands in exchange for his return.

Meanwhile, a talk with Solo, one of the King's advisers, elicits the information that the only way of defeating Maltime may lie with the Jack Stone.

There aren't many text adventures about nowadays, even for the ST! You could do far worse, and spend far more money, by passing this one up in favour of many a commercial offering.

A bit pricier for a home-grown adventure, is *Shards of Time*, from Titan Games at nearly £15. A *Time Crystal*, the driving force of the *Time Matrix* stabiliser, has been shattered into three pieces and each has been catapulted into a different era. As a result, the future in which you were born no longer exists. However, before this catastrophic event, you were encapsulated in a time bubble, with portals to each of the eras. Your task is to find the fragments and repair the stabiliser, thus reviving your era back to its normal existence.

With disappointingly few graphics, what pictures there are are reasonable, but not exactly pretty. The text, is well written and imaginative.

Finally, in *Immortality* *Reiko Oh*, you are an arid follower of the Transcendentalist movement in the *Daily Crucible*. Today you pick up the paper and incidentally, you have the answer! You know where to start looking for the ancient Amulet of Immortality a price worth thousands!

Heading for the *Yorkshire* hamlet of Skerthorn, the scene of the hunt, you find a checkpoint has been set up by the *Coywolds*, where a helpful journaliser rows you over the river. From then on it's up to you. To reach the amulet you must comb the area to discover the four digits that are the combination for the safe in the bank vault in which it is stored. Most of the play involves this digit hunt.

Not bad, overall. A fairly complicated if somewhat mundane adventure, with some monochrome graphics.

Computachoice - Mail Order

Computachoice Top Twenty

The following offer represents what we think will be this month's top 20 titles. Orders are despatched promptly by First Class Post. All prices include VAT, Postage and Packing. Faulty software will be replaced without question. Please make cheques payable to "Computachoice".

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2	Operation Wolf (Ocean)		17.47	13.97	6.27	6.97	6.97
3	Robocop (Ocean)		17.47	13.97	6.97	6.97	6.97
4	Afterburner (Activision)		17.47	17.47	6.97	6.97	6.97
5	Populous (Electronic Arts)		17.47	17.47	N.A	N.A	N.A
6	Rail Gunbarrels (Activision)		17.47	13.97	6.97	6.97	6.97
7	War in Middle Earth (Talisman)		13.97	13.97	6.97	6.97	6.97
8	Double Dragon (Malibu House)		13.97	13.97	6.97	6.97	6.97
9	Dragon Ninja (Ocean)		17.47	17.47	6.97	6.97	6.97
10	Roadway Man (Grand Slam)		17.47	17.47	6.27	6.97	6.97
11	MEC La Man (Imagine)		17.47	13.97	6.97	6.97	6.97
12	Falcon (Microsoft)		13.97	17.47	N.A	N.A	N.A
13	Barbarian 2 (Palace)		N.A	13.97	6.97	6.97	N.A
14	R-Type (Electric Dreams)		17.47	13.97	6.97	6.97	6.97
15	Paragade 3 (Ocean)		17.47	13.97	6.21	6.97	6.97
16	Panicum (Grand Slam)		13.97	13.97	6.21	6.21	6.21
17	Lambert RAC Rally (Monderie)		17.47	17.47	N.A	N.A	N.A
18	Strip Poker 2 (Acorn)		10.47	10.47	5.57	5.57	5.57
19	Vindictors (Tanger)		17.47	13.97	5.57	6.27	6.27
20	Gray Cars 2 (Titus)		17.47	17.47	6.97	6.97	6.97

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CLUES

A

Thanks for the help this month to Robert Goddard, Eschermontz, Texas; Woodstock, Victoria, Australia; Mario D'Ami, Bari, Italy; Michael Grill, Fremont, and Marco Andreoli, Turin.

CLASSIC ADVENTURE OF THE MONTH

Some of the problems that have been bugging players in this classic Magisteric Sorcery adventure.

CORRUPTION:

CLARENCE:
A host of matches will lead the way.
Claps will help you get in.

JAKE:

Listen carefully to it!
MARGARET'S OFFICE:
Listen to it (2, 25)

CAR PARK:

Find a seat in the BMW phone compartment.
Use it to break into the Volvo.

THEOREA'S OFFICE:

Use the key to David's office from her drawer.

WILEY'S OFFICE:

Use your card to get in.

CHRONO QUEST

KITCHEN:

Examine the bottom left hand corner, to find the safe. Use the numbers on the piece of paper, to open the safe.

BEDROOM (ME):

Search under the bedside table for the paper with the combination on it.

CHAPEL:

Search the shelf to find candles, to get enough light to reach the time machine.

STUDY:

Put one thing needed from here!

BASEMENT ROOM:

Search near right hand lamp to

find a switch. Put hammer past on hammer and then operate switch, to open the secret door. Remove hammer past before entering secret door. Search drawer for keys.

TIME MACHINE ROOM:
Wear gloves and insert faces, then pull lever. Go in machine, and use a pencil used in the club, before pulling the switch on the deathbed.

FRANKENSTEIN:

To enter the Cabin:
Listen at the front door. Go over and wait, then enter the door, opening the door very quietly. Look through the gaps three times.

To cross the valley:
Go to the blacksmith's shop, and use the screw with the hammer three times. Then ask Karl to put you a job. Buy a gun, some ammunition, and some food. Then go to the cable car, look around, and go north.

To find Karl:

Go to the church and pray, and say hello to the priest.

KING'S QUEST III:

To kill the Madam, face the opposite direction and pour the mirror at her.

POLICE QUEST II:

To phone Susanna Police, go through the speaker.

PROBLEM GAME OF THE MONTH:

A closer look at this month's most troublesome adventures manager readers.



TEMPLE OF TERROR:

There's a trapdoor in the entry chamber door before entering!

WISHBRINGER:

To pass the dog, look in the pocket pocket of the red one, after leaving yourself and the priestess.

VENOM:

To enter the apartment, move a barrel as close as the one keeper enters. Open the register as soon as he leaves and climb down.

MANHUNTER:

On the fourth day, go to Bellman, and enter the corridor beyond Room.

SPACE QUEST II:

Find the undercoat curve in the receipt, and find the gun!

Z

ROLE CALL

Fred McIlwain, already responsible for many fine adventures, was recently trying to grow an African Rose. Duggan's blood in what the upcoming gardeners needs, suggests Jim Larue, a green-fingered Bard's Tale IV player. "Pour the blood on the bush without any blooms on it, just outside the city," says Jim. This will produce the Rainbow Rose, which should do the trick!

After last month's breakdown on Arklio in Bard's Tale III, this month it's Bard's Tale II that's all the rage. But more of that later. First, here's Adrian Duffly of Devilsisle with some observations on Times Of Lore.

"On the box, Origin states 200-300 hours of playing time. It took me a shade under 12 hours to complete. In fact, the only halfway difficult problem in overcoming the Abbot. A hint here: he may fear more than nightmarish monsters under his bed." And Andy's verdict on Times Of Lore? "It isn't bad, but it definitely isn't value for money, and it's not a patch on Ultima IV or 5.

Andy has a problem, too. "The six pins pointed in answer to a letter was impossible to see in finally destroying Kharash, in Heroes of the Lance. But of what use is the Detect Magic spell? With it I've identified several pockets of magic which seem to be of no use whatsoever."

And now, with thanks to Marco Andreoli of Turin, Adrian Duffly of Devilsisle, Bent Dahl of Drummans, and Thomas Martin Lopez of Valeriska, let's get stuck into Bard's Tale II...

DARK DOMAIN (BEGINNER'S DUNGEON)

"Look at the spells of successive kind!

Who's the master of the mind?" — MARYLAR

"To pass the double doors play the Bard's last song — No. 7



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MEAW MACHINES

SUPER MARIO II

BY NINTENDO

Questions have to you follow up a game that's considered by many to be one of the all-time classic video games, and that has sold a record figure of over 15 million copies worldwide?

Answer: you just take the basic gameplay and improve it!

And this is what Nintendo has done with *Super Mario Bros. II*. The end result is a game of classic proportions: a game that's so addictive, each copy should come with a government health warning!

Before you start thinking, "Oh God, Luigi's gone off his rocker," hear me out and I'll explain....

Super Mario II is a scrolling platform game that features seven worlds, each split into four

long levels. The objective is simply to reach the end of the last world and destroy the creature that resides there. To do this you need to run the gauntlet of a myriad of weird and wonderful creatures and destroy the little boss at every level.

Each world has its own theme, which includes grassy landscapes, icy regions and deserts and there is an immense variety of hazards and items to fall and use in the more than 300 levels.



► 300 levels



► Choose your character.





1942 *Super Mario*

At the start of a game you choose one of four characters: Mario, Luigi, Toad or Princess Peachroom. Each has his or her special abilities: Mario is a good all-rounder who is strong, jumps well and is a fast runner; Luigi is slower, has the same strengths, but can leap tall buildings in a single bound (well, nearly); Toad is slow and isn't a good jumper, but is very strong, and the Princess is slow and weak, but can fly for a second and a half.

A new twist to Mario II is that the characters can pick up and carry objects. The landscapes are scattered with vegetation, and these can be pulled up, roots and all and lugged at a toad's. Characters can also leap onto the back of a wandering creature, pick it up and hurl it as his theme to kill them all.

Some flowers conceal items, like extra lives, stocks, bombs and nozzles (which take you to other parts of the level). Magma poisons



7 *The best platform game yet?*



8 *Get extra lives with the one and avoid fruit machines.*

are dropped to open secret rooms where power-up mushrooms and coins are found.

Naturally, there are more secret rooms, short cuts and wings that you can obtain a mushroom at — but you have to find them first!

What makes *SMB II* so great is its playability. It packs in a multitude of surprises and unusual features, and sometimes it's with challenging and unbelievably addictive gameplay. The difficulty level is set exactly right, allowing you to get just a little bit further every go, but with even big and tough worlds to conquer, there's more than just a fortnight's play here — we're talking months to discover all the secrets of *SMB II*.

The graphics and sound are also good, with humorous and nicely increased sprites (watch a character's expression as he or

she pulls up a wig, jolly soundtracks and decent spot effects.

Super Mario Bros II is simply brilliant — you'll be a toady if you miss it.

JULIAN RIGNALL

NINTENDO £29.99

GRAPHICS 81%
SOUND 78%
VALUE 89%
PLAYABILITY 98%

A stunning sequel which scores class and playability. The best Nintendo game yet released — miss it at your peril.

OVERALL 97%



MEAN MACHINES

MEGA COMP

If you're a regular reader of Mean Machines, and have been drooling over the PC Engine and 16 Bit Sega, but haven't got the spondoolicks to rush out and buy one, listen up - this could be your lucky day. Cos C+YG and newly-formed import specialists PC Engine Services have got together to bring you this brilliant Mean Machines competition.

There are three, yes THREE first prizes of either a 16 bit Sega or PC Engine. If you win, it's up to you to choose which one you'd like to have and to hold for ever and ever 'till death do you part.



QUESTIONS:

NAME TWO 16 BIT SEGA GAMES

NAME ONE PC ENGINE CD-ROM GAME

NAME FIVE OTHER PC ENGINE GAMES

NAME

ADDRESS

IF I WIN, AND I'M SURE I WILL, I WANT A
PC ENGINE 16 BIT SEGA (TICK BOX)

Probably nothing, but we'll have that entry down on the list for today's Mean Machines.

So, what have you got to do to win one of these fab console doubries? Well, we just want you to answer the questions on the coupon below - if you're a regular reader of Mean Machines, you won't have any problem getting them right. Then stick the form in an envelope (you won't forget to write your name and address too, will you) and send it to: I WANT A MEAN MACHINE AND I WANT IT NOW, C+YG, FRIORY COURT, 38-32 FARRINGTON LANE, LONDON, EC1R 3AU. Make sure that your entry arrives before July 16, 'cos any entries received after that date will be ripped up and set alight.

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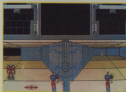
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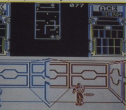
ocean



A brilliant two-player blast.



Xybots—just like the arcade game.



Destroy the robots and head for the exit.

Xybots is the second release of Domark's five-game learning deal with Tengen that was signed in last year's PC Show. Candidates being the first of the series, and Tendon, JAPB and Dragon Spirit yet to appear.

The Xybots arcade machine wasn't exactly a smash, but it's a good game nevertheless. One or two players take control of a pair of space-commandos and have to make their way through first-person 3D mazes packed with killer robots, which open fire as the player—whatever the opportunity arises.

The game utilizes a split screen

XYBOTS

BY DOMARK

display, so each player can wander off in a different direction—a useful tactic which prevents the commandos getting pinned down by gangs of marauding androids.

Above the two main screens is a map of the entire level, showing the location of the players, all robots, walls and the exit—very useful, so you can see exactly what's around the next corner.

Each commando has an energy read, which ticks down during the game, and also gets depleted whenever he sustains a blast from a robot. Extra energy capsules are dotted around the maze (only whereabouts displayed on the map), and in two-player mode there's always a rush to grab them first. Extra weapons to supplement the one-shot hand-held plasma rifles are also found, as well as coins. When both players reach the exit, items are displayed and can be looted with the coins—goodies include shields, extra shot power, wall mopper, robot mopper and

UPDATE

The Amiga version should be even better than the ST, with finer graphics and improved sound. Amstrad and C64 versions should have the playability of the Spectrum version, but will benefit from extra colour.

danger indicators, if you're feeling particularly generous, you can even give coins to your partner!

As the players progress through the game, mazes get bigger—some levels are so vast there are teleporters to take you from one side of the map to the other—and the robots get more aggressive and more numerous. The going certainly is tough!

Both the ST and Spectrum versions of Xybots are absolutely brilliant renditions of the coin-op, and have all the features of the original.

The only criticism I've got—and it's the same reason why I never played the coin-op for great lengths of time on my own—is that there isn't a lot of variety on higher levels, and the gameplay gets a bit tedious in one-player mode. Two-player mode is a great laugh, though, and it far more exciting than playing solo.

Highly recommended to fans of the coin-op, and to those who have a partner handy for a two-player blast. Single players are advised to give it a go before shelling out their cash.

JULIAN RIGNALL

SPECTRUM £9.99

A brilliant conversion—one of the best two-player Spectrum games in ages.

OVERALL 84%

ST £19.99

GRAPHICS 86%
SOUND 79%
VALUE 78%
PLAYABILITY 84%

Fantastic graphics and playability make for a brilliant two-player blast. A must for fans of the coin-op.

OVERALL 83%

The infamous alien-grabbing alien from the outer limits of good sense is back, this time in his most video game.

Gilbert has a task ahead of him. After languishing on his home planet of Drift for the summer, he is excited to get back to Earth to renew his contract with T-see T-see TV, but for some reason best known to the Driftians, they mean him to stay! Enough, I think they're "green (and slimy) with envy" as it says on the box. So they rip some important bits off the Millennium Duetin, Gilbert's spaceship, and distribute them around Drift. Gilbert has to play some video games in milk bars around the city to get close to where the bits are hidden. Hee. Not very serious about having him stay are they! I'd have destroyed the bits of spaceship, or even blown Gilbert's brains out with a proton blaster. Crude, but more effective than sending him on this stupid quest.

Frankly, the bits in between the video games are a bit boring and having to wander fruitlessly around the identical streets of the city is enough to make anyone blow shot out of their nose so much. The individual games which Gil has to play to get the close are more fun than the main game itself, albeit except



▲ Gilbert vs. real street grabbler!

GILBERT THE ALIEN



▲ The Byzantine conquest.

of these games. There's no freedom chase, a light cycles game, a target shooting game, a fat and ball game, and a version of that card game where you turn over pairs.

My main criticism of the game is that it isn't so much a problem of solving it as being good enough as the games in warrior 1.

reward. The piece of the ship is placed at the fixed location in the game AFTER you've completed each small game (or a search before playing any of the games confirmed). I even ran into a piece of the ship randomly, not knowing what it was — it was just that it hadn't been there before.

I know it's difficult to make games easy enough to finish without making them TOO hard, but giving the idea that you're meant to solve them, when in fact there are no traps, scores, progress or other obstacles other

than those you can readily explore, is a bit silly. With a good map by your side you should finish the game in no time, I think. Gilbert was a missed opportunity to do a really cracking bit of original game design. Instead, it's just a routine license job. Shame.

PHIL SOUTH

AMIGA £24.99

Tightly better graphics and sound than the ST, but again the same gameplay as the C64.

OVERALL 64%

ST £19.99

Better graphics than the C64, but unfortunately the gameplay is the same. Fun for a while, but ultimately limited.

OVERALL 63%

C64 £9.99

GRAPHICS 70%
SOUND 10%
VALUE 68%
PLAYABILITY 89%

When all's said and done it's just a wonder's luckiest game, with the bonus of a couple of nice arcade games thrown in. Graphics on the C64 are colourful and smoothly animated, as you'd expect.

OVERALL 67%

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RAINBOW ISLANDS

Firebird

Bob and Bob return! And this time they're in human form. *Rainbow Islands* is Taite's sequel to *Bubble Bobble*, which has been converted by Graftgold (Andrew Braybrook, et al) for Firebird. It's another jolly game of platforms, monsters and bonus fruit, in which you have to reach the top of each island before it sinks into the sea. Instead of catching monsters by blowing bubbles, you cast rainbows at them, then use the rainbows as temporary platforms. We've seen a near-finalist finished ST version and, "Gloriously," we said, "Mr Braybrook hasn't half done a good job." It retains all of the colourful cuteness of coin-ops, and looks set to be as popular as the *Bubble Bobble* conversions. If not more so!

RELEASED: JUNE

PRICE: TBA



DRAGON SPIRIT

Domark

PC Engine *Dragon Spirit* is currently riding high in the C+VG staff's favorite Masters chart, so we were keen to see how the home conversions were getting along. The news is good, judging by the ST demo pictured. Smooth scrolling, lots of luscious monsters and thoroughly saucy end of level beasties complete the story. All in all, it looks like it'll



be a faithful conversion of the Tengen coin-op, but there's still quite a bit of work to be done on it, so we're reserving final judgment till the review in a few issue's time.

RELEASED:
AUGUST/SEPTEMBER
PRICE: TBA

APB

Domark

Take to the streets in your black-and-white as Patrolman Bob, star of another of Domark's Tengen conversions. *APB* is one of that rare breed, the arrest 'em up, which pits you against numerous naughty felons including bank robbers, speeding motorists, litter loots and muggers. Apart from the petty villains, Bob has to slap the cuffs on big time perps such as crazy hippy dope



dealers in flowery hats. The ST demo gave the impression that the game will be a speedy little number, with lots of nippy multi-directional scrolling, nasty motors and doughnuts. What more could a tellah ask for!

RELEASED:
JULY/AUGUST
PRICE: TBA

STRIDER

US Gold

This is another of US Gold's Capcom conversions which follows the madcap leapabout adventures of a 12th Century anti-Glasnost commando with pretty amazing shoes. After hang-gliding into Russia, he "strides" (hal' appropriate, eh?) through five Billy levels, shooting and slashing robots, dogs and other Soviet objects. The arcade game is loads of fun, and judging by our early demo, the ST version should be just as good. Tierces are the programmers and so you can see from the screenshot, they've paid particular attention to translating the graphics. It looks like it'll be hot, which is just as well because it won't be on the shelves till chillier times.

RELEASED: LATE OCTOBER

PRICE: ST/AMIGA





P-47 Firebird

This screenshot is so exclusive we had to fight Firebird's wildest demons for it. But that's all in a day's work for a C + YG previewer, for whom the customer comes first. Yes, but anyway, P-47 is a conversion of Jaleco's scrolly wartime blast in which you shoot down the whole Luftwaffe and bomb all the Fuhrer's tanks, 'cos that's what war's all

about. The ST conversion pictured is a terribly early version, but the graphics are looking very smart indeed, possibly even crisper than the PC Engine version reviewed last month! However, the programmers are currently trying to speed the game up as it's just a wee bit slow at the moment. Still, it's one to watch out for.
RELEASED:
OCTOBER
PRICE: TBA

MR HELI Firebird

Irem's cutesy whirlybird shoot 'em up has just about undergone the conversion process, at the hands of Probe Software, and the good news is, it's really not bad at all. The ST version, which we saw (lots of ST versions this month, aren't there?) had just about everything there, from



IT CAME FROM THE DESERT

Chromaware

After two years in development, July sees the release of Chromaware's biggest game yet. It Came From The Desert has been produced as homage to '60s SF "B" movies like THEM! and Tarantula. The game is set in the remote community of Lizard Breath, Arizona, whose peaceful existence is shattered when a mutant lands nearby, and a spate of disappearances lead to the inevitable conclusion that "there's... something... out there..." It's up to you, the local young scientist (and, of course, your girlfriend who can't run more than five yards from a porcupine monster without falling headlong over a blade of grass) to uncover the mystery and destroy whatever hideous freak of nature is behind it. We're promised the usual doses of superb graphics and sound, even in the ST and C&G dos versions which should be along by the end of the year.

RELEASED: JULY (AMIGA), CHRISTMAS (ST, C&G)
PRICE: AMIGA (35.99)



the money and the exploding rocks to the weapons shops. The multi-direction scrolling is pearly smooth and the game as a whole looks reasonably impressive. Let's hope the standard is equally high on the other conversions.
RELEASED: ALL FORMATS AUGUST
PRICE: TBA

GHOULS 'N' GHOSTS

US Gold

Aren't US Gold making a good job of their latest set of Capcom conversions? First we had Forgotten Worlds, then Black Tiger, and on the horizon is Ghosts 'n' Ghosts, which from what we've seen, is going to be every bit as good as the former pair. The game is the sequel to the classic shoot 'em up, Ghosts 'n' Goblins, and casts the player as a knight in shining armour, sailing forth to rescue his favourite princess from combustible zombies, uncompromising demons, scaly wyrms and other nasty supernatural. US Gold are using their best endeavours to make sure the gameplay is as close to the coin-up as possible, and as you can see from our ST and Spectrum screenshots, programmers Software Creations have worked hard on keeping sprites and backdrops true to the original.

RELEASED: NOVEMBER
PRICE: TBA



BEAST

Psygnosis

Putting the woad up crowds of mazed journeys at a recent Psygnosis press bash was this upcoming 16 bit arcade adventure which looked like their best game yet in the Barbarian/Obliterator/Beal line. The Beast of the title barks, punches and blasts his way through four areas of scrolling landscape

which contain loads of sub-locations to explore, adventure style. The graphics are utterly drool-worthy, with beautiful backdrops and silky-smooth, 13-layer (freeow!) parallax scrolling. David Whitaker has put together some beautifully eerie soundtracks whose sampled wood-flute tones had sweet-toothed pundits reminiscing about past

Fry's Turkish Delight commercials. So — amazing graphics and sound, but will it play as well? Seems we'll have to wait a month or two



SUPER SCRAMBLE SIMULATOR

Gremlin

You've seen our fab competition, now read the preview! Race your maddy motorbike against the clock over five levels of increasingly difficult, rough-riding courses. Slippery logs, loose rocks, 45 degree hills, skips full of water and other Kick Start-ish obstacles stand between you and the finish line, making life horribly difficult and death horribly painful. It looks like it's going to be a million laughs, and of course, don't forget that any C+YG reader who buys the game could win a nifty Honda scrambling machine of their own. Check out page 44 for further details.

RELEASED: MAY
PRICE: ST/AMIGA £19.99
SPECTRUM/CDI
ANSTRAD £9.99



STOP! LIKE GET STUCK... BLOOD! MESSY. LOTS & LOTS.

until all the gameplay is crammed in before we find that out.

RELEASED: JULY
PRICE: AMIGA £24.99

ORIENTAL GAMES

Firebird

Woo-wee! Chop-choy city is on the road from Firebird, in the form of what they're calling "the Ultimate martial arts fighting simulator". That's 'fightin' talk, and no mistake, but we're promised beatings and beatings in four tough sports. There's "King Fu" (says the press release — actually we think this is meant to

say "Kung Fu", but we do like to have a laugh at Firebird's expense now and again), Hollywood Rules ("does it? arf arf?"), Samo Wrestling and Karate ("Man who! Sorry, we'll shut up now.") Beat 24 other competitors at the four sports and who knows, you could be "Grand Master". Great, eh? **RELEASED: ALL FORMATS AUGUST PRICE: TBA**



HARD DRIVIN' Domark

Another first for C+VG! Here's a very, very early screenshot of the ST version of Atari's arcade driving sim, currently in the capable hands of experienced vector graphics programmer Jürgen Friedrich (he who allegedly programmed the Star Wars conversion from memory). The drive around the demo track, and a few whizzes through the loop-the-loop were enough to convince us that Hard Drivin' is gonna be hot-hot-hot. The look of the arcade game has been faithfully reproduced, but will Jürgen be able to keep the action fast? We'll be having regular updates on Hard Drivin's progress in future issues so, as the saying goes, watch this space. **RELEASED: CHRISTMAS PRICE: TBA**



JAWS SCREEN 7

Just when you thought you'd never see a "just when you thought it was safe" line in connection with a certain Spielberg film about hungry sharks, along comes the game of that film, from new boys at Screen 7. Mayer Yaught is in a bit of a strop because there's something chewing on tourists swimming off his beaches, and he wants you, Police Chief Brody, to do something

about it. Brody has to go on an underwater search and destroy mission, hoping to track down Mr. Shark before he scares all the punters off the beaches. Sounds exciting, doesn't it? You can get your hands on a copy soon, on ST, Amiga, Spectrum, C64 and Amstrad. **RELEASED: JUNE (ALL FORMATS) PRICE: ST/AMIGA £19.99, SPECTRUM/C64/AMSTRAD £19.99**

BATMAN — THE MOVIE

Ocean

The Dark Knight returns in Ocean's third bat-game, based on the upcoming film starring Michael Keaton as Batman, Jack Nicholson as the Joker and a restyled Batmobile (but no Robin). The Joker is up to his usual high-spirited crimes, this time threatening to kill the population of Gotham City with nerve laughing gas. Only the Batman can save the city, and he starts his investigation in the Joker's chemical factory where he has to find a nerve gas sample so he can make an antidote. As he loops and swings around the platform he is constantly beset by evil henchpersons. If he should find a sample Batman has to get it back to the Bat Cave for analysis. The Joker is in hot pursuit, though and he chases our



hero through the scrolling streets of Gotham City. After analyzing the gas with the batcomputer, Batman takes off in the Batwing, neutralizing balloons full of gas as he swoops over the city. The final confrontation takes place in Gotham Cathedral, where the Joker is either defeated or the death warrant of Gotham City is signed. Dramatic stuff indeed! What we've seen of the game looks mighty promising, and hopefully judging by the screenshots, you'll agree. The film and the game are due for simultaneous release so you can enjoy both at the same time (if you think you can stand it).

RELEASED: AUGUST
PRICE: AMIGA (\$34.95), ST £19.95,
SPECTRUM/C64/AMSTRAD £9.95

THE LOST PATROL

Ocean

This is Ocean's venture into the Cinemascope genre of games, which is based on the adventures of a bunch of US soldiers lost in Vietnam after their plane crashes. You take command of the troop, and have to make the

decisions which will get them to their delegated position on the front line. Backing the strategy action are some beautiful animated pictures, some of which are very



Apocalypse Now. Between bouts of decision-making, there are arcade sequences in which you have to negotiate minefields



and gun down marauding enemy soldiers. Lost Patrol looks like it will be a very smart product, but will it really outclass the Cinemascope stuff? Why are we asking you! RELEASED: ST/AMIGA END OF SEPTEMBER
PRICE: TBA

UNTOUCHABLES

Ocean

Another of Ocean's licenses, this takes the form of a shoot 'em up with five varied sections. Eliot Ness and his squad of Feds are after Al Capone and his mob, but to nail their collective asses they have to collect evidence from each level. The gangsters aren't too keen on this so they're armed to the teeth with rapid fire visible cases, and they're pointing them at our hapless G-Men. So it's



BLOODWYCH Imageworks

Deal player role-playing fun is the name of the game in Bloodwych. A split screen lets one or two parties of adventurers explore the corridors and dungeons of a castle, working together or in opposition. Somewhere therein lie four crystals which could create eternal love, peace, happiness, etc, or bring the universe down with a never-ending hail zone. Of course, the castle is jammed solid with monsters to slay and handy bits and bobs to solve puzzles with. It certainly looks and sounds a bit good, and Imageworks promises that "If you liked Dungeon Master, you'll love this." Can it be true? A game as good as Dungeon Master? We can't wait!



RELEASED: END OF JULY
PRICE: ST/AMIGA £24.95
SPECTRUM/CM/AMSTRAD £8.99

HAWKEYE Thalamus

After heaps of success with their 8 bit games, Thalamus are about to release their first 16 bitter. Expert Software have converted the 'Boys Without Brains' scrolling platform shoot 'em up to the ST and Amiga and the game is due out at the end of May. Thrill to the rave as you receive parallax scrolling level Screens at the horror of prehistoric behemoths, alive and hungry for the



parts of your flesh! Gasp at the naked female ... or, no, that's something else...
RELEASED: NOW
PRICE: ST/AMIGA £29.99



CHASE HQ Ocean

Motoring onto your computer at Christmas is Ocean's conversion of the Taito coin-op. In the game you're at the wheel of a speedy auto, in hot pursuit of suspected felons who aren't going to hang around while you ask "Is this YOUR car, sonny?". Flashing your lights and woo-wooling a bit doesn't work; the only way you'll get them into custody is by knocking their car off the road. The arcade game is ripping stuff, as is the Spectrum version, a demo of which we've seen with our own eyes, and which is depicted here. It's fast, it's smooth, it's practically a monochrome version of the arcade machine, with whapping graphics shifting about the place as if they're on motorised castors. If this isn't the best ever Spectrum arcade conversion when it comes out, we'll find someone with a hat and eat it.
RELEASED: ALL FORMATS, CHRISTMAS
PRICE: TBA

time to get out the government issue revolvers and mete out some lead-flavoured justice. What we've seen of the Spectrum version seems to fit in with the phrase "bloody marmelose", but check out an

imminent issue for the definitive review.
RELEASED: ALL FORMATS END OF OCTOBER
PRICE: AMIGA £24.95, ST £19.95, SPECTRUM/CM/AMSTRAD £9.95



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*Let's just hope we don't run out of space again eh!.

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