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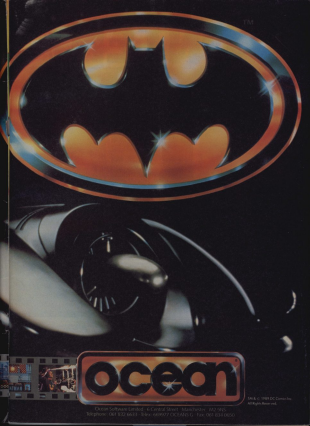


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KONIX HERE AT 8 LAST

After months of anticipation, the Konix Multitystem has arrived at last. We give you the lowdown on how the console works, and we've also got screen shots of the best four Konix games. Check 'em out.



EDITOR JULIAN LEAD
WALKER
Julie recently got taken to the old Tinseltown by the name of Giorgio, but he reassured her with the confidence that's effected his games playing abilities.



ART EDITOR ANDREA WALKER
Andrea's been making artwork for a long time, and by the looks of her production for having to finance. Fortunately she hasn't been getting any less friends at all.



STAFF WRITER PAUL GLANCEY
The month Paul's been having a very good of the experience of the world for his way when he has delivery of a horse from the UK.



ADVERTISING MANAGER
Osman Browne has been working for the magazine for a long time.

CREDITS

THIS MONTH'S COVER: Jerry Paris.
EDITOR Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ART ASSISTANT: Osman Browne ADVERTISING MANAGER: Nigel Taylor DEP. ADS. MAN-

MEGA COMPS THE HOTLINES

24
A PC Engine, copies of Soldier, a fat-goodie bag, and £180.00 of software are all up for grabs on our amazing C+VG Hotlines. Don't let us slip and just listen...

A LEGENDARY COMP

52
Wow! A tape video cassette recorder and a copy of the Jason and the Argonauts video is first prize in this comp with a mythological twist!

POWER COMP

90
Three mega first prizes of PC Engines are up for grabs, as well as twenty joysticks from Power Play in this unbelievably simple comp.

GO TO MOSCOW

95
In this simply incredible competition you can win a trip to the circus. Not any circus, mind you, but the Moscow State Circus in Russia! And you can take a partner! And you also get seven days' sightseeing in Moscow!



BOMB IT!

104
Aviation fans going completely bananas, and have a massive 180 (pound) 'em model aircraft on offer in this Bomber comp! Whoooo! Boom!



HOLOPREVIEWS

25
It's time to have fun! To display your Holo-previews, and also have news on what other amazing Holograms will be FREE on the cover of C+VG! You just won't believe it!

PLAYMASTERS

27
Just had a veritable glut of lovely books and toys, including a complete guide to Winning War, Lords of the Flying Sauc, Thunderbirds and War in Middle Earth. And there's the Highscore too!

ARCADES

100
Five hot new coin-ops are revealed this month, including Boston II, a brilliant 3D shoot 'em up called Aquaticus, and Rambo III. And we've got the Official UK Highscore Table too!

PREVIEWS

122
We've got a special section for you this month, featuring a special look at the new and improved... well, you know the drill! It's a special section for you, featuring a special look at the new and improved... well, you know the drill! It's a special section for you, featuring a special look at the new and improved... well, you know the drill!

MEAN MACHINES

108
The completely amazing conversion of Ghosts 'n' Goblins is exclusively reviewed on the Sega Megadrive, and we've also got the first Megadrive football game, World Cup Soccer. For PC Engine owners we've got a review of Tekken, a new Space Harrier clone.

THE OTHER STUFF

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BUSSIER





KONIX HERE

The long-awaited addition to the swelling consoles market has just about arrived. From October, the Konix Multisystem, which could possibly be the best home games machine yet, will be in stores across the nation priced at just over £200. Paul had a Gleansey at the machine...

INCREDIBLE SPEC

On paper at least, the Konix slips the floor with every other console, and some of its features even put the wind up powerful 16 bit home computers such as the Amiga and ST. Check out the specifications box below and you'll see that for the price, it's technical specification is outstanding.

State of the art custom circuitry put the Multisystem's graphics and sound capabilities beyond even the Amiga. Like the Amiga, the Konix has a better chip which can shift large graphics around the screen at speed, but unlike the Amiga, the Konix hardware can mix sprites and vector graphics with equal ease making it even more flexible from the programmer's point of view.

The machine is equally well catered for sonically. The audio hardware provides high quality 28 channel stereo sound on a pair with Yamaha's DS-7 synth CD course you can listen to the Konix through the TV, or, even better, you can plug headphones or a stereo amplifier straight into the jack socket on the back of the machine.

SHAKE, RATTLE AND ROLL

What puts the Konix Multisystem even further ahead of the field are its vast range of control options. A micro-switched Konix Navigator joystick comes with the package, but even more exciting is the innovative analogue steering controller which can adapt itself to suit three different game types.

For burnin' up the highway on a motorbike, the controller can become a pair of handlebars, but better the ends of the handlebars up and you have a yoke, perfect for flight simulation or Formula-1 style games. You can also slip a plastic steering wheel over the yoke - plug in the supplied foot pedals and you have the ultimate driving experience! For even more realism, the controller has solenoids inside it, giv-

ing it the ability to shake in your hands should you drive over rough ground or rise five into a runway.

However you configure the controller, two independent fire buttons always fall easily under your thumbs and on the right of the console, there's an analogue lever which can double up as a throttle or a gear shift, or indeed anything else Konix programmers can dream up.

NOT THE COMFY CHAIR

Other hardware add-ons on the Konix include a light gun with recoil action and rapid fire machine gun mode, which will sell for around £40, and the much heralded Space Harrier-style hydraulic chair.

This luxury item will cost just over £200, but should be the most fun piece of hardware ever devised for a home system. There are even plans for a plug-in exercise bike for fitness-conscious gamers to ride into the sun set. Who says computer games are bad for your health?



EAT LAST



▲ Hammerfall by Visual Images.



▼ The Multisystem and its great TV graphics.

THE GAMES

With such amazing hardware, many software producers have expressed interest in producing software for the Multisystem. Last month we told you about Hammerfall's superb Attack of the Mutant Gamels, and Hammerfall from Visual Images, but Konix are hoping to launch at least 20 titles alongside the machine when it is released. Here we have pictures of Last Ninja II from System 3 and Star Ray from Logotron - two conversions, both of which easily match their home-computer counterparts in quality.

At the moment there's no news of any arcade conversions for the machine - strange really, considering its specifications it sounds an ideal machine to convert coin-operated.

Konix software will come on prototype 3.5" 800K disks which just slot

▼ Star Ray - Logotron's superb Defender variant.



▼ Jeff Minter's Attack of the Mutant Gamels.



into the built-in drive, as well as cartridge, and will cost between £15 and £20. If the Multisystem gets the software support it deserves, it has the potential to be a real world beater. Keep watching the mag - we'll be keeping you posted...

▼ System 3's Last Ninja II.



MULTISYSTEM SPECIFICATIONS

ON-BOARD MEMORY 256K
 GRAPHICS RESOLUTION OF 640x360 PIXELS
 COLOUR PALETTE 4 096 COLOURS
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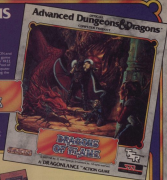


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JOYSTICKS ENTER FOURTH DIMENSION

Special guest star in the C+VG Free Joysticks Spot this month is Fourth Dimension's Rapier. It's a chunky beast, designed for table-top stability rather than hand-held comfort, and even though the Rapier shares those ph-d pad/mouse-switched movement mechanisms, it remains remarkably responsive (it's become a firm favorite of C+VG joystick jocks, Paul and Jax). The fire buttons (which are microswitched) are so sensitive that Fourth Dimension reckon the addition of an auto-fire switch would be superfluous. Its steel shaft and rugged construction mean it'll survive even the largest Disney Theme park Rums A Looz! They reckon with even the craziest



wagger at the helm.

At £14.99 (RRP) it'd be great VFM, but to you, the C+VG reader, Mr Jones is prepared to let them go at a for an extra special introductory offer price of only £10.95 (inc p+p) So, if you feel the need for a brilliant traditional

stick that'll last for dinkier's years, send a cheque payable to Fourth Dimension Computing Ltd to Fourth Dimension C+VG Stock Office, Fourth Dimension Computing, Unit 8, Lion Las Workshops, Stavens, West Glamorgan, SA10 6RP.

SATELLITE TELLY

Broadword, the team that brought you ITV's award-winning fantasy RPG, Knightmare, are now working on a new TV show for screening next year on British Satellite Broadcasting. Appropriately enough, the programme is called *The Satellite Game*, and is set inside the Engine, a huge computerised realm orbiting the Earth. Teams of three players guide a robot called Larry into Engima, solving the problems it sets in an attempt to convince it that there is intelligent life on Earth and allowing everyone up would be a pretty bad move.

Like Knightmare, *The Sat*

ellite Game makes heavy use of computer graphics. The sets are all produced on a mega graphics computer, and at certain points in the game, the players get a 3D view through Larry's photovision. This bit has been designed by the esteemed artist, inventive and user than Perspective system to provide full perspective views of the Engima's interiors.

So, if you reckon you could put together a team of three 11-16 year olds to take on the Engima challenge, Broadword want to hear from you. Write for an application form to Broadword TV Productions, Anglia TV, Anglia House, Norwich, NR1 3JG.

IT'S SHOW-TIME!

It's that PC Show time of the year again, and across the nation things are proceeding apace for this industry mega-event. Venue for the show is once again Haris Court, and Joe Public can get it on Saturday the 30th of September and Sunday the 1st of October, for the princely sum of £3.50.

Who's going to be there? Well, there's the whole mad-dog bunch of us for a start (Even Andrea 'The Kicker' Walker has promised to be there, on the condition that she gets a separate booth to sell Avengerz and Kisses from).

Amongst the main attractions will be the usual whooper of an Ocean stand, which is guaranteed to be packed with Mainzigs. They'll be showing off their conversions of Chase HQ, Cabal and Operation Thunderbolt, as well as Balman (yay!), Beach Volleyball, Lost Patrol, Iceforce and P-29 Retaliator (pre-viewed this bit).

Co-op converters Acclision are also planning to

pack their stand with recent arcade licenses. Expect to find plenty of the following: Galaxy Force, Power Drift, Attested Beast, and their two latest signings, Atomic Power Kid and Ninja Spirit - all on free play!

Co-op's in large quantities will also be making an appearance on US Gold's stand. They were loathe to give away details, but a spokesperson promised that the stand design would be something very different - "It'll be well worth visiting", they say.

High Masterdoms are also planning a massive stand, with a 16-screen video wall on which they will be showing off their upcoming releases. As well as being able to check out the latest Edge games (and play the Super Monaco Grand Prix and Power Drift coin-ops), you should also be able to see the conversions of Shinobi, Ninja Warriors, Double Dragon II and Continental Circus.

GAZZA'S FOOTAH

Who's this chunky young son of a striker? Why, it's Paul 'Gazza' Gascoigne of course, star of Tottenham's marquee FC and now of Liverpool's upcoming body game, which gives under the well so glass life of Gazza's Super Soccer. Apparently, what distinguishes it from the multitude of similar games is the control method, which lets the player take free kicks and other set pieces as well as choose which team member he's controlling off the ball. A Goal-o-meter even gives you control over the spin your foot is applying to the ball. And in spite of all this, Engima claim the game's joystick control will be "rather simple and intuitive". Goodness! How will they manage it? Full story - next month.



Saint & Greavsie

The Ultimate Soccer Trivia Game

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Saint & Greavsie is a 1-2 player soccer Trivia game based on the board game endorsed by Ian St. John and Jimmy Greaves. With a choice from 3 categories - HOME, AWAY or GOSSIP, each with a varying degree of difficulty and with over 2000 questions to answer, this is your chance to test your knowledge of football. Choose a player and a team to represent you and he will be shown taking a penalty when a question is being answered. The outcome of which will depend on whether your answer is correct or not. With excellent graphics and music and with digital replays on the 16 bit machines, this is a trivia game to test anyone with an interest in football. A must for all football and trivia fans. As Jimmy Greaves says "It's a funny ol' game".

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Mindscape Corporation



Continuation: Amiga screenshot

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10000, 10000, 10000, 10000, 10000, 10000

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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 flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE MARKS

85+
A C+VG hit! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that might even appeal to the most ardent fans.

1+
Ugh! Binary savings that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-up conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring

brains, but doesn't mind the odd blaster.

GORDON

HOUGHTON

EX-ZEAP! He edits who loves games of all sorts, but blasters are tops in his house.



REVIEWS

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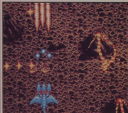
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C+VG HIT! REVIEWS

BATMAN 18

Dean's game of the incredible Batman gets a HIT! review!

SIM CITY 42

Create your very own City and watch it flourish in this amazing game from the Bates.

MYTH 50

System 7's latest is a graphically stunning arcade adventure with a mythological theme.

F15 II 55

This fabulous flight/combat simulator incorporates the most realistic 3D view ever seen!

BOMBER 86

Take to the skies and become Top Gun in this thrilling game ball simulator.

GHOULS 'N'

GHOSTS 116

An incredible Negative conversion - it's arcade perfect!



ARTIST 87
RAINBOW WARRIOR 83

PC
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PC ENGINE
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MEGADRIVE
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BY OCEAN



Batman is surely one of THE biggest movies of all time. It's everywhere. And now you can even play the role of the caped crusader himself and battle the evil Joker in the dark and grimy streets of a computerized Gotham city!

Batman the Movie is Ocean's third Blu game, the previous two being licensed from the DC comics. It follows the plot of the film very closely, with five levels adapted directly from scenes in the movie. The first level is a multidirectionally scrolling platform game set in the massive Ace chemical factory. The objective is to reach the end of the level and confront Jack Napier, the leader of the villains, and stop him.

Between you and him are a myriad of hazard-parked screens. Jokers are shot out from broken pipes, acid drips from the ceiling and marauding badies open fire with pistols—all wear down Batman's strength and he only has three hit-lives.

Batman is armed with a batwing and batrope which he can fire in the roof and climb himself up to the next screen, or use to swing across gaps in the factory floor. He can even fire a

batwing and knock them out, rather than having to engage in a fist-fight at close range.

Level two puts you behind the wheel of the batmobile as you race down a steadily congested horizontally scrolling road and attempt to escape from the Joker's van. Every so often you have to take a sharp left turn by either slowing down and skidding around the bend, or by extending the bat-look to catch a fairly pass and swing you round the corner at top speed (timing is crucial for this move -

miss and you smash into the wall. Fail to turn when indicated and you crash into a police road-block).

The third level is a mini puzzle game. The Joker has poisoned three household items,

and you have five minutes to work out which of the ten are deadly through a game of elimination, rather like the old board game, Mastermind.

Sort out the poison, and it's time to fly the Batwing. Gotham City control is in progress, but little do the onlookers know that the Joker has filled the balloons straddled to the fans with nerve gas. Batman leaves though, and this is the Batwing's chance to shine. The Batwing dives the scrolling main street and cut the balloon strings so that the balloons fly harmlessly away. This balloons, or run into them and energy is low.

The final confrontation takes place in the Cathedral, which is a similar platform-type game to level one. Again the map is vast, and tracking down the Joker takes time, as well as a little cartography. I'm not going to tell you what you have to do at the end, 'cos that'll ruin the film if you haven't already seen it.

To be honest, Ocean could have produced a marvelous Bat-

▶ Swinging through the Ace factory. Where's that Joker?



▶ Swinging bullets on the Bat-rope.



SPECTRUM £9.99

GRAPHICS	88%
SOUND	85%
VALUE	88%
PLAYABILITY	92%

A beautifully crafted film like which fully captures the excitement and atmosphere of the movie.

OVERALL 92%

C64 £9.99

The same gameplay as the Spectrum, but with improved graphics and a first-class, atmospheric sound track.

OVERALL 92%

UPDATE

The Amstrad version is coming along nicely, and will have the same gameplay as the Spectrum, but better music and graphics. The 14 bit version one looking amazing - check them out in the previews section of the back of the mag.

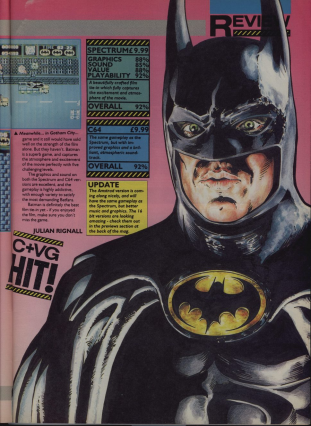
▲ Meanwhile... in Gotham City—game and it still would have sold well on the strength of the film alone. But they haven't. Batman is a superb game, and captures the atmosphere and excitement of the movie perfectly with five challenging levels.

The graphics and sound on both the Spectrum and C64 versions are excellent, and the gameplay is highly addictive, with enough variety to satisfy the most demanding Batman.

Batman is definitely the best film to see yet - if you enjoyed the film, make sure you don't miss the game.

JULIAN RIGNALL

**C+VG
HIT!**



MINI

Release Date: 25th October



Mail Bag



By popular demand... YOB's Mailbag gets even bigger! Yes, since you readers are sending in so many letters, we thought it was only fair to expand the section to include even more of your stuff. If you've got anything interesting to say, be they questions, complaints, jokes, silly things, sensible things... or even have pics or cartoons, send 'em in to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a whopper bag of software and a T-shirt on offer for the best letter of the month, as well as mini goodie bags for the best of the rest... What are you waiting for - get writing. Or YOB'll smash your head in.

COMPUTING ANIMALS SHOCK

Dear YOB, I am writing with some urgency and concern after reading the letter by the Gno user. This letter highlights the fact that many animals (especially the canine breeds) are getting involved in computing. Too many animals these days are turning into computer junkies. Let me point out some startling facts:

1. After the stock market crash, 4,000 dogs in New York alone were found dead beside their porches windows after committing suicide. In most cases an

open "Financial Times" was found in their apartments.

2. Over 25% of dogs are hooked on computing, and as a result of this they are not going out, swimming or mating. This in turn is reducing the dog population dramatically, and lamp-posts are drying up.
- I would like to offer some advice to pet owners.
- A. Never let your animal play the computer for more than 30 hours a week. Instead, encourage him to go in for water skiing, hockey and ice skating.
- B. Never feed him after midnight, or let him near water (WHOOPE! wrong script).

So... animal lovers, be warned. Bryan Masterson, RSPCA, Lincoln Branch
YOB: Don't worry. The men in white coats are on their way.

IT'S NOT ACE

Dear YOB, I recently read a magazine different to C+VG (which is the best). It was the computer mag ACE, which is totally rubbish. It had a review of Sega's new game The Beast. It was almost exactly the same as C+VG's and guess why? Julian GALT (Signal reviewed it, he's a traitor, so get rid of him quick before ACE get to know about your mega ideas. Matthew Pidgeon, Litchfield, Staffs.

YOB: It was Mashallah, Gary Williams, who is now Ad Manager on ACE, told me that if he didn't do a couple of reviews for them, he'd come and sit on him. And since that's a tale worse than death, he just couldn't refuse...

GO CARTING

Dear YOB, I own a Commodore 64 and an Atari 500X. I was wondering if cartridges ever existed for the Commodore? If so why have I never seen them and why is there a cartridge slot on the back of the computer?

I also was wondering why these aren't very many games for the Atari 500X.

There are only a few software companies that cater for the computer like Zappala, Atlantis and Bug Bytes, which produce rubbish games anyway. Can you tell me why this is? Surely it isn't unpopular. Can you print more information on the Atari 500X? Scooch, Clewiston, Windsor, Berks.

YOB: About seven games on cartridge were manufactured for the Commodore 64 when it first came out back in 1982, but since tapes are far cheaper and easier to produce, software houses opted for this media very soon after, and 64 cartridges never appeared again. The Atari 500X is compatible with all normal Atari 512k computer software, and there's plenty of games available for it on both cartridge and tape. The best people to

speaks to me *Silvia Sleep* in Sidcup, Kent. Call them on 01 360 3366 and somebody should be able to help you track down some new games.

KUNG-FU CRAZY

Dear YOB, "Kung-Fu Crazy - Shinobi" Are the C+VG team, crazy? Saying Ninjas do kung-fu - aaaaah! Mine's do Ninjas from which the word Ninja comes from. It takes no genius to work that out does it?

Julian Pignall said, "Shinobi... a repertoire of kung-fu moves", it's had better words for words or he will find a shinobi embedded in his skull! Mind you, his MAC suggestions might come from playing *The Art Kung Fu* which has Shunkin, Korfas, Kunstrucka, etc in it. If we please tell me, it not be had better apologise for the guys between *The Art Kung Fu* to me and Segal!

Paul? You've got to meditate or it's got means" S, Halifax, West Yorkshire.

YOB: Come, come, Grasshopper, Julian said "kung-fu" generically, since everyone understands what kung-fu is. If he started jabbering an about Ninjas, nobody, apart from you Ninjas out there, would have understood what he was talking about.

WRONG SHOTS

Dear YOB, In your last issue you had the *Bombjack* screen shot where the initial screen shot should have been and vice versa (see this as a secret code!). Barry Allen, Ayrshire, Scotland.

YOB: Yes, it was a comp and you win a quill-tipped no-price which will be teleported to you when teleports are invented. How go and do something more constructive...

SEGA COMPATIBILITY

Dear YOB, I am writing to tell you that I am thinking of buying a 16 bit mega drive. But what I would really like to know is, can I use the Light Phaser and the 3D glasses on the new 16 bit mega drive, because me and many more of my mates would like to

know.
Damon Stuchbury, Norwich, Felton.

YOB: Well, you and many more of your mates will be disappointed to hear that you can't.

DEFENDING EUROPE

Dear YOB, Regarding your suggestions in the July issue of the latest greatest, and stonkingly fabulous C+VG mag, I have decided to write to you and give you my strongest views about English programmers, so here goes:

1. Our software is usually the most original judging by the quality of other countries games.
2. It's our programmers that set the standards.
3. The Americans (with their 16-bit games) don't even give us a run for our money (unless we're running away, that is).
4. The Japanese write jolly good games, but unfortunately their characters (written ones) tend to get in the way, either on screen or in the instructions.
5. Mr Johnson, Norway, deserves a smash across the legs for his input to our chess, "Master games", he! It's people on the comment that ruin our software marked by hacking and ripping us off like crazy!
6. As for Europe, at least we don't come up with such little game as *Wing Construction Kit*.

Maybe if we work together, the combined powers of British and European programmers would be used to create a "European" - then look out Yankies!

James Plawinski, Southwell, Nottinghamshire.

YOB: I wouldn't say that UK staff is the most original - look at all the licensed stuff out there - but UK programmers are certainly capable of producing excellent original ideas. Japanese software is great - their conversions are always top-notch. You can't really put them down for occasionally using their own language in their games, can you? As for the hacking problem in Europe, I have very strong opinions on this. Please see the lettering afterwards on the bot-

tom of the computer industry, it's illegal and it stinks, and there's nothing that can be said to justify it. Please write to me at their own risk...

WHAT????

Dear YOB, I'd get straight to the point, why is it an every competition you never anywhere on the page print an address to send it to. Be please could you print the address from now on.
P.J. Sturges, Wellingborough, Northants.

YOB: There is always an address on every competition page you test. Perhaps if we printed it in braille, you'd be able to read it?

AGE OF AQUARIUS

Dear C+VG, Since our last letter we have upgraded from the Qix and are now proud

owners of an *Aquarius* (which we found at our local church rummage sale) - a ship at 2900 including tape deck and five free games. The last owner, a dyed-in-the-wool, told us how she learnt to spell on it with the help of its marvellous rubber keys. We are currently having trouble learning the subtle complexities of Houraria BASIC as the FOR...NEXT loop commands are causing us a great deal of bother. Perhaps the *Aquarius* owning public could help us out?

Anyhow, the reason we have written again is to complain about a letter from Mr James Clark (issue 68) concerning the lack of coverage of "old" computers. We believe Mr Clark must be a complete no longer not to have noticed the amount of custom-made engineering we still getting great enjoyment writing blockbuster

DIY SUICIDE

Dear YOB, I'm writing in to tell you all you stonkingly C+VG readers about a new DIY project to try on your home, but before that I would like to congratulate Mr Clark on his latest creation, the 2099. Yes, you have to head it to the man for producing a gorgeous little box with a totally wireless keyboard, memory capacity and disk and while floppy, it's best products particularly well on this whole computer to *Shunkin* guide.

Project 1 - The Terminator

Have you heard of the laser you put on the dash board of a car that makes noises to help football drivers pretend they're blasting the crap out of the car in front as a "flag" head-up?

Well here it is for the home more, but this one not only helps you pretend that you're mauling up the computer it actually does it for you - stops mind and stress relief as you need for this invention is some wire and a piston. Cut the wire into bits and put a bit on either side of the piston. Simple cardboard one wire to the hole central of a mini cutter and the other to dry one pin on the CPU, and when you get really pissed off with a game, just press the piston. Stroke will come from the user pin, and in a few seconds the computer will explode, leaving the bits of Mark Chubbak all over the room.

Project 2 - The Cheat Machine This amazing idea will give you infinite anything you want in any game. All you need is a small machine, preferably one with a 16 bit microcontroller and a small screen, a mouse, loading it game, use the microcontroller to interface the keyboard. When the game has loaded, repeatedly shake the machine of the computer until something dramatic starts to happen, hopefully infinite lives or time etc. I would like to see the project has not yet been perfected, and may not work best time, especially if you can't read the keyboard, but if this problem occurs, simply hunt the computer it is well, probably a broken one, and use the same effect as this has a hammer. Well, all I have left to say is that C+VG is a stonking good magazine, and if anyone wants to do their own computer for research projects I will be happy to do so.

Richard Head, Pinstock, Northamptonshire.

YOB: Well, Dave Head, it certainly looks like you can give a computer a damn good PC-King, but Richard it must be very machine expensive. Have any of you other readers got useful hints and tips like these? If you have, please write in - there's a T-shirt and software on offer for the best tips printed!

Mail Bag

What's new?
Age of the
CPU?



games in its 1K RAM.

Another pain Mr Clock brings to light is the price of computer software. In our part of the country, people who cannot afford such necessities as computer software get something called a "303," but this idea obviously hasn't caught on in South Yorkshire. So, Mr Clock, stop whinging and filling this magazine with useless letters - that wasted paper would have no doubt come in handy in some Third World Country.

Moving on from Mr Cap's effort, we have just finished writing a wholly original game for the Aquarius called *Space Invaders* and would like to offer an exclusive tip to C-V-G-1: There is cheat mode. You can advance a level simply by shooting all of the aliens (in any order).

We are extremely worried about the SGA Virus. Can it spread to the Aquarius? Yoda thinks he has caught it after stating a keyboard with someone from San Francisco. Is Lemnig a possible cure? Please answer to these questions as it is extremely difficult to program with a keyboard stretched over your hands.

We think that the bug report idea is *True Blue* (as US German speakers would say) and have spotted a very serious programming fault in the Amiga version of *Barbarian* by Palace. We found out that in the event of a power failure you lose all your lives and the game must be reloaded. I wonder how many of your other readers have spotted the bug? Thank you for reading this important document.
Dawn Vader and Poole of

TAC - The Aquarius Club, Wigham, Essex.

YOB: Letter of the month and no mistake. Just like my belly button, I'm at a loss for words. Seven tons of Aquarius software and two astonishingly fat C-V-G-1 shirts are an Irish way. Please write again soon... and may the force be with you.

SUPERNATURAL?

Dear YOB, How come when I buy a game and then I get C-V-G-1 either reviews it or its in the charts? Do we have some psychic link from my Amstrad to your stinking great mag?

Dave, Boston, Lincolnshire.

YOB: Yes, it's one of those completely and utterly perplexing phenomena that will never, ever be explained.

AN OAP OPES

Dear YOB, I hope you don't mind if I call you "Master YOB", because, but YOB or YOBBO makes you sound like one of the nasty skin-heads you see at a London tube station.

Anyway, I've got one of those console things, a SEGA, what'd it play when I'm not in me in-shard going apples. Well I was wondering, you being an expert and all that, if you could give me some advice. I suppose she think I'm a mad old woman, and the only advice I need is psychiatric, but please tell what you think are the best five games to buy for the console?

By the way I think the way to meet young Garry Williams is under. You've even got me



grandson Albert teasing him. The other day he said to me "Granny, if Garry Williams from C-V-G gets any fatter, the police could use him as a road block."

How I kid old Albert can tease our Garry anyone can, so this must stop! I place a writing post that next month some cruel person will make a joke about his plumpness. Lots of love,

Quincy Smith (who prefers to play her SGA's, than give them a good preem-apply)

YOB: Well, dear, I think *California Games*, *8-Type*, *Galaxy Force II*, *Shinobi* are all great - although I'm sure that others would disagree. And the Sega certainly does beat Apple!

FRUITY INTERFACE

Dear YOB, You'll be pleased to know that I'm not going to start off by begging you for a C-V-G T. Shirt... a Thunder-blast arcade machine will do! Now, seriously, I would like you to answer a fairly technical question - if I connected a Spectrum up with a pumpkin would it be compatible with SGA games, or is there something else needed? Oh, and does the pumpkin have to be ripe?

Jason Whitehouse, Sheffield
YOB: What you need is a

large Amazon plugged between the pumpkin and the Spectrum, and it'll be completely Sega compatible. To make it Megadrive compatible, you have to plug a ripe submerge into the top, and POKE the Spectrum's BUS INQ RAMTOP locations 8030 and 8037. It's very easy.

GET LOST...

Dear YOB, I'm a rock hard punk so send me a C-V-G T. Shirt or visa. George Harrison, volypeters, Tyne and Moor? YOB: Rock hard punk? Show off your girly name, before I flatten your hair with a Don Martin.

SUPER NO-NO

Dear YOB, Could you please tell me if Super Mario Brothers has been released for the Commodore 64? If not, could you tell me if it will be released in the near future? I will be very grateful for your help.

Abdell Hannah, Anfield, Liverpool

YOB: No and no.

EMPTY VESSELS

Dear YOB,

Oh, we're full enough of Jaz Pignell bragging about his knowledge of consoles and coin-ops, so let's swap him out. In the August issue of C-V-G in the review of *Twin Hell*, Julian Pignell says that it's a conversion of Taito's *Twin Hell*, when it's actually Twin Cobra. Hal Hal How someone can hopelessly try to use me out on my brilliant knowledge of coin-ops.
Robert O Kiefer, Wrocs

YOB: Jaz informs me that *Twin Cobra* was originally called *Twin Hell*, and is exactly the same game - you can find some versions of the game with the original Japanese *Twin Hell* name, but they are rare. Feeling stupid now?

THE YOB

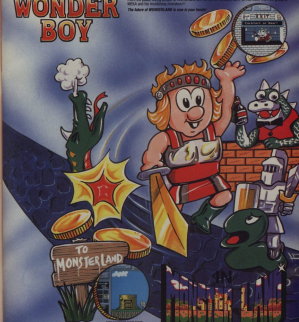
SUPER WONDER BOY

Wonderboy level! The time is an ancient civilization who maximize the benefits of creating ARKA dragon before they can return to Wonderland. Tom, Tom was on the most maddest monsters ever! Even that amazing, about vampire cats, that maddest and screaming skeletons to name just a few.

Collect treasures along the way to strengthen and protect yourself! Personal actions to set up the levels, afterwards for long-range battles and ranged attacks to fly.

There lies ahead the greatest challenge - a magnificent adventure of the force of good against evil, as only more the peace-loving people of Wonderland can to SUPER WONDERBOY in the form from the great of ARKA and his maddest... maddest!!!

The future of WONDERLAND is now in your hands!



ACTIVISION

SEGA

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World Order Publishers Ltd. New European Distributors, European Distributors, North America 1991/1992. For details, contact Sega Enterprises Ltd. or Sega Enterprises (USA) Inc. 1991/1992.

C+VG HOTLINES

LINE ONE

☎ 0898 334 150

WIN A PC ENGINE!

This is the second of our PC Engine phone-in competitions in which you can win a fabulous PC Engine, kindly supplied by the PC Engine specialists, PC Engine Service.

It's exactly the same competition as last month, so just dial the number and listen to the instructions and you could soon be on your way to winning that fabulous Mean Machine!

LINE TWO

☎ 0898 555 537

C+VG MEGA-LINE

Just dial the number, listen to the instructions, answer the three simple questions and you could win yourself £150.00 worth of games for your machine, whether it's a Spectrum, Amstrad, C64, ST or Amiga. It couldn't be simpler...

CALLS ARE CHARGED AT 36P PER MINUTE STANDARD AND 25P CHEAP RATE, AND ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

LINE THREE

☎ 0898 555 538

THE BAT-LINE

Holy Cremlol! You've read the comic! You've seen the film! Now dial the Bat-line and enter the Bat-Comp! Thanks to those lovely people at Ocean, we've got a fabulous Bat-goodie bag of two Bat-games (the game of the film, and Batman the Caped Crusader), a brilliant Bat-comic book, a giant Bat-film poster, a Bat-T-shirt, and a Bat-book of the movie on offer. Just pick up the Bat-phone, listen to the instructions and an amazing Bat-heap of Bat-gear could all be yours.

LINE FOUR

☎ 0898 555 539

STRIDER LINE

Woooo-woooo! Thirty copies of US Gold's amazing Strider are up for grabs on this phone line! Just punch up that number, listen to the instructions, answer the questions and a copy of one of the hottest games so far this year could be yours.

IF YOU'RE UNDER EIGHTEEN, MAKE SURE YOU ASK YOUR PARENT'S PERMISSION BEFORE YOU DIAL.

THE HOLO PREVIEWS



Which hologram did you get? Was it Xenon II. Or was it Interphase? Or are you an ultra-cool holo-collector who's got both of them?

Well, whichever ones you've got, here's the best way to display them. First of all, stick them in the Holobook - this way you won't get any light creeping in behind the image and the 3D effect won't be impaired.

Now find a direct light source - sunlight is pretty good, as are bright light bulbs (but not the frosted white ones). Forget neon

lights, or areas where there's no direct light - your Holopreview won't be shown to its best effect.

Hold the holo at a 45 degree angle to the light, and move it left and right, and you get the full 3D animated effect - the following diagram shows how.

C+VG IS ON SALE ON THE 16TH OF EACH MONTH - DON'T MISS 'EM.



WHAT'S TO COME

There'll be a Holopreview FREE on the cover of the next three copies of C+VG, and like this month there'll be two to collect.

- In November we're proud to present the Power Drift Holo-previews. One will feature action from the actual game, while the second will feature Jason, the character which actually drives the Power Drift car. They're looking great!
- December sees the amazing Ghostbusters II Holo-previews. See the film, then catch a glimpse of what Activision's game-of-the-movie will look like. They're going to be big - so make sure you either reserve a copy of the mag, or get down to the shop quick before they sell out!
- And finally in the January edition of C+VG there'll be Holo-previews of two of the biggest Christmas arcade conversions, Operation Thunderbolt and Chase HQ. These, we're promised, will be spectacular!

PLAYMASTERS

Here we go again, with another Playmasters magazine bulging with a great pile of hints and tips. Amongst this month's goodies is a special section on the brilliant arcade racing game *Winning Run*, which explains in-depth how to achieve record-breaking times! If you've got any hints, tips, cheats or magic, send them to me at **PLAYMASTERS**, C/O V.F. FREDDY COURT, 30-33 SPRINGWOOD LANE, LONDON SE18 3JH. There's a top monthly prize of over £100.00 of software



for the winner of the best tips of the month - this month Kevin's Ministry of Mido gets the goodies. Be why not get writing? Next month all that lovely soft-wax could be yours...

ST NIGHT HUNTER

Keep all your creatures of the night. If Van Helsing and his terrible mob of dog-goodies are causing you lots of hassle, read the following advice from Mino Amnesia...

- Only keys open doors, not swords.
- Fly and pick up a sword that unless you want Van Helsing chasing you for a long distance.
- To let Van Helsing stay at the edge of the screen and keep pressing fire. He eventually dies and you get lots of points.
- Remember, an extra life is awarded every 50,000 points.
- Always stay behind Van Helsing - he only throws a stake when facing you.
- Fly and avoid witches over water as they can turn you back from a bar to Dracula and kill you.
- Make sure you have

enough energy before flying over big areas of water.

- The best way to amount points and energy is to stay at the edge of the screen and press fire.
- The crypts can only be entered in the morning. Listen out for the bird song which tells you its time to enter.
- Avoid archers, especially if Van Helsing is around - you can crouch and they won't harm you. It's best to fly over them.
- Don't use the Werewolf mode. If you're not, you change back to Dracula.
- Avoid eagles by knocking or turning into a bat. If picked up you can sometimes escape by wiggling the joystick.
- Avoid ghouls with long tails - can hit from them and you're dead! Fly over them or go to edge of screen and avoid them!
- Vampires with crosses and bats deal with by going to next screen and awaiting on the edge of screen (screams can emerge).
- Keep your eyes peeled! Red keys can sometimes be hard to see on red backgrounds.

- Keys and swords can be left anywhere!
- Fly and walk over bridges to collect keys, as a bat can't get land to collect!

AMIGA FORGOTTEN WORLDS

Here's a quick 'n' easy tip for the brilliant Amiga classic. On the screen, type APC then hit HELP. Now press S for next shop and M for next level.

THUNDERBLADE

If you need a bit of extra help on the Sega conversion, try out this easy-to-operate tip. On the high score table type CRASH and you can skip levels by pressing HELP. Couldn't be simpler, eh?

FALCON

Pauls should find this cheat very useful indeed when they're in the middle of battle. Just press X, SHIFT and CONTROL for increased afterburner, eight sideways and a full magazine. I don't know whether this cheat

works on the Mission One, but I suppose there's no harm trying.

AFTERBURNER

Fly to the top left of the screen to avoid incoming missiles. Slow down on Levels 8 and 17 to avoid rocks, and go full speed to dodge infra-red missiles.

ARKANOID II

When all your lives are lost and the title screen comes on, hit CAPS LOCK and type MAGENTA. Press S while playing to open the gates to finish the level. Another cheat can be activated by pressing CAPS LOCK and typing DALEY when the title screen appears.

AMSTRAD

BARBARIAN

The best way to kill some of the later warriors is by doing a combination of rock chops and the web of death. Only try to stop their heads off on the first two levels. One level seven use the overhead chop. Roll into Dora to kill her.



GAME TIPS

WINNING RUN

One of the hottest arcade racing games of the moment is Namco's Winning Run. It uses filled-3D graphics in spectacular fashion to make it one of the most thrilling race experiences outside of Brands Hatch. Julian Rignall has the low-down on how best to race.



DRIVING

1 Listen to the engine and keep an eye on the rev counter. This might sound basic stuff, but it's important to keep the car righty revved - it accelerates very slowly if revs are low and other cars will whizz past you. Changing gears correctly can shave seconds off your time!

THE CARS

At the start of the game you get the choice of two vehicles, the three-speed car and the five-speed technical machine.

THREE SPEED

This is recommended to new comers. It's less powerful than the five-speed but is far easier to drive. It's virtually impossible to spin it unless you're a really bad driver, and you can take virtually all the corners at top speed.

FIVE SPEED

This is actually a simulation

of a real racing car, so as you can imagine, it's very tricky to drive. The main power means that unless you're a proficient driver, you'll find yourself spinning off an every corner. In the race itself, there are sixteen other cars to drive against, and they're all pretty hot stuff!

DRIVING

Listen to the engine and keep an eye on the rev counter. This might sound basic stuff, but it's important to keep the car righty revved - it accelerates very slowly if revs are low and other cars will whizz past you. Changing gears correctly can shave seconds off your time!



3 Race through the tunnel at top speed and keep the steering wheel straight - it's easy to bash the walls and slow the car down.



2 The first corner. With three-speed take this in third at full lock, slide around the corner and straighten as soon as you're out of the bend. With technical, change down to third, up to fourth through the bend and to fifth as soon as you're straight. If you feel the car sliding, countersteer.



4 Here, aim to clip the right-hand kerb, and use the whole width of the course to take the bend. Three-speed, take at full wheel, five-speed, change to third, fourth through the corner, and fifth as you exit the bend, and belt up the hill under the Monaco eye at top speed.



5 The next bend is deceptively sharp. With three-speed use full lock early to whizz round the bend at top speed without changing down - make sure you just clip the left-hand kerb and you'll exit the corner on the right-hand side of the track at top speed. With five-speed, change to third, then use full lock and slide through the bend, countersteering if you feel the back wheels going. Change to fourth just as you get straight, and to fifth when revs are high.

7 Race under the tunnel and head for the last bend. With three-speed corner so you just miss the wall on the left and you'll be re-qualified through the bend onto the final straight without losing speed. On five-speed, change to fourth and slide through the bend using countersteering to keep the car straight. Change up to fifth when revs are high enough.

6 On both cars, race for the sharp bend at top speed. This is the most difficult corner on the track, and you should change down to second at the last moment and use full lock. You'll hit the wall on the left, but will have enough speed to be able to accelerate away at speed. Change up the gears as quickly as possible. If you make up and hit the wall twice, change quickly to first, then up as soon as revs are high enough - you've got to move fast or seconds will be lost.



8 On the final straight keep your foot to the floor and pass as many cars as possible. If traffic is heavy, or you just want to post your can drift right and race down the pit lane at top speed. If you do, make sure you keep the steering wheel straight or you'll hit the sides of the narrow road and all your speed will be lost.

GAME TIPS

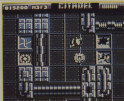
C64 CITADEL

Kenneth Henry of Enfield in Middlesex has some really neat tips for players of this brilliant C64 shooter. Read 'em and conquer all eight levels...

GENERAL TIPS

Know your enemy! Keep a list of the enemies written down, or make sure you have memorized the characteristics of your adversaries by skipping through them on the attack mode. Learning how to lock and kill certain types of enemy will save time and lives, eg. approaching a horizontally-lying object diagonally and vice-versa. This won't work with 8-directional objects as they tend to shoot whenever the Monitor moves, so attack from a distance - bullets cover a three-square distance so use the space to your advantage. Practice the art of getting within two squares of a hostile and then gliding away, firing back at the target.

Try not to leave yourself in a diagonal trap by either static guns or Destroyers. Mobiles have to be killed quickly and efficiently, and that means a stealthy approach to fighting. Don't hang around an area after clearing a screen of mobiles.



WEAPONRY

In my opinion, the best weapons system is burst fire, even though it costs the most energy (four units). That is compensated for by an adjacent energy pot on earlier levels, but on cities like Harvard, equipment pots are not grouped together as often, so you need to reap out their position carefully, so that even if you don't pick them up upon discovery, they can be captured later. Burst fire also runs out faster than other weapons, so even if it is accurate, only fire single select shots to make the weapon last.

KILL OR CAPTURE?

Well, that depends on your energy level, the type of mobile, its speed (ie whether there is time to aim the cap-

ture probe), and finally how much energy the mobile takes to capture and how many shields the mobile itself will have upon capture. A mobile in control helps when Monitor is boxed in as it moves freely around you and aims the nearest enemies. When you intend to use a captured mobile as a shield, aim your (static) enemies first, so shooting them causes the dying mobile/enemy placement to fire a last shot which causes an extra hit on your shield for you. Captured mobiles are quite helpful (but not essential) for killing Gnooper mobiles and Destroyers, and for knocking out Slepper and turret guns.

WHICH IS BEST?

As for which mobiles to capture, Watchers are a painless choice while Destroyers are a waste of energy. I normally capture the slowest mobiles like Stunners, Diagonals and Sloggers. Only capture mobiles like Droppers and Aggressors in tight situations with a high energy level. Only capture Assassins (if at all) from a distance, and have the capture probe ready. Only capture static guns when they are either paired up or on single-space corners and the static gun blocks the way through. If you do that, remember the same gun will be there on your return. Static emplacement capture costs one to four energy units

SAVE ENERGY

One ingenious way to save energy is when a high-level weapon and an energy pot are next to each other. Grab the pot (if low on energy) and then the weapon in turn. The energy gauge will drop but then continues to re-charge. The same thing happens when Monitor is hit by bullets or is jammed while re-charging.

SHIELD

Once you've used a captured mobile as a shield, lock it in position so it will keep up and not go off screen where it will be lost and your energy wasted. Try not to lock it in a diagonal position relative to Monitor as you'll find it hard to go through the gap after switching off a beam. The other reason for locking is for safe transport (if a moving shield-mobile is more than one square away from a lit shaft, it will also be lost, and your energy wasted).

VOID CITY

On the Void City, kill anything within range when you've emerged from a lit shaft. The paring shot from a Stunner or Slepper gun can kill if you're low on energy and trying to escape. So don't run so readily - shoot first.

In the chambers, I recommend locking mobiles as soon as they are captured, as they can easily lag behind you and get zapped by the 'vandal' beams. Turn up the volume of the TV to listen for the city's 'heartbeat' which emanates for about three seconds as the beams flash, and then an approximate two second break allowing safe passage through for Monitor and its locked mobiles. Make the city work for you in this level and guide fleeing items into the beams.

Don't hang around traps setting whole squads of mobiles emerge - it's better to just pause the game to prevent a Destroyer appearing, if a whole crowd of Watchers appear it's irritating and anything else is dangerous. Even if you don't fire, once Monitor moves, the mobile group will have the firepower to pound you with one collective shot.



TERRY'S BIG ADVENTURE

17 SCREEN SHOTS



Terry's Big Adventure is a one player, left to right, smooth scrolling, jump and run game with superb music, sound effects and excellent graphics.

Terry is a small, energetic character who is an expert with a yo-yo. His adventure takes him through 12 levels where he encounters numerous obstacles such as hedgehogs, snails, bridges, rivers and poisonous mushrooms that pop up at the least expected moment! Armed with his yo-yo or rocks, Terry must slay the enemies to be able to continue on his adventure.

Included in the game are hidden bonus levels, extra lives to gain, and objects to feed to increase time.

Very competitive arcade gameplay.

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MID SEPTEMBER RELEASE



• TRIVIA •



104 SCREEN SHOTS



Trivia - a one player general knowledge trivia game based on the customary pub-style arcade games. There are a whole range of questions from art and literature to leisure, sport and entertainment and all are 5 option multiple choice.

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LORDS OF THE RISING SUN

If you're a new player of this fine Cinemascope strategy game, you should find the following tips from Andrew McDonough of *Macintosh*, *NY* quite very useful in your attempt to establish a dynasty.

CHOOSE YOUR CHARACTER

Sunshitsu no gets you used to the strategy of the game, so it's best to play him first. You



suno has better arcade skills - but unless you're a strategy buff who's rubbish at arcade games you don't really need to choose him.

STARTING OFF

Under no circumstances should you try and take the centre, west or the two islands off Japan or it will be very difficult to get anywhere in the game. You should instead concentrate on the eastern castles first. You shouldn't have too much difficulty, as these castles fall very easily at the beginning of the game.

RECRUITING

The best thing to do is try and recruit more men, especially from the White Flower. Just try and make sure your army is virtually at full strength. If you're lucky he may think your army is too strong for him and he may join you. If the White Flower wishes to join, unhesitatingly let him, because he's no real threat to your armies and lands (just yet).

WHAT NEXT?

As you have been taking the eastern half of Japan your brother Yoritomo will have

been causing havoc in and around Central Japan, so head at one of your castles and re-supply with men and health. Then go to your brother, Yoritomo and have a battle. With a little luck Yoritomo will be killed. At this point you inherit your dead brother's lands and generals. If you don't succeed, keep trying. Now you can start to take the rest of Japan.

BATTLE TACTICS

Remember to always check your siege skills before taking any castles and if you can, transfer skills with another

one of your generals. Do the same for sword skills (for encounters on land) and bow skills (for defending your castles). Always remember there's safety in numbers, so if you manage to get five or six generals in your army it can be a big advantage to pair them off. When you have managed to take the mainland, make a couple of visits to the Emperor at Kyoto where he will first give you the sacred scroll, and then the sacred sword.

ENCOUNTERS

Around this time it is important to keep an eye on the encounter screen. Because your enemies know that they're under threat from you and your armies, so they will send Ninjas to try and kill you. When you see this message press the MB mouse button as quickly as possible and with a bit of luck, the offending general will commit *seppuku*. The next thing to do is take the remaining two islands and the last four castles. First send one of your generals to Nagoya, one to Akasaka and one to Matsuyama. This will stop your enemies from recapturing when they retreat. When you finally take the last castle, the Minamoto Victory Banner will be raised and you will become Shogun.

GAME TIPS

WAR IN MIDDLE EARTH

Calling all Hobbits! Paul Lam from *Kingston-Upon-Thames* in *Sunny* has some very useful tips for players of this great Tolkien tie-in from Melbourne House. It works on the PC, and I can't see any reason why it won't work on any other versions of the game.

OBJECT LOCATION MAP CO-ORDINATES

Black Flask South of Mount Gram B5
Mithril mail South of Mount Gram B5
Red Arrow South of Mount Gram B5
Golden Sceptre West of Aemurines B5
Black Flask Fortand C2
Black Flask Tuckbrough C3
Eilver Blade Tam Bonkash House C4
Doll of rope Lanen C5
Glowing Vial Lanen C5
Eilver disks Lanen C5
Silver Orb East of Mount Gundabad A6
Dwarven Hammer North of Erebor B7
Gianted staff East of Buckland C4
Makelie South of Fortand C2
Mithril mail Delogoth B5
Mithril mail Rivendell B5
Blue healing potion North of White Towers C3
Blue healing potion Grey Havens C3
Blue healing potion Mithel Delving C3
Blue healing potion By River Isan E14
An ancient sword Galin Ethin D4
Glowing Vial By river Isan D4

WHAT TO DO

First you should go to Buckland where you meet Merry, Pippin and Sam. It's important to have Merry join Merry to the Fellowship for more protection for Frodo. From Buckland you should now pick up a few objects, as most of them are quite close to each other. It's wise to spread out the black flasks and healing potions.



Now go to Rivendell to see Gandalf. When you get there, Gandalf and some other than, discovers and she should have joined you to aid Frodo in his quest. Here, pick up the Mithril Mail and give Gandalf the Gianted Staff, because with this he is more powerful.

IMPORTANT OBJECTS

The Golden Sceptre
The Red Arrow
The Silver Orb

If you present The Red Arrow to King Theoden Rohan at his palace, Eowyn will mobilise the Riders of the Mark. If you present the Silver Orb to Theoden at his palace, the elves will mobilise. If you present the Golden Sceptre to Denethor, Minas Tirith will also mobilise.

To present them with these objects, you have to be on the animated level. Click on the person who has the object and click on the appropriate icon. Choose an object, then choose the correct object that you are going to present them with. They will say something and then mobilise.

DEFENDING TIPS

If Sauron's forces take over three of the good major strongholds, you lose. The five strongholds are...

MAP CO-ORDINATES
Erebor B5
Hornburg B5
Thranduil Palace B7
Lanen C5
Minas Tirith B5

If you fight from a stronghold your troops will kill more attackers. Minas Tirith is the major stronghold and the army will keep on pouring in, so it's good to have a lot of troops here. There are also a lot of forces scattered around, so send these forces to help out at other strongholds before the Dark Lord's armies take them. While the troops are defending, the Fellowship should be near Mount Doom and can slip past into Mount Doom. It may be necessary to join forces with some troops, in case you have to fight before you get to Mount Doom.

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simply going
too fast!

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they can now
get £3 off a
Young Persons
Railcard,
Dorothy.

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 Young Persons Railcard.

THUNDERBIRDS

FIVE FOUR THREE TWO ONE! Thunderbirds are go... Well, they are when you use the following hints from Simon and Dan Utley from Horror in Middlesex. These tips are for the Amstrad version, but since the game is the same on all formats, you should be able to use them no matter which machine you own.

EQUIPMENT

MISSION 1

ALAN - lamp and oil can
BLANKS - torch and anything else

MISSION 2

GORDON - aquatung and American Express
ALAN - aquatung and radiation pills

MISSION 3

LADY FENELOPÉ - sleep spray and anything
PARKER - mouse and microscope

MISSION 4

VIPER - shades and gun
SCOTT - shades and super-glove

MISSION 1

Get Brains to go up in the lift. Turn off the pump with the spinner and then get the dynamite. (The lift goes up and down). Carry on until you find an impassable rock with explosives in it. Drop the plunger and get the fuse. Go



back to the rock and hold the fuse and plunger at the same time and press fire. Run past the rock and carry on until you reach the toilet. Make Alan pick up the ladder and place it across the gap where it says 'warning'. Pick up the other object (the light or the oil) carry on until you find an old car and sit the wheels. Push it across the gap on the next screen and walk over. When you've done that feed the drill and the compressed air and hold them at the same time. When you walk past a computer you switch on the drill and drill through the barrier to find Brains and the mine. Now get Brains back to the mine.

MISSION 2

Take Alan left and up from Thunderbird 4 and use the pills when you see the Captain, who will give you a blue card. Get Gordon to find the pills, which are found by going left, down and right. Use the

pills. Carry on right until you can go down. Go down and carry on right until you find two computers with B and V on them. Guide Alan there and put both characters in front of the B computer. Use the American Express card to shut off the reactor and re-activate the sub by using Alan and Gordon to tap at the water out.

MISSION 3

You have to find four keys to open the vault. The first one is in the room with all the filing cabinets. Get Lady Fenelope and Parker there and move Parker about so that the cabinets open. Move Lady P in front of them and press fire. Do this until you find a key. Get Lady P in front of the second lift and go down with Parker who has to

move a trolley into the lift. The second key is on the fourth floor under the desk. Go up to floor six and use the mouse to hit the control panel and turn off the gun. Go down, down, stay on the ladder until the guard goes past and go left three times and up twice. Use the ceiling cope on the safe and pick up the key. Drop the mouse and go down until you arrive at the basement. Go left and pick up the other key. Go up until you find six rings. You must change the order so that they are like this from left to right:

NUNUNN

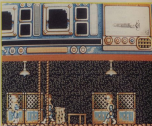
Switch to Lady P and go right when the guard has gone past. Go down until you find another six rings. Change them so they look like this:

NUNNUJ

Go left and when you reach the safe and the cabinets, put two keys in one of the cabinets (it doesn't matter which) but make sure it's the same one) and pick up the documents to finish the mission.

MISSION 4

I won't give too much away, but don't kill the guard - use the glove, use the gun three times in the force field room. You have to go down in the pond by using a key and some music. Check out the bedside drawers.



HIGH SCORES

Here's the gathering place for Britain's best video game players - The Official UK Computer Highscore Table. Scores are continuing to pour in as players jostle for the top positions in the record tables. If you've got some hot highscores put 'em on a postcard or on the back of a sealed-down envelope (NOT INSIDE THE ENVELOPE) and send them to: UK HIGH-SCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive high-score reference table.

SEGA

ACTION FIGHTER

1,094,900 Paul Stokes, Aberdeen, Wales

AFTERBURNER

8,676,300 Paul Cayser, Windsor
ALEX RIDES (LOST STEAKS)

113,600 Peter Ramdine, Stafford

ALTERED BEAST

460,340 Christian Croxso, Chesington

ASTRO WARRIOR

1,121,400 Paul Cayser, Windsor

AT&TIC ADVENTURE

156,400 Peter Ramdine, Stafford

BANK PANIC

801,800 Sherif Salama, Egypt

BLACK BELT

1,040,700 Thomas Jones, Farnham

BOHMER SAID

801,700 Joni Mars, London

CHOPSTICK

841,000 David Barden, Norwich

DOUBLE DRAGON

691,600 David Barden, Norwich

FANTASY ZONE

71,861,000 Peter Ramdine, Stafford

FANTASY ZONE II

1,041,900 Jon Evans, Walsall

GANGSTER TOWN

134,000 Jonathan Chazkelo, Penrith, Cumbria

GLOBAL DEFENCE

340,160 Anthony Hoad, Walsall

GHOST HOUSE

173,800 Owen Slater, Kirkby-in-Ashfield

HANG-ON

4,715,410 Simon Fletcher, Stoke Newington

KENGAIDEN

118,100 P Hudd, Ipswich, Gloucestershire

MY HERO

11,270,000 Sean Harris, Henley, Co Down

OUT RUN

55,730,400 Allan Black, Dumbrough, NI Harris

POWER STRIKE

65,242,000 Paul Stokes, Aberdeen, Wales

QUARTET

2,894,010 Jon Evans, Walsall, W Midlands

SAHMO-BI

86,400 David Robertson, Malrose, Scotland

SAMPADE

801,600 David Barden, Norwich

SAUTAN

281,000 Nicholas Ball, Stoke-on-Trent

RESCUE MISSION

571,400 Paul Stokes, Aberdeen, Wales

R-TYPE

3,287,480 Simon Robson, Peterborough

SECRET COMMAND

1,281,400 Paul Stokes, Aberdeen, Wales

SHINOBI

917,740 Graeme Little, Carlisle

SPACE HARRIER

39,998,700 Jon Evans, Walsall, W Midlands

SPACE HARRIER 2D

10,015,470 Allan Black, Dumbrough, NI Harris

THUNDERBLADE

2,596,000 Owen Slater, Kirkby-in-Ashfield

YUJIKANTE

121,000 Steven Evans, Southsea

WONDERBOY (MONSTERLANDS)

7,837,180 William Wong, Chapel, Stockport

268,800 B

376,300 Andre Fry, Eastbourne

MEGADRIVE

ALTERED BEAST

1,091,900 Jon Cullen, Henley

SPACE HARRIER

20,811,000 Steve Crossley, Dorking

THUNDERFORCE

1,091,180 Julian Rignall, C+VG

NINTENDO

CASTLEVANIA

999,999 Lee Mathews, Bristol

DUCK HUNT

1,004,500 Aaron Pearson, North

ICE CLIMBER

671,350 Paul Stokes, Aberdeen

KUNG-FU

854,000 Paul Stokes, Aberdeen

GRANDSLAM

11,670,800 Julian Rignall, C+VG

PRO-AM RACING

345,388 Mike Carlson, Exeter

SUPER HARRY BROS

1,991,990 David Hillhouse, Wokingham

TOP GUN

151,000 Leigh Baggett, London

PC ENGINE

ALIEN CRASH

79,000,400 One Lee, Nainburgam

CHAM AND CHAN

891,250 Jeff Lewis, Birmingham

DUNGEON MASTER

999,999 Tony Lupton, London

DRAGON SPIRIT

640,800 Robert Zengaris, London

FANTASY ZONE

134,000 Duncan Tarnett, Cheltenham, Glos

GALAGA 80

1,119,740 Julian Rignall, C+VG

QUERED

1,785,400 Julian Rignall, C+VG

LEGENDARY AXE

1,676,340 Dave Ross, Barnham Wood

R-TYPE

973,000 One Lee, Nainburgam

RAKLAND

1,100,900 Julian Rignall, C+VG

SON SON II

208,000 Dave Ross, Barnham Wood

SPACE HARRIER

26,858,000 Martin Harris, Ban-

PRESS FIRE TO START



son-on-Trent

TWIN HELI

916,700 Julian Rignall, C+VG

YUJIKANTE

18,100 Duncan Tarnett, Cheltenham, Glos

C64

ARKANOID

1,244,800 Brian O'Dowd, NI Ireland

ARMA-LYTE

30,347,400 Danny Gaghorn, Workop

BOHMOZAL

117,100 Sog Sarjanto, Helsing, Denmark

BLASTERBROS

1,244,800 Richard Wyatt, Portsmouth, S Wales

BUBBLE BOBBLE

4,000,100 Richard Wyatt, Portsmouth, S Wales

DALEY THOMPSON'S CHALLENGE

10,670 Terry Reps, Helsinki

DEMANIS

173,000 Mika Ruusane, Finland

DRAGON NINJA

81,115 Jukka Pera, Finland

GREAT GAMBIA SISTERS

101,610 Jukka Pera, Finland

IS+

308,000 Roberto Sporkoleto, Huelva

LAST NINJA II

999,810 Tim Pickup, Darwen, Lancs

HICKY HOUSE

347,450 David King, Manchester

OPERATION ROGUE

907,100 Jukka Pera, Finland

PACHANKA

768,410 David King, Manchester

RENEGADE III

79,995 Jukka Pera, Finland

HIGH SCORES



ATARI

424,440 Jason Haynes, Victoria, Australia

SALAMANDER

340,900 R. Mackay, Mans, Malta

SLEWFOOT

812,500 Dean James, W Bromwich, W Midlands

THUNDERBLADE

1,400,000 Brian C. Dowd, Hants, Kent

ST

AFTERBURNER

51,540,800 Louis Holroyd, Birmingham

ALIEN SYNDROME

536,800 Andrew Stamp, Portsmouth, Hants

ARKANOID

730,170 Julian Aynall, C+VG

ARKANOID II

251,100 Daniel Vye, Brighton

B&B

141,400 Stephen Simpson, Oley

BACKLASH

1,410,800 James Boyd, London

BEYOND THE ICE PALACE

11,100 Daniel Vye, Brighton

BLASTERBOTS

1,110,800 Julian Aynall, C+VG

BUBBLE BOBBLE

4,145,700 Colin Tracey, Colchester

BLUZZY BOY

157,340 Colin Tracey, Colchester

ELIMINATOR

441,544 Horace Spencer, Reddish, Hants

EMPEROR STRIKES BACK

150,100 Ian Pinder, Putney

FLYING SHARK

1,071,400 Carwell Roddy, Bristol

IK+

205,100 Mikko Aronsson, Sweden

KALI WARRIOR

28,000 Daniel Vye, Brighton

LED STORM

854,900 Richard Davis, London

NEW ZEALAND STORY

407,777 Stephen Simpson, Oley, W Yorks

OPERATION WOLF

118,300 Daniel Vye, Brighton

OUTRAN

14,877,700 Carwell Evans, Manchester, Cycled

PAFLAND

111,844 Isyorn Davies, Brynmor, Gwent

RETURN OF THE JEDI

126,950 Ian Pinder, Putney

ROBOCOP

194,200 Iain Robertson, London

R-TYPE

121,200 Horace Spencer, Reddish, Hants

SPACE HARRIER

4,719,000 John-Paul Bratler, Walsall

STARGLIDER II

214,299 Stephen Simpson, Oley

STAR WARS

1,268,490 Paul Livesey, Stockport

SUPER HANG-ON

10,142,856 Kenneth Ritchie, Pitt

THUNDERBLADE

418,510 Richard Davis, London

VINDICATORS

476,100 Stephen Simpson, Oley

WIZARD

1,711,870 Andrew Stamp, Portsmouth, Hants

AMIGA

AFTERBURNER

11,360,910 Stephen Watson, Darlington, Co Durham

DAYTONUM

189,000 Julian Aynall, C+VG

DEMANE

12,900 Peter Evans, Hurdham

FORGOTTEN WORLDS

428,100 Jason Edwards, Bristol

HYPER

1,854,271 David Parkinson, Walsford

LED STORM

340,800 Steven Howard, Levenshald

OPERATION WOLF

1,811,412 Jay Rals, Chyford, Kent

PACHMANIA

4,230,410 Alan Black, Deoborough, Hants

ROADBLASTERS

1,912,814 Alan Black, Deoborough, Hants

ROBOCOP

253,150 Jimmy Cheung, Lincoln

SLEWFOOT

1,419,300 Rupert Karara, Swanton, Canada

SPACE HARRIER

7,044,980 Alan Black, Deoborough, Hants

STARGLIDER II

383,493 Kevin Griffiths, Woburn, Hampshire

SUPER HANG-ON

22,118,583 Richard Shaw, Keyworth, Hants

SWORD OF SOOAH

357,800 Alan Taylor, 5 Chesham

TEST DRIVE

41,244 Jason Edwards, Bristol

TEST DRIVE II

274,270 Pasi Niemi, Finland

SPECTRUM

AFTERBURNER

29,523,000 John Briscoe, Epsom, Kent

DOUBLE DRAGON

112,040 Robert Preston, Witley, W Midlands

DRAGON HINJA

708,000 Paul Briscoe, Epsom, Kent

HERFELY

1,641,290 Robert Preston, Witley, W Midlands

LAST HINJA II

198,870 Robert Preston, Witley, W Midlands

OPERATION WOLF

589,858 Brian Crooks, Co Tyrone

OUT RUSH

30,714,340 Robert Preston, Witley, W Midlands

ROBOCOP

1,431,810 Patrick Duffy, Redcar, Cleveland

ROLLING THUNDER

103,488 Robert Preston, Witley, W Midlands

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1,244,200 John Briscoe, Epsom, Kent

WEC LE MANS

213,420 Paul Briscoe, Epsom, Kent

AMSTRAD

AFTERBURNER

12,312,000 David Cressley, Isle of Wight

BARBARIAN II

10,570 Paul Franklin, Swarley

BLASTERBOTS

106,800 Tim Goldsby, Cheltenham, Glos

BLUZZY BOY

121,760 R Mc Donald, Thornby, Leics

CRUZZY CARS

4,771,340 Phil Lloyd, South Wirral

DARK SIDE

4,318,000 Stu, Malton, Maccs

DRAGON HINJA

179,800 Miles Wilkes, Ashford, Kent

GRYZOR

990,000 P Turling, Bakewell, South Yorks

OPERATION WOLF

447,200 Paul Gummer, Harrow, Herts

OUTRAN

54,708,370 R McDonald, Thornby, Leics

ROBOCOP

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▲ Gorbille meets Happy Valley!



▲ It's a busy day in downtown Happy Valley...



▲ Mayor Cook cleans up the city.



▲ The mayor's heading for the bridge!

BY
INFOGRADES/
MAXIS

SIM CITY

If you've ever wanted a very good reason to go out and buy a full megabyte upgrade for your Amiga, here it is - Sim City.

What is this chairman-sounding example of modern technology? Well, it's the first ever city simulation. And if you think it sounds about as interesting as attending about an interesting sub-committee of the local council, you'd be wrong. Sim City is utterly fab.

OK, then, what happens? Well, in the basic game you start off with a sparsely-rendered and deserted city with a river running through it, and a pile of money. It's time to start building.

What do you need to start a city? Well, houses would help - so bulldoze down a few trees and drop in a residential zone, job for the people who are going to live there... that'll be an Industrial Zone (and people don't want to live near door to a chemical works, so put it a bit out of the way). And how about some shops and stuff so everyone can buy their copies of C&VG - those are Commercial Zones.

Nothing happens. How about building a power station and connecting all the zones to it, so the lights come on? Obvious. Now something magical happens - before your eyes, the



▲ Under construction: commercial districts for Gorbille.

city starts to grow... within the limits of the money you have set down.

Little houses spring up in the Residential Zones, factories grow in the Industrial Zones, shops sprout up in the Commercial Zones - you can see the dynamics of this by playing at the city graph on the far left of the screen, which has yellow, green and blue lines. If they point up everything is positive and slight -

CITY



▲ Building the recess in prime positions.

**C+VG
HIT!**

sets of graphs and some maps. Crime is up! Build a Police Station and see it go down under the influence of law and order. And how about a Fire Station while you are at it, just in case there's an outbreak of playing with matches? Bomber's back - it's the end of the year again. Look at all that money you've spent! And how late is coming in. Raise taxes! But watch out! Because your people might get fed up with high taxes and move out of the city! Lower taxes! Expand the city! Spend, spend, spend!

▼ That power station's about to meltdown - what late you do!



if they gain down, something is going wrong.

Like most, for instance, The first year has followed by and you go to set your budget and find you are very unpopular and there is very little growth. No transport. You have to connect the zones together by building roads or railways. No problem. Do this and the traffic starts to flow before your very eyes as the cars go from home to work and back again.

Call up the comprehensive

See the traffic problems build up, see pollution get higher. See everyone complain! Worry about why industry is moving out and unemployment is rising! As your city grows more, first about how you are going to afford to buy your Sims a football! And keep industry happy with a Park. And commence happy with an Airport.

Then just when you think you've got everything under control, a big green monster comes along and starts flattening the lot... or maybe an earthquake happens. Actually, these disasters are optional - if you don't care have a quiet life.

What did you think of the feeling of power that Populous gave you? Sim City delivers that and more - as a true reality is created which lives, breathes and complains!

You can experiment and build different types of city - or load existing scenarios which put your skills against famous disasters, like the San Francisco

Earthquake!

Chances are you will find that Sim City does need a strange fascination as you carefully tend and build your creation (mine is called Happy Valley!) and try to keep the residents happy and the budget balanced.

Sim City is a classic - a work of true genius - and is a program that no Amiga owner should be without.

JOHN COOK



▲ Crime's on the increase in Happy Valley.



▲ What for can you extend the city limits?

AMIGA £29.99	
GRAPHICS	85%
SOUND	70%
VALUE	88%
PLAYABILITY	76%
An opportunity to build your own world - then watch it fall you you're doing a very bad job - it's fabulous, amazingly addictive and highly entertaining game which shouldn't be missed.	
OVERALL	94%

UPDATE

Macintosh version already exists and is just as fun, except a PC version to hit the streets later in the year. No ST conversion planned as yet, not! Oh I-SIT! Forget it!

APB

BY DOMARK

If you've ever wanted to become a Policeman, here's your chance in this not-too-serious arcade conversion from Domark. Officer Bob is your name, and apprehending terrible villains is your game. But they're not your common or garden villains. There's more of this "ello, 'ello, 'ello what a going on 'ere than you're cracked 'enny" stuff here. No cars, Bob. Do that and you're likely to get a stack of dynamite stuffed up your nose. The felons Bob encounters are all heavily armed and don't think twice about taking pot-shots at approaching coppers...

The game begins with a green-tinted screen in which novice racers can warm-up by driving around a test track in their wop car. After that the action begins proper with Bob going out on his first mission. The game uses an overhead viewpoint, and the road scrolls just as Bob races along in his car.

There are a lot of criminals on the road, the most common being Interloper. They spread rubbish from their cars, but can be arrested and freed simply by pushing the arrest cursor that



flashes in front of Bob's car over them and pressing fire.

Every time Bob catches he gets a demand - too many of those results in Bob being chucked out of the force. The car also has a limited amount of fuel - running out also results in expulsion from the force.

Arrest your quota of law breakers and head back to the station to collect bonus points. On day two the first of the big badies appear - in this case Freaky Freddy the drug dealer. He drives around in a flowery hippy van and can only be apprehended by pushing him off the road. Arrest him and take him back to the station and you



got the chance to force him to confess.

This is a really neat screen in which the shadow of Bob and his suspect, as seen through an off-line window, twinkle the joystick as far as possible to get your confession - but be quick, because the captain's coming down the stairs and if he catches Bob, he won't get a hefty confession bonus!

The game continues along these lines, with villains becoming tougher and tougher to arrest, and even more criminals taking to the road. Officer Bob certainly has his work cut out attempting to keep law and order!

The ST conversion offers from jerky scrolling and sprite movement and rather inferior graphics, but the mission screens are great, and the use of samples from the original machine results in an amusing game that fans of the coin-op will love.

The Spectrum version is disappointing, though. It's a fairly accurate copy of the coin-op, but unfortunately has an insensitive control method which makes it very difficult and frustrating to play. One for ardent APB fans only.

JULIAN RIGNALL

SPECTRUM £9.99

An insensitive control method and erratic car speed makes this very frustrating to play. One for ardent APB fans only.

OVERALL 62%

UPDATE

Amiga, C64 and Amstrad versions are due soon. Amiga APB should be smoother than the ST version, and hopefully will sound as good. Let's hope the C64 and Amstrad versions are an improvement on the Spectrum.

ST £19.99

GRAPHIC 78%
 SOUND 83%
 VALUE 76%
 PLAYABILITY 72%

A humorous and original concept which is let down by jerky scrolling and sprite movement. APB fans will love it, but others mightn't feel so enthralled.

OVERALL 78%

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THE
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Exclusive
Competition!! WIN WIN WIN!!

Ghostbusters II



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QUESTIONS

- In addition to the forthcoming Ghostbusters II, name two other films that Activision have released on a computer game?
- Name Activision's No. 1 best selling racing game due out this Christmas! It's in pole position!
- Galaxy Force is the most popular platform game due out next from Activision. Name that other famous F-16 out man from Activision. Name that other famous F-16 plane arcade machine hit released in the top of the charts last Christmas from Activision!

PRIZES

- 1st Prize** - 1 Year's supply of monthly cinema tickets, exclusive Ghostbusters II "Glow in the dark T-shirts".
- 2nd Prize** - 10 Exclusive Ghostbusters II "Glow in the dark T-shirts", 45 Computer Shop Vouchers.
- 3rd Prize** - 15 £1 OFF tokens on any Activision product bought at the Computer Shop.



REPLY COUPON

Rules: Closing Date 31st October. All replies should be sent direct to the Computer Shop at Newcastle. Winners will be notified by post. No purchase necessary.

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ALTERED BEAST



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BY DOMARK DRAGON SPIRIT

Fighting the flaming phoenix.



Domark's latest Tengen conversion offers a new twist on the vertically scrolling shoot 'em up theme. Instead of flying a space ship against the roasting army of some exotic alien nation, you take control of a huge blue dragon on a mission to rescue a Princess who has been captured by a big, evil monster. This requires you to fly through eight levels of action and lay waste to anything that gets in your way.

The landscapes are varied, and range from volcanic ranges through snowscapes to deep valleys. Each one is packed with hordes of flying creatures and exotic foliage which you breathe at your dragon. The dragon can defend itself by gobbling fire balls at anything in the air and blue fireballs earthwards to burn things on the ground. And there are plenty of targets to shoot!

To help protect your dragon life, there are also power-up items on offer. These are rewarded when an egg is first bombed, and the lion inside can give an extra head (up to three), shrink your dragon (makes you a lot harder to hit), give extra shot power, full flames or homing missiles, a temporary shield, earthquake power (destroys all ground objects), extra points or extra lives. A nice collection, really.

At the end of each level is (surprise, surprise) a giant guard-ian who must be destroyed. These range from dinosaurs to man-eating flowers, and put up a

Design the fiery balls.



Plug the pulsating poppy pods.

tough fight, with missiles flying from all angles! If you destroy the bubble at the end of the eighth level, the Princess is res-

cued and you can get your just rewards...

The Spectrum conversion contains all the elements of the original coin-op, and there's plenty of action for blasting fans to get their teeth into.

The ST version boasts similar graphics and playability to the arcade original, and although the action is tough, it's highly addictive and is recommended to shoot 'em up fans.

JULIAN RIGNALL

UPDATE

Amiga, C64 and Amstrad versions will be available soon. The Amiga version should be similar to the ST, but with slightly better sound and graphics, while the other two will be more colourful and noisy than the Spectrum, but will play the same.

ST	£19.99
GRAPHICS	83%
SOUND	75%
VALUE	78%
PLAYABILITY	83%

An accurate and action-packed conversion with great graphics and addictive gameplay.

OVERALL 83%

SPECTRUM £9.99

An addictive conversion which contains all the features of the original machine.

OVERALL 81%

ALL FIRE

RUN THE GAUNTLET

"... apart from technical excellence, it's the sheer range of playable sections that makes Run the Gauntlet one of the best multi-event games..." CRASH



PLAYABLE SECTION

RAMBO III

"The graphics are of a high quality throughout ... equally impressive is the music ... Rambo III delivers fast action entertainment." COMPUTER GAMES WEEK



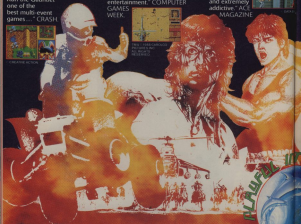
THE 1984 CARBIDE PRIZES AND AWARDS AWARDED

THE DRAGONNINJA

"DragonNinja is fun to play ... well implemented and extremely addictive." ACE MAGAZINE



ACE



AND READY

RAMBO III
DRAGONNINJA

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RED UP...

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"Irresistible ... an arcade-perfect conversion." ZZAP SIZZLER - ZZAP 64. "A superb game in

every respect
C+VG HIT -
C+VG.



THE NEW ZEALAND STORY

RED HEAT

"Furious addictive action-Red Heat is well worth spending some time on." CRASH.



RED HEAT

ROBOCOP

"This is definitely the best film tie-in to date, and is an utterly superb game in its own right - don't miss it!" C+VG GAME OF THE MONTH - C+VG.



ROBOCOP



INTELLIGENT

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TO LOAD

RUN THE GAUNTLET
THE NEW ZEALAND STORY
RED HEAT

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8.99 9.99

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▲ Dodge the Chimera's Grotto!

Picture the scene. There you are, coming out of Texas's with your canvas bag full of mixed vegetables, when Zorro! you're suddenly soaring through a tunnel of light, going backwards through time.

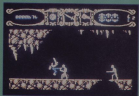
"Wink, not, handsome, for ye are the chosen one," shouts an eerie god-like voice. "Only ye can defeat the evil deity, Chimera, who is making our lives a misery in ancient times. And if we, the benevolent gods, are not around to keep the human race going in the past, ye and thy race won't even exist in the future, let me tell ye."



▲ A spirit of skeletons from the Specter!

MYTH

BY SYSTEM 3



▲ How FM-80 shells gets it in the neck.



▲ Use your shield to deflect Medusa's gaze.

With a strange 'woooooo' sound echoing in your ears, you appear in a swirling cave of rocky platforms. A quick jig and jump is all it takes to find that this cave isn't just any old scrooping cave full of rocky platforms. Second-wielding skeletons patrol the ledges, and from recesses in the rock, Spanish hoppers swoop down, talons bared! Your only defense is your fists, your feet and your cat-like agility. But if you're lucky, thumped monsters leave handy weapons behind for you to collect.

Carrying a second weapon, your array of punches and kicks with heaving fingers and savage claws. Other weapons such as staves and magic fireballs can be thrown with devastating effects.

After dealing death to the Chimera guarding the cave exit, you run outside, straight into a crowd of angry Greeks bearing a striking resemblance to the cast of Jason and the Argonauts. Watch out for the Grex, who lures you towards her then turns into a whopper weapon and gobbles you up. One judicious job and she disappears, leaving behind a useful amulet.

At this point I should mention that Myth is one-part platform/bat, ten-up, and one-part adventure. The thinking comes in at least once each session,

when you meet the megadead, which requires some special tact to be full. Anyone familiar with ancient mythology or even Ray Harryhausen movies will know how to deal with them, but they usually require a certain object from earlier on in the game. For instance, killing the many-headed Hydra has to be done Persian-style. By somehow hacking off the Gorgon's head and using it to turn the Hydra to stone.

▼ There's magic in the air!





Spa-cy environment.



**C+VG
HIT!**



A pitiful and Japanese-looking character in threatening woods.

The game continues in this vein, taking you through confrontations with legendary monsters and gods from Greek, Roman, Egyptian and Norse mythologies, as well as a trip through Fairy-type legend. This takes up four separate loads as there's a heck of a lot of playing to be done before you get to fight Demeron.

Irresistible pixel Picasso, Bob Sereno, has designed the Commodore version's graphics which is one of their small set

are intricately detailed. The animation of the sprites, particularly the player's character, is very slick indeed, giving an almost life-sized effect as he runs, leaps and kicks the heads of skulls.

Sound, too, is rather nice, ranging to some sampled speech and great clanking sounds and thumping effects.

Hydlide's bias towards arcade action rather than adventuring makes it even more addictive than *Turbo* (reviewed last month). Your little time traveller

is such a flexible fighter that the gameplay avoids getting into the rut of walk-along-and-slash, so it's guaranteed to keep you occupied for many hours after you've shelled out your money. There's no doubt about it - it's another winner for System 3.

PAUL GLANCEY

UPDATE

Hydlide is seen to appear on Amstrad and Spectrum as well as ST and Amiga. The gameplay should be indistinguishable between the different formats, but System 3 promises that the graphics and sounds on the 16-bit versions will make full use of each machine's capabilities.



C64	£9.99
GRAPHICS	89%
SOUND	88%
VALUE	90%
PLAYABILITY	92%
System 3 add another superb arcade adventure to their catalogue. In fact, you'd have to be pretty stupid to miss <i>Hydlide</i> .	
OVERALL	90%

TAKING THE MYTH

System 3 are so chuffed with Myth, that they've decided to get together with us here at C+VG and offer a brilliant video cassette recorder as first prize in this Myth competition. And as an added bonus they're also giving away a copy of the Jason and the Argonauts video, so the winner can watch lots of jolly mythological japes.

So what have you got to do to stand a chance of winning this video machine? Well, since Myth is all about ancient legends and lore, we've decided to ask you five questions on the subject. They're nice and easy (they've got to be, Jaz made them up and he's rubbish at history) so you won't even have to get out those dusty old history books...

When you've got all five answers right, write them on the back of a postcard or recycled envelope and send them off to: **TM A MYTHOLOGICAL GENIUS 80 THOSE QUESTIONS WERE A PIECE OF CAKE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** The closing date for the comp is October 16 - after that we'll be putting all the entries into a giant sack, and the best correct one pulled out will win its sender the video player and the tape.

Great eh?



THE QUESTIONS

1. What is Thor's god of?
2. Which mythological character has snakes for hair?
3. Who is Zeus?
4. Where was Achilles' vulnerable spot?
5. Where did the Greek gods live?

DYNAMITE DUX

When little Lucy is stolen by the leviathan Anchoa her two friends, Ben and Pim, really do get angry! They are determined to get her back. You can help either Ben or Pim take on many different types of badies. Be warned... these badies are especially evil and very cunning. Like Turbo Pig, Snappy Dog, Boxing Chick, Flock of Rats, Roller skating Cat and more!

But both Ben and Pim have simply incredible punches! When they land a punch REACTOR to your screen up. With every spout, vibration and waltz of fire to sleep you, what do you think will happen when you get your hands on ActiVision?

Just remember... Lucy needs you!



ACTIVISION SEGA

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GEMINI WING

BY VIRGIN

Here on the shiny trail left by Ramon R's tactics and air sense comes Gemini Wing, the heroic tale of a lone fighter who simply teaches mutant bugs, but, how else, grows, and roasts fish. And who can blame him?

Not you, since you're in charge of his craft. This is a ratty little number that can carry extra weapons pods as a kind of tail - simply collect the ones left behind by your enemies and they're welded to your rear. Some of these are very handy,

including three-way missiles, speed-ups, mini bombs, homing missiles and (this is tops) a weapon that wipes the screen with a solid line of death. Simply holding down the fire button activates the last one in line.

Every level is packed with the kind of cheap obstacles you wouldn't want to find in your sleep, and every one is rewarded off with a shorter-than-average alien that takes less of time to wipe out. For example, at the end of the first level you're faced by a walrus-like fish thing which can only be described as a walrus-like fish-thing. It spews

out big lumps of snot that reach much else, and is a little too easy to get rid of.

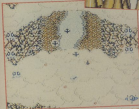
If all this sounds familiar, it is. Techno's cover-up was neither original nor stunning, and these revisions do nothing to enhance its reputation. Where will, both games do little justice to the capabilities of their respective machines.

Even fans of the original cover-up might be disappointed by these conversions.

GORDON HOUGHTON

UPDATE

Gemini Wing is available on the Spectrum and Amstrad at a price of £9.99 each, £14.99 each on the ST, it'll cost you back £19.99. All versions should be available by the time you read this, and you can expect no major gameplay changes.



▲ Sweeping through a C64 conversion.

C64 £9.99

There's a multiball between the title screen and the first level every time you play, so getting started isn't much fun. The graphics are indistinct and bland and, as a result, the action is very frustrating. There are many better vertical shooters on the 64.

OVERALL 31%

AMIGA £19.99

GRAPHICS 78%
SOUND 54%
VALUE 69%
PLAYABILITY 39%

Some attractive background graphics, sprites and end-of-level screens don't compensate much for slow and simple gameplay. Just not in the same class as Ramon R.

OVERALL 48%

CAPTAIN LIGHT

DARK DESTROYER

DARK DESTROYER, THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....

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▲ Choose your mission.



▲ An A-10A strays towards the primary target.



▲ ...an unsuspecting tank team.



▲ ... which sustains a direct hit!



1 F-15 STRIKE EAGLE

There are certainly a lot of great flight simulations around these days—and among the already crowded ranks is F15 Strike Eagle II, the sequel to the aging (but great) flying game F15 Strike Eagle.

It's literally a combat simulator, with the emphasis on destroying air targets and dogfighting, rather than having to worry about watching your lips, nostrils and eardrums. Although flight simulator purists might scoff at this sort of thing, I personally feel that this type of combat simplification makes for a far more fun (and exciting) simulator, leaving you free to fly and fight without fear of needing to switch every few seconds. If

you really do want to attempt to fly the plane realistically, there are options to let you do so. But without pressure you don't last long.

At the start of the mission, the player is presented with a high-score table which shows a list of pilots, and the scores and bonuses they've so far acquired (the table automatically saves your pilot's progress). When



▲ Don't get caught in the jet wash!

F15 EAGLE

DISAPPOINTING!
**C+VG
HIT!**
DISAPPOINTING!

BY MICROPROSE

▼ Search for pilot

you've typed in your name you go to the level select screen, which has four grades of difficulty, from easy-to-fly newbie to the ultra-real ace.

When you've selected that, you can choose the area of battle - Vietnam, Libya, Persian Gulf and the Middle East. There's also a scenario option for the extra mission disks that are going to be released next

year. Once you've chosen the conflict area, you're given a mission, and now you're briefed it's all into the air.

The screen display is as earthy as a P-15 cockpit, with a cutaway 3D view of the outside world. Plans can also look left, right and out of the back of the cockpit, view the plane externally from all angles, and even select a missile view (which is useless, but a great laugh when it's no way to a target).

There's an autopilot (which lands for you, and even takes you to the next target), accelerated time and a training option, which helps novice pilots, or players who just want to test the game as a combat air-

craft game and get high scores without having to worry about the complicated aspects of flying.

The fact that there's plenty in the mature F-15 is one of the most exciting simulations around. There's squadrons of enemy aircraft to fight with, and a lot of ground installations to help you on your feet - watch out for SAM missiles, and keep your finger on the cliff button!

On-screen presentation is brilliant, with clear and easy to understand color displays and warning systems, making the simulation a joy to fly. The graphics are also vastly superb, with the sky and ground shaded beautifully to give an incredible feeling of depth. The ground even takes out the higher you get! It's certainly the most realistic 3D effect you ever see in a flight simulator.

The only disadvantage of F-15 is that to really appreciate it you've got to have a fast VGA PC to play it on, but if you've got access to such a machine, you'll find this program to buy for a

JULIAN RIGNALL



In the wake of the terrible crash, your family and friends mourn your loss.



▲ Closing in on a target (right).

UPDATE

When it comes to other updates, Microprose certainly take their time. At the moment they're working on ST and Amiga versions of F15 Stealth Eagles, which has already been out on the Commodore 486 for over two years! When they're going to release ST and Amiga versions of F15 it is anyone's guess. Let's hope they do.

PC £34.99

GRAPHICS 91%
SOUND 71%
VALUE 83%
PLAYABILITY 94%

Straining to look at, great to play and packed with many useful and exciting features - F15 is definitely top gun in the flight sim class.

OVERALL 93%

S HUFFLEPUCK CAFE

BY DOMARK/
BRODERBUND

Typical. Just when you're at the end of your last Amiga II sales run, the blunderbuss' astro-cos breaks down and you have to call the repairman from the seaside. Space Rangers? Not this side of the Dog And Noodle Duck. Between you and the phone, there's an ugly crowd of characters clustered around a Shufflepuck table and they want a game...

Pick your opponent and take a seat. Each contestant varies in their Shufflepuck prowess, from complete idiots to the Turbo-Beastions, so it's a good idea to start with someone like the programmable training robot or Skip Feasney (a prize pick).

You're bound to be instantly familiar with Shufflepuck, it being a futuristic version of yr table arcade table game, Air Hockey. As you face your opponent across the table, grasp your mouse and take control of a paddle. Using his paddle, each player has to score points by hitting a puck over his opponent's end of the table, while defending his own end. The first player to three points is declared the winner, and if that happens to be you, you get to take on the next more advanced contestant.

To spice the game up a bit, you can change the size of your paddle from waxy to rubber, while (let me remember, the bigger your paddle, the less spin you can put on the puck, making



▲ **Cafe society.** What a bunch, it's more difficult to spring off a real trouser-scooting shot.

As well as being able to alter paddle size, you can also put a blocker on the table. As its name suggests, this is just a block which sits on the table until the puck hits it. Then it starts to drift back and forth across the middle of the table, deflecting the puck right back at whoever hits it, resulting in some embarrassing own goals.

Now you may think (as I did) that such enhancements are comparatively insignificant when, surely, all the gameplay boils down to is a kind of 2D Ping Pong. Well, this is true to a certain extent, but remember - this Broderbund game:

Based on the first three opponents is a piece of cake, but after that the computer players' reaction speed goes through the roof. It's a real challenge just keeping up with the puck, never mind trying to spin it or catch your opponents out of position. As well as having different playing styles, each contestant plays you around with his characteristic gestures and sound effects which also help keep boredom at bay. I particularly liked Verne the Dwarf's victory cheer of "Nyuh-Nyuh-Ny Nyuh-Nyuh".



▲ **Mean General Eng scores.**

Shufflepuck's other really smart feature is it's mouse control method, which combines (about as accurately as an Amiga mouse is able) the action of a real Air Hockey paddle - the fa-

AMIGA £19.99

GRAPHICS 85%
SOUND 86%
VALUE 77%
PLAYABILITY 75%

A class piece of gamery, with smart graphics and a superb opening soundtrack. Could be the game your mouse was made for.

OVERALL 80%

UPDATE

Coming soon, the 3D version of Shufflepuck Cafe should be right on indie-gamable from the Amiga game, but maybe a few sonic differences.

Blood Money



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ZEAP — "SIZZLER" 90%

"Blood Money ranks as an all time Zeap Office favourite."

AMIGA FORMAT — "FORMAT GOLD" 90%

"This game is so visually brilliant and possesses those classic addictive qualities, that when you've popped up your joystick, you just won't want to put it back down again."

SMASH MAGAZINE — "GOLD MEDAL AWARD"

"Graphics 10 Sound 10 Interplay 10 Value 10 — A perfect score!"

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Machine

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STAR
PLAYER

90%

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90%

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PSYGNOSIS





BY MELBOURNE HOUSE

■ C64 version is fairly terrific

In Melbourne House's continuation of the *Angra* run-up, your goal - as an 18-foot scaly green lizard on a one-headed egg with bad breath - is to capture the mythical Roc's golden egg.

This isn't as easy as it sounds. You're on an island with ten different zones (the packaging says twelve), populated by humans who'll do anything to sap your energy. There's also the local insect population, who like to feed on monster energy. Against the background of apocalyptic, you're got to knock down both eggs until the whole community is devastated and you find a white egg. Once this is gained, you fight your opposite number for the right to keep it.

All of the latest versions of *AAARGH*, unlike the *Angra* games now over a year old, have a two-player option. This means that pilfaging whole communities, plundering their food and sacking their markets is a lot more fun, and fighting each other after each round is more competitive and enjoyable.

But the big problem with the



SPECTRUM £9.99

Much the same as the ST version, when the mountains make up for in detail, the backgrounds lose in variety. Being peeped and destroyed then tormented should be a lot more fun than this.

OVERALL 42%

C64 £9.99

Great graphics and poor animation coupled with some miserable sound effects means that C64 *AAARGH* is unattractive to start with. Fewer available towns than the ST, a poor control method and no map just make things worse.

OVERALL 44%

game is that it's incredibly easy. You can go through the whole game with little practice, and consequently the game rapidly becomes repetitive.

With two players the game isn't so bad, because you've got each other to back up, but some players might find themselves getting bored after a while, especially as the computer opponent can easily be beaten with the same move.

GORDON HOUGHTON



■ The lizard captures

UPDATE

Angra AAARGH has been available for over a year, and it's very similar to the ST, but has better sound. An Amstrad version is also available, and is very similar to the C64 version.

ST £19.99

GRAPHICS 81%
SOUND 69%
VALUE 71%
PLAYABILITY 78%

ST AAARGH is easily the most expensive of all the versions currently available, but it's far too easy to complete on your own. An *Angra* game wouldn't have gone amiss, but otherwise the sound effects and graphics are nice.

OVERALL 71%

WHO YA GONNA CALL?



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 **ACTIVISION**

The Computer Game

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AMIGA TOP 20

1	(1)	Populous	EA	94%
2	(4)	Forgotten Worlds	US Gold	92%
3	(2)	Kick Off	Anco	84%
4	(-)	Falcon Missions	Mirrosoft	88%
5	(8)	Silkworm	Virgin	87%
6	(9)	Dragon Ninja	Ocean	75%
7	(-)	New Zealand Story	Ocean	88%
8	(3)	Lords of the Rising	Mirrosoft	88%
9	(11)	Falcon	Mirrosoft	93%
10	(12)	Lombard RAC R.	Database	83%
11	(-)	Shoot 'em Up Kit	Palace	70%
12	(20)	Test Drive II	Accolade	90%
13	(13)	Out Run	Klax	78%
14	(-)	Robocop	Ocean	90%
15	(-)	FOFT	Gremlin	75%
16	(-)	Powerdrome	EA	87%
17	(-)	Licence To Kill	Domark	80%
18	(-)	Bard's Tale	EA	82%
19	(-)	Xybots	Domark	84%
20	(8)	Gunship	Microgrise	81%

The top spots haven't changed at all, but some hot new titles make their presence felt throughout the rest of the chart. Lombard RAC Rally shows un-exploited staying power - it was released before last Christmas and is still haunting the nether regions of the chart.

JULIAN'S TIPS

XENON: Hopeful ST blast yet, guaranteed to hyperspace to the top of November's chart. **AMERICAN ISLANDS:** Stunning coin-op conversion should be making straight into a lofty spot before you can say "Um Robin-son".

ROCKET RANGER: Just released on the ST, this is the best Cinemascope adventure yet and deserves to do well.

OUTSIDE BET

QUARTZ: Styish blast from Finland with enough addition power to get it into the top twenty, for sure.

Some top-notch new entries at the tail end of the chart, amongst them Licence to Kill which can't at last catch on to the Ben's release. Populous hangs into the top spot for the third month running, and New Zealand Story nips straight in at number seven - expect it to hit the top next month.

JULIAN'S TIPS

FENISH FREDDY'S BIG TOP D' PLIN: Pricey, but Freddy's madcap circus exploits are well worth a place high in the chart.

XENON: Superb shoot 'em up with a sizeable amount pre-release hype to help it push in at a top spot.

AMERICAN ISLANDS: Wonderful arcade conversion from Finland has got to be big.

OUTSIDE BET

INDIAN JONES AND THE LAST CRUSADE: Didn't quite make it this month, but it has the massive success of the movie behind it now.

ATARI ST TOP 20

1	(1)	Populous	EA	94%
2	(2)	Robocop	Ocean	90%
3	(3)	Forgotten Worlds	US Gold	87%
4	(8)	Kick Off	Anco	84%
5	(7)	Silkworm	Virgin	88%
6	(7)	Battle Chess	EA	82%
7	(-)	Falcon Missions	Mirrosoft	88%
8	(-)	New Zealand Story	Ocean	88%
9	(13)	Falcon	Mirrosoft	93%
10	(-)	Bard's Tale	EA	82%
11	(5)	Dragon Ninja	Ocean	81%
12	(12)	Out Run	Klax	75%
13	(-)	Licence To Kill	Domark	80%
14	(20)	Lombard RAC Rally	Database	83%
15	(10)	Millennium 2.2	Activision	88%
16	(11)	F16 Combat Pilot	D1	72%
17	(-)	Red Heat	Ocean	70%
18	(-)	Running Man	Grandslam	66%
19	(-)	Waterloo	Mirrosoft	84%
20	(-)	Kult	Infogrames	85%

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. We Hope you agree.



At the ready, Green Beret pumps straight into the number two spot.



Enduro Racer keeps the throttle open and bumps into third position.



Bard's Tale is spinning nothing but money for Virgin.



Classic RPG gameplay at a reduced price: Bard's Tale is at number 11.

ALL FORM

		GAME	COMPANY
1	(1)	ROBOCOP	OCEAN
2	(-)	GREEN BERET	HIT SQUAD
3	(2)	ENDURO RACER	HIT SQUAD
4	(-)	YIE AR KUNG FU	HIT SQUAD
5	(4)	DALEY T'S DEC.	HIT SQUAD
6	(8)	DRAGON NINJA	OCEAN
7	(3)	POSTMAN PAT	ALTERNATIVE
8	(-)	MIG 29	CODE MISTERS
9	(15)	SILKWORM	VIRGIN
10	(6)	FORGOTTEN WLD	US GOLD
11	(-)	BARD'S TALE	EA
12	(-)	BARRY MCGUIG.	MASTERS OF
13	(-)	WULF PACK	BLUE RIVER
14	(-)	SABOTEUR 2	ENCORE
15	(9)	TREAS. IS DIZZY	CODE MISTERS
16	(17)	RAMBO	HIT SQUAD
17	(-)	KENNY D. SOC	COGNITIVE
18	(14)	ARMY MOVES	ALTERNATIVE
19	(-)	CRAZY CARS 2	TITUS
20	(12)	GAUNTLET 2	KIXX

The unstoppable Robocop license must be the best one Ocean ever bought - it's been number one for over six months now! Ocean have also made the top six spots their own this month thanks to their Hit Squad budget label, under which

CHARTS TOP 20

ANY	SPEC	AMS	C64	ST	AM
ON	●	●	●	●	●
QUAD	●	●	●	-	-
QUAD	●	●	●	-	-
QUAD	●	●	●	-	-
QUAD	●	-	●	-	-
ON	●	●	●	●	●
ALTERNATIVE	●	●	●	-	-
MAST.	●	●	●	-	-
ON	●	●	●	●	●
WORLD	●	●	●	●	●
	●	-	●	●	●
ERTRON.	●	●	●	-	-
RIBBON	●	●	●	-	-
RE	●	●	●	-	-
MAST.	●	●	-	-	-
QUAD	●	●	●	-	-
ITO	●	●	●	-	-
ALTERNATIVE	●	●	●	-	●
	●	●	●	●	-

Green Beret has streaked from nowhere to the number two position, Bard's Tale, with its new-found budget price tag has made quite an impact on all the individual machine charts, and has consequently settled into eleventh place in the overall ranking.



Don't push him - Rambo likes steadily into sixteenth position.



Army Moves makes its number 18.



Crash Cars 2 gets completely happy and hits the number 19 spot.



Number 10 this month - Green Beret, still managing to grab a chart position.

THE C+VG CHARTS

C64 TOP 20

1	(1)	Enduro Racer	Hit Squad	89%
2	(2)	Robocop	Ocean	84%
3	(-)	Bard's Tale	EA	80%
4	(-)	Green Beret	Hit Squad	81%
5	(3)	1942	Encore	83%
6	(-)	Storm Warrior	Encore	85%
7	(3)	SAS Combat	Code Mast.	84%
8	(-)	Yie Ar Kung Fu	Hit Squad	79%
9	(8)	D T's Decathlon	Hit Squad	75%
10	(11)	Silkworm	Virgin	85%
11	(-)	Kenny Dalglish S.	Cognito	77%
12	(-)	Kick Off	Anco	85%
13	(-)	Saboteur 2	Encore	76%
14	(-)	Wulf Pack	Blue Ribbon	69%
15	(2)	Postman Pat	Alternative	73%
16	(7)	Emlyn Hughes' So.	Audiogen.	94%
17	(-)	Dragon Ninja	Ocean	80%
18	(16)	Operation Wolf	Ocean	92%
19	(4)	League Challenge	Atlantis	78%
20	(-)	In Crowd	Ocean	79%

Enduro Racer still at the top? *Jeep!* You C64 owners are obviously won over more by price than quality. Only half of last month's entries remain this time around, and the proliferation of new budget games and releases have knocked some of September's high fliers right down among the dead men.

JULIAN'S TIPS

CTADOL: Activision's atmospheric search and destroy mission may well be rather heavy on next month.

RESCUE ON FRACTALUS: Superb Luciferin space simulator. Why is it not already in the chart? Is a mystery to me.

FORGOTTEN WARS, DS: US Gold's top arcade conversion should have made a big impact by November.

OUTSIDE BET

INDIANA JONES AND THE LAST CRUSADE: Now has the benefit of movie backing to help it sell.

As usual, the lion's share of the Spectrum chart is given over to budget games with only four full price games making it into the top 20. The top three haven't changed at all and Treasure Island Dizzy still hasn't moved from number one since the year dot. Are you guys buying more than one copy, or something?

JULIAN'S TIPS

Free Zeeland's Story: The Spectrum conversion is out now and on its way to super standards.

Dragon Spirit: I can see big things ahead for this smart looking shoot 'em up.

Clayton Warrior: Not little budget Mast should muscle find its way into the top 20 somewhere.

OUTSIDE BET

Planet Tom: Seems a Space game's got to be better to succeed these days, and the novel 3D Pac-Man game is just that.

SPECTRUM TOP 20

1	(1)	Treas. Is. Dizzy	Code Mast.	75%
2	(2)	Enduro Racer	Hit Squad	87%
3	(3)	Postman Pat	Alternative	70%
4	(17)	MIG 29	Code Mast.	35%
5	(6)	D T's Decathlon	Hit Squad	69%
6	(3)	Robocop	Ocean	85%
7	(-)	Green Beret	Hit Squad	85%
8	(-)	Barry McGuigan Ch.	Mastertr.	74%
9	(-)	Saboteur 2	Encore	76%
10	(9)	Advanced Soc. Sim	Mastertr.	79%
11	(-)	Monte Carlo Cas.	Code Mast.	75%
12	(8)	Kenny Dalglish S.	Cognito	77%
13	(12)	Crazy Cars 2	Titus	70%
14	(26)	Shanghai Warriors	Players	79%
15	(-)	Cup Football	D&H Games	73%
16	(-)	Gauntlet II	Kixx	78%
17	(-)	Soccer Star	D&H Games	70%
18	(4)	Fast Food	Code Mast.	66%
19	(15)	Road Runner	Kixx	78%
20	(-)	Wulf Pack	Blue Ribbon	69%

C+VG STAFF CURRENT GAME OBSESSIONS

JULIAN RIGNALL: F-15 STRIKE EAGLE II, XENON II, THUNDERFORCE II (MEGADRIVE), GHOULS 'N' GHOSTS (MEGADRIVE), WINNING RUNJARGADES, GUNHEAD (PC ENGINE)

PAUL GLANCEY: F-15 STRIKE EAGLE II, XENON II, SHUFFLEPUCK CAFE, GHOULS 'N' GHOSTS (MEGADRIVE), FINAL LAP TWIN (PC ENGINE), LEG-END OF HERO TONNA (ARCADES)

Games

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GAMES FOR ADULTS



BUDGET

DIE ALIEN SLIME!

Mastertronic

After such a promising title, it's a bit of a disappointment to find that this is actually the classic Alien Syndrome clone in the known world. In fact, that's probably doing Alien Syndrome a disservice, because it hasn't done it more so that game than wandering through an unchanging scrolling maze, absorbing items at wobbly angles.



The weapons at your disposal are really slow, and even the most powerful laser is only more effective than the initial dot gun. It takes way more to die in the game than the weak blasting it might have been more fun, but at a glance it's not a bundle of laughs.

C64 £2.99

Fast music, but the bland graphics and gameplay will soon bore you out of your seat.

OVERALL 39%

MONTE CARLO CASINO

Code Masters

Five gambling titles with five compilations of five neatly integrated casino classics. With out the aid of a multiball, the game provides Five Card Draw Poker, Roulette, Blackjack, Craps, and a Fruit Machine. Now, the really neat thing is that if you're unlucky at the Poker table you can quit and go to the fruit machines to try to top up your bank space.

The separate games are nicely done, with animated dealers and players and clear icon selection systems. The only real complaint is that the fruit machines lack any kind of nudge, hold or



bonus features. Still, it's a surprisingly entertaining set of games for gamblers and non-gamblers alike.

AMSTRAD £2.99

An accomplished package of betting games which should help while away a wee afternoon, we'll wager.

OVERALL 77%



KNIGHT GAMES

Mastertronic

Originally released in 1986, the game made the best lists for sports compilations and best ten-ups into a medieval tournament format. There are

eight events in total, but when it comes down to it, the die-drawing events vary only slightly, and there are no tactical differences in the gameplay. The non-target shooting games are very similar to each other as well.

Background and knight games are pretty good. Knight Games is a pretty good medieval shooter, but the die-drawing events don't help either.

AMSTRAD £2.99

Originally it is the same as the C64 version, only slightly slower and with more distinctly graphics. The high-pitched wobbly music will give you a headache, too.

OVERALL 50%

C64 £2.99

Was actually bad, but Knight Games is too boring to be fun for very long. There's just a bit of it's worth.

OVERALL 55%



SUPER GRID RUNNER

Llamasoft

Back in '83 when programmers were real programmers, Jeff Miner programmed the original Pac-Blast into a ZX on a VIC 20. Now he's got half a meg of memory and a 14 bit processor to play with. Miner has been able to improve on the classic with extra weapons, new enemies and beautiful psychedelic graphics.

The mouse tips your grid ship and its detachable R-Type-esque main-cannon around the whole screen, and which screen a multitude of strikes laser, wave, staff, Pink Floyd logos, eyes-of-the-Starlin - the list goes on, but grows steadily.



There's no hope of a nonstop-and-a-peace until every one's Mashed, and even then you're not safe because Jeff has put in some nasty surprises to get you just when you're feeling snug.

This is Pacblast at his very best - non-stop laser fury with addition, subtraction and a prize tag to put the rightness of pockets. Make like the Tab and go for it!

ST £9.99

Complete music package in a game to keep your mouse squeaking long into the small hours.

OVERALL 86%

PLANET TEN

Mastertronic

How times have changed! There are more than 80, strong Pac-Man's Twin Brother in only two dimensions! Luckily, in these more enlightened times we can enjoy the same game in 3D and usually he made the race with the ghosts and the power pills.

Planet Ten's 3D bit is very well done indeed, and the objec-



tion of ghosts, sneaking up on you around corners, and all disembodied eyes firing back to the base is quite amusing. The Pac-Man bit is the same as it ever was, though, so it's a case of, if

you liked the 2D version before, you'll love Planet Ten. Otherwise the simplicity of it all may become quite tedious after a while.

SPECTRUM £2.99

Pac-Man in 3D - beautifully done, but it's still just a game about running through mazes and eating dots.

OVERALL 70%

PRO POWER-BOAT SIMULATOR

Code Masters

How many times have you asked yourself "what's the deal with that boat simulator", the one of those planes, vertically-scrolling, bump-the-other-boats-off-the-track, run-and-drip-maps game. But let's not pour scorn on it now because it really isn't such a bad game.

Pick up the flags, collect the jet ship, make up the opposition, change the helicopter and so that's about it, really. Still, the graphics are nice and the music, sound isn't bad, and the simplicity is quite good for what it is, so, hey, why not give it a shot.



SPECTRUM £2.99

Never little racing game which definitely provides three quid's worth of fun.

OVERALL 70%

CANYON WARRIOR

Mastertronic

So there's a canyon! Let us go with your laser cannon! ROM! Take out those spacehips! That's it! It's a shame the Spectrum's sound generator can't provide about ten ups like this with the oomph to shell shock the player, because in all other respects Canyon Warrior is a notable bit of blasting.

There's a sizeable horde of marauders to mangle and even a few weapons to pick up, but the small screen area leaves no leeway in the canyon for fuzzy play. It's a dead easy to shoot the pick-ups before you get to pick them up, and even easier to crash and get sent way back down the level. Awesee!



SPECTRUM £2.99

A smart laser urge for shoot about 'em up fun. And let's not forget the full-function map editor!

OVERALL 79%

1

Vigilante from U.S. Gold

1994 New York... the police dare not enter the streets. The area cannot control the city and law and order no longer exist.

- 5 levels of play Main Street, The Courtyard, Brooklyn Bridge, Back Street and the Central construction zone.
 - Different street gangs led to a plot of a gang war.
 - The Vigilante is attacked by gangs using a variety of items, chains, guns and each Vigilante in an effort to keep himself.
 - Unlike other street gangs he can fight with other characters.
- Vigilante has an outstanding membership to its arcade parent **ST Ferrari**

Grade **BB**,
C & F E S L A



Vigilante	PRICE	CODE
Commodore 64	Cass. \$ 9.99	BF0022
Commodore 64	Disc \$ 9.99	BF0022
Spectrum 486	Cass. \$ 9.99	BF0022
Spectrum 486	Disc \$ 9.99	BF0042
Amstrad CPC	Cass. \$ 9.99	BF0042
Amstrad CPC	Disc \$ 9.99	BF0042
Atari 27	Disc \$ 9.99	BF0022
Amiga	Disc \$ 9.99	BF0022

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The New Zealand Story from Ocean

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Wally Wario has captured the hearts of 25 of New Zealand's finest from the New Zealand 100, and if you don't know them all by now-time they'll be stuffed, canned and trademarked at Wally's Cafe.

New Zealand Story is incredibly cute. This is an amazing, addictive game, and the difficulty level has been set just right.

Amiga Format **BB**.



New Zealand Story

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1 G

2

Indiana Jones The Last Crusade from US Gold

Relive the greatest action scenes from the greatest movie of all.

The game is played on four action-packed levels and will become the classic two hit, 40 episode games.

You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched.

■ A copy of the "Buretime Crusader" which details the storyline and hints & Tips is included with the software.

■ An advertisement of a sailing arena ship is captured and held on to all objects.

The graphics are superb, this is one of the best US Gold games to date!
US Formers 90%

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THE LAST CRUSADE

THE ACTION PEOPLE

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Rabooop

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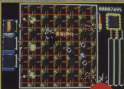
0458 74011

This is Paul Shirley's first foray into the 16-bit games scene. Having written 8-bit classics such as *Confusion* and *Secretary*, Shirley's inspiration from a wide variety of other games, *Quartz* is a progressive shoot 'em up which revolves around the Lattice, an eight-bit puzzle often something it takes time to solve.

There's no plot to speak of for the action is set in a world of Quartz, Hachos and Navarros. Hachos (yellow) and Navarros (red) disappear over Quartz, yet Hachos are smaller robots, when shot - both of these are in only four or five levels, which equates every other level.

Ultimately, the producer of shooting *Quartz* is why for millions of stars, are used to buy experience - but only when you've collected enough. Items you can pick up include eight-way fire, smart bombs, a flame thrower, outposts, also repair and a pod which allows more weapons to be fired. This is usually needed on or more of these, because for standard level sets, however you're given at

▶ **Ranking points in the second puzzle**



▶ **See up with the Navarros**

the start isn't very impressive.

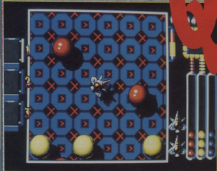
Apart from the Lattice there are four DMC game types, each of which scrolls in a different direction. The first is the Atomic Zone, combining a mixture of revolving fire chains inspired by *Super Phoenix* and some top-down alien attack formations. An aerial battle comes next, with disks coming out of the screen towards you, followed by the last, a world of mechanical and electrical enemies. Finally, there's the Organic Zone, pop-



▶ **Tracing the realm of the spinning**

QUA

BY FIREBIRD



UPDATE

An Average version is due for release about now for the same price, apart from a different soundtrack, the game remains the same. No details about it for versions are available at present.

ST £24.99

GRAPHICS 88%

SOUND 86%

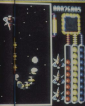
VALUE 89%

PLAYABILITY 79%

Smooth and colourful eight-way jet after another and a great soundtrack make

Quartz immediately appealing, a feeling that doesn't wear off for some time. It borrows a lot from other games, most notably Asteroids, but, like everything Paul Shirley does, it's beautifully presented and very addictive.

OVERALL 80%



Collecting items for extra power

used to make and enhance jet-propelling boats. Musty stuff!

For all its graphical excess,

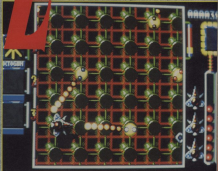
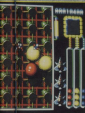
Quartz is a little slow, it's more of a tactical game than a pulse-racing blaster. Even so, the variety of sub-games and the need to survive to collect enough resources provides a satisfying means for more standard shoot-'em-up fun.

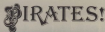
GORDON HOUGHTON

Dodge the spinning items coming

ART

Prepare to destroy the nucleus





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▲ Get 'Mashed' down!

PAPER BOY

BY ELITE

The original 8-bit version of this comically chaotic sport-painted almost three years ago, and sold in vast quantities through some futurism reviews. Does the Amiga version earn a loud hurrah or a miserable moan? Read all about it...

You play a pretty cool dude inside a three-wheeled delivery bike, skillfully lobbing rolled newspapers into your patrons' porches or mailboxes (the latter give you a bonus). Fail to deliver and they'll cancel their order. Find a house that needs a different kind of paper, and you can break their windows for bonus points. Fair enough.

At the end of your deliveries, it's off to the BMX store track to get some target practice, just for funsies and bonus points. Crash or run out of time and you won't get the adulation of the gassy groupies waiting for you at the finish line.

Each day your success is measured by the number of customers left, lost them all and it's shame, frustration and unemployment. At the end of each week you move on to the next, harder level.

Life in a paperboy isn't as much fun as it seems, though plenty of needs populate the



▲ Burnin' up the BMX track!



▲ Hit the targets for bonus points.

neighbourhood, following out in front of the bike, letting their kids run riot with remote control racers, unleashing mad dogs and deadly lawn mowers and trying to squash you with their mowers. His cry of these and it's time to get a new bike - and you only have five.

This has got all the addition and frustration of the coin-up, but the gameplay elements have been changed, unfortunately to its detriment. Fans of arcade Paperboy should warm to it, but the rest of you might want something a bit more substantial for twenty-five quid.

GORDON HOUGHTON

UPDATE

An ST version, with virtually identical graphics, is due out at the same time - but for a five less than the Amiga.

AMIGA £24.99

GRAPHICS 74%
SOUND 63%
VALUE 59%
PLAYABILITY 74%

Why are it also the same as the coin-up? The sound is arguably better (although there's no speech), but the graphics are patchy, and the gameplay has been altered. It's not a bad game, but it's too old and too expensive to deserve greater praise.

OVERALL 69%

PASSING SHOT

BY IMAGEWORKS

Wouldn't you put your Fred Perry shorts and Boris Becker wig away yet? Wimbledon might be over, but the tennis goes on, this particular ball being ImageWorks' court.

Teque (Bearsports) and Thunderbirds have programmed the conversion of this legal cover-up which lets you play in a world grand slam tournament against teams of computer players, with or without a human doubles partner.

After selecting one of four computer skill levels, it's straight down to the court, where you get a 3D Dan Maxwell view of the screen. Press the fire button to launch the ball into the air, then push up or the stick to hit it across the court.

After you've served, the screen switches to an overhead view, which scrolls to follow the ball (just like the real thing). The point of the game is to hit the ball back at your opponent, or in fact, past your opponent. To make it even more realistic, your opponent play extends to a host of different shots - lobs, drop shots, volleys, forehand

and backhand smashes and the anonymous passing shot - all facilitated by holding the stick in a certain direction as the ball is hit.

The standard rules of tennis apply, and there's even an umpire providing, who lets you know just why your opponent's trouncing you. Funny thing is, though, some of his decisions seem to be the sort of rulings that even Boris 'The Cool' Berg

▼ He's blown it



▲ That ball is OUT!

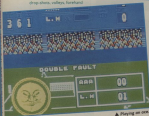
player, it's often too late, and you're too far away to reach the ball.

This is a shame, because aesthetically, *Passing Shot* is quite impressive - detailed and well-animated sprites and possible music. Unfortunately, the gameplay is so annoying that before long the disk is sure to go the way of a Holborne racquet.

PAUL GLANCEY

UPDATE

Teque are also producing versions for the Amiga, Cdd and Spectrum, and while the graphics and sounds will vary with machine, the basic problem of screen shots will probably trouble them all.



▲ Playing on TV

could get probably miffed with - like calling shots after the ball's only bounced once.

That, it could get above live with, but far more annoying is this. The screen doesn't show enough of the court at any one time, so by the time it's scrolled far enough for you to find your

AMSTRAD £9.99

Not so good looking as the SP version of course, but suffers similar problems. Added clumsiness gives the impression of playing an action replay.

OVERALL 55%

ST £19.99

GRAPHICS 73%
SOUND 69%
VALUE 55%
PLAYABILITY 58%

For all its super-realistic options, a replay count display and the dubious shot make *Passing Shot* a bit of a disappointment.

OVERALL 61%

MAZE MANIA



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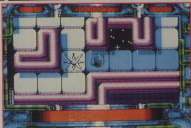
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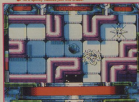
► A spiky thing in the pursuit.



► Flippo gets a moment to himself!

MAZE-MANIA

► Here spiky nasties join the chase.



BY HEWSON

Platform-style games come and go and, as the saying goes, have come another one. This time the scenario reads that Flippo, a kind of hedgehog with two legs out of his, has to find his way out of the Mazes of the Upper Plane.

He does this by walking over tiles, which then flip over and change colour. Once all the tiles in the current maze have been flipped correctly, he can leave for the next via a mysterious floating teleporter.

Things aren't as simple as they first seem, though. Our flipping friend only has a limited amount of energy, and there are plenty of aliens around willing to do him in. If he gets caught too many times, he loses one of three lives. Fortunately, extra lives are available in the form of Flippo items, you can also pick up a lightning bolt which gives you extra energy, and a hat, which allows you to stomp on lots of alien heads without losing strength.

UPDATE

Other 8-bit versions are still under development for the same price as the Spectrum, and the 64-bit version promises an additional bonus version. On 16-bit the game hasn't yet been priced and no prices are available, but it should feature twenty levels.

In addition, there are some tiles which change colour every time you flip them, and others that can only be turned when walked over from one direction. And even before the Flippo that falls down a hole, for his life is quickly snuffed out.

And that's all there is to it. Flippo is very similar to LG Gold's Streets, but unfortunately Streets is better, has far more levels and a greater variety of bonus items. Although it's a nice enough game, Maze-Mania is just too repetitive and simplistic for the price.

GORDON HOUGHTON



► Piece of colour in the C64 version!

SPECTRUM £9.99

GRAPHICS 57%
SOUND 38%
VALUE 23%
PLAYABILITY 41%

Like most Fun Fun inspired games, the action is initially appealing, this is also helped by a cute main character and reasonably fast-paced gameplay. However, with so few and so similar levels it doesn't hold much lasting interest.

OVERALL 42%

XENON

2

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Twelve months ago, Valzer Grafik, the programmers behind the ill-fated Star Wars conversion, started work on programming routines which would display filled 3D objects faster and more accurately than ever before on a home main. The culmination of their work comes with the release of Bomber, a flight simulation which features the best three-dimensional aircraft graphics I've ever seen.

Unlike the Monoplane simulations, Bomber doesn't put you over Libya or Vietnam, and instead lets you see an area of about 1,000 square miles of the USA, encompassing North and South Dakota, Wyoming and Montana. The location, as I recall, is important to the game, as combat isn't intended to simulate what goes on in any particular war zone.

As with most flight simulations, after loading you're confronted with a host of options screens. Select one of eight stored pilots from the roster, pick an aircraft (there are seven planes of various nationalities, all beautifully depicted on this particular screen), then you can choose your mission.

By selecting the simulator option, novice pilots can gain flight experience without having to undertake a mission. You can start from the runway, over nearby Rapid City, or final approach or from various other positions. Then you can just fly around, bombing the dinosaur park in Rapid City, leaving farms

and roadside gas stations, and just generally taking in the spectacular views, both internal and external.

Once you've had your fill of frivolous flying, select one of the ten graded difficulty, multi-stage operations to test your skill. As well as having the usual SAM-smashing, rock-throwing, runway-grazing, delighting missions, the 10-bit versions of Bomber include a mission designer, which lets you define target positions, the locations of airborne refueling tankers (the refueling sequence is well worth seeing, incidentally) and other options, then save them to disk for you or a friend to fly.

The flight controls on each of the seven planes are basically the same, but each has a different cockpit display, accurately reproduced from the real thing. If you've played any other re-

BOMBER

BY ACTIVISION

cent flight sim, you should be familiar with the layout and



▲ Hmmm... How about a US Army Tanker?



▲ Get yourself loaded up.

BOMBER

you don't miss anything when you're actually in the air. In fact, this even has the favourable effect of there being less to distract the pilot, so flying is much more fun.

Apart from having stunningly detailed and realistic aircraft and scenery graphics (each plane is made up of at least 120 polygons), Bomber is great fun just to take a plane up and fly over so-Dan's Tower (some of Close Encounters' classic), drop a Christmas tree as you return occupied by terrorists, and bring back to base for a Bud in the Officers' Mess.

Myself, I prefer F-15 Strike Eagle III's depth and speed, but a novice-flier looking for an easily approachable, fun sort of flight can't really do well to check this one out (as long as they've got a fast VGA PC, of course).

PAUL GLANCEY

working of the gauges and displays. Compared with other ST and Amiga flight sims, the cockpits seem relatively bare, but



▲ Bomber bar out of the hangar.



▲ The Phantom lifts off and heads for the target.

C+VG HIT!

UPDATE

We've seen demos of the other versions, and it turns out that the ST and Amiga versions have the same gameplay. They run slower, but there will be toggles to reduce between levels of scenery detail. The F-15 version also features flicker 3D graphics, but the planes use low polygons (about 40) to keep the speed up.

PC £24.99

GRAPHICS 95%
SOUND 70%
VALUE 87%
PLAYABILITY 88%

Stunningly realistic graphics and hours of un-complicated flying make Bomber a real flight to remember.

OVERALL 89%

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POWER PLAY COMP

Power Play, the people behind the Crystal joysticks, have decided to bring Christmas forward three months and organise a fabulous competition with us. There's not one first prize. Not two. But three (count 'em) first prizes of PC Engines, that amazing pint-sized console that's currently regarded as THE hot gaming property!

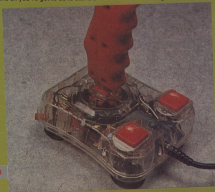
And that's not all. There are also twenty runners-up prizes of Crystal joysticks, so even if you don't win an Engine, you could still improve your games playing abilities with a brand spanking new control stick for your computer.

Hurrah!

And all you've got to do to stand a

chance of winning a prize is to count how many new PC Engine games are previewed in our free Mean Machines megamag that was given away this issue. Is it five? Is it ten? Well, count 'em, put the number on the back of a postcard or sealed-down envelope and send it off too: OH NO NOT ANOTHER GREAT LONG COMPETITION NAME FOR ROBERT AND GEORGE TO SORT OUT COMPO, C-VG, PRIORY COURT, 35-37 FARRINGTON LANE, LONDON, EC1R 3AU. The closing date is October 15. After that we'll be putting all the entries into a big sack. The first three correct entries pulled out will win their senders a PC Engine, the next twenty will get joysticks.

Get counting.



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▲ Dodge the noxious to stop



▲ Bubble-busting helps to clear areas where



▲ The Progress bar shows another waste pipe shot

RAINBOW WARRIOR

BY MICROPROSE

You can't have failed to notice that Britain has recently gone green—ozone-friendly hair-stays, lead-free petrol, more votes for the Green Party, even previously ecologically-unconcerned people joining Greenpeace. Microprose probably came under the latter category, but since *Rainbow Warrior* (The Greenpeace game) is definitely a departure from their range of American Communist-killing battle sims.

Microprose hopes that they can bring eco-awareness to the masses who would normally switch off at the sight of another *Flamewarrior* in an animal spraying baby hair, walls with green paint. The game is split into seven different subgames, each of which deals with a real Greenpeace campaign. Six of the seven can be selected from the opening screen, but you have to finish all of these before you can play the culminating game.

In *Clean Dumping*, you control a team of sea commandoes who have to board a ship dumping waste into the sea. Starting in a dinghy, your team has to climb on deck, then each step a crane which is dropping barrels into the ocean. The crew of the ship aren't willing to help you, though, so you have to avoid the hose trained on your dinghy, dodge barrels, and the crew members who throw you overboard if they catch you.

Save the Whales is a sort of *Breakout* game, which puts you in control of a killer whale swimming about under a screen full of blocks. The objective is to completely uncover a picture of whales by blowing bubbles in the blocks to destroy them. Different coins drift across the



screen, and if you bubble a good one (such as a Greenpeace dinghy) that coin will clear all the blocks it passes over. Hitting, say, a whale skull will cause it to restore blocks until a gasp of screen. It's no easy to inadvertently be the wrong player and suddenly rebuffed a load of blocks that the game becomes quite frustrating.

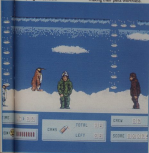
The Acid Rain Campaign puts your team of activists at the foot of four chimneys which are spewing sulphur dioxide into the atmosphere. Periodically, a dinghy with gas carrying a banner bearing one of the letters in the words "STOP ACID RAIN". You have to collect all the banners and drop them across the top of the chimneys, while dodging a patrolling policeman, a large truck and a spenser-throwing worker.

Ozone Depletion takes your campaigners to the Antarctic, where aerosols are roaming the atmosphere, knocking holes in it. To get rid of them, you have to chuck snowballs at them; otherwise radiation leads to

BOW HUNTOR



▲ The best bow: Rainbow Warrior.
▼ A beautiful penguin as target!



▲ Spraying a seal while hunters leap to a watery grave.

ground level, muzzling penguins into homicidal killers, and doing your campaigner no good at all. Quite honestly, as you can imagine.

Leaving the Seals puts you on the ice floes of Canada, where hunters are out to cull seal pups for their skins. The only way to stop them is to spray as many seals as possible with green dye, making their pelts worthless.

Just leaping from floe to floe is dangerous enough, but running into hunters is fatal, and a missile firing nuclear submarines also makes an appearance.

My favourite of the six games takes place in the Irish Sea, where low-level nuclear waste is being pumped out through pipe outlets. You control a dolphin, which breathes a clever gas instead of seawater, dangerous eels, jellyfish and sharks in the sea outside, where the gas will be harmfuling the pipe shut.

You're probably thinking that none of the above sound like earth-shattering computer entertainment, and taken individually they're not. However, as a package, *Rainbow Warrior* is surprisingly enjoyable. None of the campaigns has any depth and they all seem terribly silly while you're playing them individually, but they're so light weight that it's difficult to get really stressed out with them.

The games above aren't likely to turn you into the Ecology, but they do lead you to the beautifully presented and thought-provoking instruction booklet. This contains relevant statistics and case histories, which make very interesting reading, educating the reader as to exactly what's wrong with the environment and what's being done to save it.

There's too good a lot to say for a non-mainstream title like this one, but it manages to

educate without indoctrinating, a topic everyone should be fully aware of. And remember that part of the profits go to Greenpeace for the purpose of saving the planet, which can't be bad.

If you want further information about Greenpeace's work, and how to become a member, you can write, enclosing an SAE to GREENPEACE UK, 20-31 LINGINGTON GREEN, LONDON, N11 8SE.

PAUL GLANCEY

UPDATE

The games are all very simple so they should translate easily from machines to machines. Expect Amiga, Spectrum, Cid and Amstrad versions shortly.

ST £24.99

GRAPHICS 74%
SOUND 71%
VALUE 79%
PLAYABILITY 73%

First impressions give description. This is a thought-provoking and quite enjoyable piece of entertainment software deserving your attention.

OVERALL 76%

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GO TO THE CIRCUS IN MOSCOW

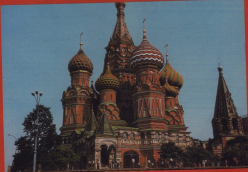
To celebrate the launch of their brilliant new circus game, Finnish Freddy (which was awarded a HIT! when reviewed last month), those lovely people at Mindscape have got an absolutely amazing competition lined up. They're going to send two people to the circus. Not some rubbish old Big Top jobbie, mind you, but the incredibly fab Moscow State circus!

The winners of this competition will spend a week in Moscow, and will be able to see all the sights of the soviet capital. And of course the highlight of this once-in-

a-lifetime experience will be an evening at the World's most spectacular show, the Moscow State Circus.

All you've got to do to enter this comp is name three famous Russians. It's as easy as that. Put them on the back of a postcard or a sealed-down envelope and send them to: OOH-OOH COMRADE THE MOSCOW STATE CIRCUS SOUNDS A VERITABLE BIG TOP O' FUN COMP, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All entries will be stuffed inside a furry hat, and the first correct entry pulled out will win its sender (and a partner) that fabulous trip to Moscow. Oh yes, please make sure that your entries arrive before Oct 16.

NOTE: THE WINNER MUST BE ACCOMPANIED BY AN ADULT.



LAGER SQUAD LASER SQUAD



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players it's unbeatable!"

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▶ AMIGA

REVIEW

ARTHUR

BY INFOCOM

Inform has, from the beginning, had the uncanny knack of stamping its own brand of flavor and pizzazz on an adventure, irrespective of the underlying story. An Infocom adventure, whether it be a role-based or a science-fiction thriller, is an entertainment value stream always guaranteed.

Arthur, based on a mixture of legend and history, is no exception. Written by Bob Bates, whose last game was Darkbit (NOT the Melbourne House title), Arthur starts with you as the young heir to the throne, witnessing King Lot's mauling of Excalibur, stone and all, and substituting a replica, thus claiming the crown for himself.

Your quest is to eventually capture him, and withdraw his castle from the stone yourself to regain your inheritance. But Merlin insists that you first go out and gain wisdom and experience, and become known to your people for your ability. The scoring system awards points for all these categories, and also for the quest itself. Though don't be misled into

Merlin shows Arthur his magical weapons.



Merlin's castle

You walk into the town square. The stables are to the north, and the castle to the east. To your south you see the entrance to the forest's only tavern, and to the west to the village green.

The village idiot to the left, sits playing with a dead mouse that fell off his feet. He mutters, "Beware the terrible night."

What'll I do first for your wisdom, sirr? :

☐ If you want to be his friend? thinking Arthur is a role playing game - it is an antique adventure.

An early visit to Merlin provides you with the key to unlocking many of the problems encountered in your pursuit of the crown. He bestows upon you the ability to transform yourself into different creatures: badger, owl, seal, turtle, and salamander. Around this magical power are based some very intriguing puzzles.

You can get into the castle, for example, as either a badger

or an owl, but since you can't carry anything in these forms, you must leave in human form if you find any useful objects you want to take away. Only one problem here - how do you discover the password to get past the guard on the gate? And if you thought mazes were a thing of the past, the badge's den, consisting of every little passage all alike with exits in all directions, may have you wondering if you're playing Colossal Adventure by mistake. Except that in this maze you are a badger, and a badger cannot carry any objects with which to mark the rooms.

The third graphical Infocom adventure, Arthur has a different look from either Dark Zero or Shogun. The side bar is positioned halfway down the screen, displaying location, life form, and time of day. Below that the text part of the game is played.

While above is the player has a choice of a cameo graphic of the location set in an heraldic banner, or alternatively, a mouse-operated interactive map. This allows movement by clicking.

UPDATE

Arthur will be released on the ST and PC over the next few months and will be identical to the Amiga.

REVIEW
C+VG
HIT!

could not obscure the fact it was the case in Dark Zero.

A hint system is built into the game following the usual format with one or two notable exceptions. The range of hints available increases to meet the player's needs at any given time. This means you won't start seeing them for puzzles you have not yet come across, nor for puzzles that you are not yet in a position to solve. As a consequence as they are, however, some hints do not give a complete answer, and leave the player to do at least some figuring out for himself.

It was the built-in hints that confirmed what I had suspected at a fog: In human form I was having difficulty in persuading my reduced prisoner to venture out into the castle courtyard, where he was frightened he would be incinerated. A glimpse of some sort seemed to be required, and this, indeed, was confirmed by the hint. But before reading the hint, I had accomplished the same thing by flying out as an owl, where he was quite willing to follow.

Well, beggars like the one the medieval of adventures, and is in no way detracted from a game that I feel ranks among the best from Infocom.

KEITH CAMPBELL

AMIGA	£24.99
GRAPHICS	89%
SOUND	N/A
VALUE	91%
PLAYABILITY	95%

One of the best cost-only adventures yet released - definitely one for traditional adventure fans to watch out for.

OVERALL 91%





Mr. HELI

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C.V.G.

What should you do with the washing machine? Is Webba's map useful? What do you do when you're in Hades? All these questions and more are answered in this month's fabulous adventure column. Take it away Keith Campbell...

ADVENTURE

THE STONE, THE BOULDER, THE CAVE, AND THE POOL

Lapis Philosophicus was Larnax one of the world's most widely played adventures, but every now and again one of it's problems pops up in the *Midplane* mail, and this month brings a pig of a problem. Is there any alternative out there who knows this game and could they tell Neal Pearson of Tokalon in New Zealand, how to leave the city with some tools and a pig, without being beaten up by a bunch

of drunken guards?

The *Flame* is a great adventure, but some of its problems are a bit mind-boggling, with answers that are not at all obvious. Moving the boulder is a difficulty occurring early on, and not a lot of progress can be made until it is overcome. Again and again this problem crops up in *Midplane* letters, so although logical, the solution is fairly obscure. Individually, the size and the

how are not strong enough to move the boulder. To the naked eye the box with your shirt or pants, and use them together to lever the boulder out of the way.

How many people have come up against the spider blocking the entrance to a cave in King's Quest III? It's stopping Johan Molenhede of Breda in The Netherlands from entering, just like it did to me! Who can help an enter, and also suggest a way

full course of action in the shop and the post?

Pina Rosenlöwe from Soppergarden in Denmark is playing *Space Quest I*. "When you reach the room after the sliding door opened by blocking the greaser, there is pool," explains Pina. "How do you enter it, and has it any use at all or is it just a joke?" he asks.

ROLE CALL

Indocent's *Jewelry* is a role playing game that initially puzzles me as if it has few difficult puzzles. But it gets harder the further you get. "Jewelry is a game of great atmosphere and great text," writes Lior Henry of Hlala in Israel. But Lior is completely lost in the maze that lies just in front of Avaris's tower. "How do you find your way through?" asks Lior. "Is Webba's map useful, or perhaps there is an alternative way to reach Avaris?" Here's some help from Michael Horvath who was stuck in *Dungeonsmaster* a few months ago. "My bet is that Michael is stuck at the beginning of Level 6, in which case rock is not rock when it is a gem," writes John Yeates. John goes on to advise Michael that the door at the bottom of the stairs is almost certainly the one with the star shaped lock, leading to Fire-staff, in which case he needs the M-key.

Recognize the name? If you've read *Cy-YG* for a number of years, you'll remember that John was once mentioned in those pages as "the lanky Pimanian from Jersey". But John is not as stupid as he is used to make out - he is just about to start his second year studying Computer Science at Sussex University. "Does anybody out there know where all the secret rooms are?" he asks. "There are loads of things like Speed-how and the special records, but I can't find all of them."

PLAYED BUT NOT FORGOTTEN

Recently released *Deja Vu II: Lost In Las Vegas*, takes you



NTURE

through the further adventures of private eye Ace Harding. Waking up in a Las Vegas hotel bathroom with a classic hangover, you vaguely remember being abducted from Chicago by two of Tony Malone's thugs. It seems he thinks you owe him over \$100,000, a sum unaccounted for by Joey Siegal, the partner of whose murder you were acquitted in Deja Vu I. You'd better get that dough to Malone in one week, or it's "or else" for you.

The seven dollars in your pocket won't go far if you're planning a visit to the hotel's casino to get you out of trouble. Still, who knows, there may be ways and means of making it go a bit further...

Deja Vu II is the latest of Mindscape's iron-driven adventures. Almost the only words you have to type from the keyboard are ones you actually want to say to a character. Effectively the game is played entirely by mouse, dragging items from windows to window to take or drop them, clicking on exits to open or pass through them, or selecting a verb from the word list provided and then clicking on an object to complete the command.

There's plenty of animation, particularly at the station. For example you'll see the whole team move away from the platform. If you have an ST you'll hear the steam engine puffing away after the guard has called "All Aboard", but not if you are playing the Amiga version, though, which is silent.

A slick private eye adventure that should prove every bit as popular as its forerunner, Deja Vu II is from Simon St Laurent, Mindscape, and available for Atari ST, Amiga, PC, Apple II, and Macintosh, priced \$4.95.

HOME GROWN

River Software is one of the home grown mail order software companies that has been keeping Spectrum ad-



venture here supplied with good quality low-priced titles for some time. Now branching into the 16-bit market, River has recently launched a trilogy of adventures for the ST, and I'll be taking a look at these next month. Meanwhile, Bounty Hunter is a brand new Spectrum text adventure just released. Resting down in the Sea Of Storms on the planet Karkino, your task is to destroy twenty-two Viroids. Viroids are semi-viral life forms developed by the War Federation, and these were in transit to Federation HQ when the cargo ship carrying them crashed on Karkino. Equipped with a War Federation briefing and a map of

the planet, both of which come with the package, you must seek out the Viroids and then use your Pulse to destroy them. The adventure map is very realistic, consisting of "hazy" locations that line up with general areas shown on the hard copy map, and defined in the game by on-screen coordinates.

These are displayed to a strip separating location details from text messages. The strip also shows the number of Viroids remaining, the number of teleport PACs you have left, and a range indicator that starts flashing as you get near a Viroid. When using a Pulse or a PAC, these statistics are ingeniously replaced

by sending messages emanating from your MATCH (Wide Analogue Teleport and Communications Hand-war).

But the game isn't simply a matter of stumbling blindly around until you find a Viroid and then fixing it. Your equipment may indicate the presence of one in the area, but actually reaching it will inevitably require solving a number of typical adventure problems.

Bounty Hunter maintained my interest, and it's an original and well produced adventure. It is available for the Spectrum from River Software, 44 Hyde Place, Aylesham, near Canterbury, Kent CT3 3AL, priced £38.

CLUES

A

POLICE QUEST II: To get Marie to leave, dial it on the phone, and ask for a taxi.
SPACE QUEST II: When on the ladder, put gems in mouth before continuing.
KING'S QUEST III: To open the cabinet, look on top of the closet in Manman's bedroom.

ALL YOU NEED TO SOLVE...

MOETVILLE MANOR
With the help of Steven Sargant

ATHE: Search the top right drawer and get the wooden rod.

CRYPT: To enter the crypt put the ring in the hole on top of the blackstone orb, and turn it. Search to find the wooden object (in the body).

DAGGER: Search the suitcase in Beth's room. It's the fourth door on the right from the landing.

ENDING: Put the wooden rod through the hole on top of the chest of drawers, and put the wooden object at the other end. Read what is revealed.

RING: Search the suitcase on top of the wardrobe in Ceres and Guy's room. It's the last door on the left from the landing.

SECRET PASSAGE: It's in the ceiling. To get in put the dagger in the deep-diamond shaped opening.

MOST OF YOUR TROUBLES ENDED IN...

2008K I
BASKET: Used to transport things into the room beyond the Tight Squares. Put requested items in basket and leave it.

BAT: Take the garlic into the

belfry with you.
BATTERIES: If these run low, use the Olympic torch.

BOOY: Take it from the stove, and open it.

CANARY: Take it to the tree where you found the egg, and wind it up.

COFFIN: Can only be removed by praying at the altar.

CYCLOPS: Feed him the sandwiches, with a drink to follow.

EGG: Only the thief can open it. Give it to him, and tell him to get it back again.

FLOOD CONTROL: DAM #3 Press the yellow button in the maintenance room, then turn the bolt on the control panel with the wrench.

HADEN: Take bell, book, candles, and matches, to the gates. Ring the bell, light the candles, and read the book, to enter.

MAZE: Plot it by dropping a different object in each location to identify it. (See advice on mazes in this column).

PLATINUM BAR: Open the slave gates until the reservoir is empty. Close them again and get the bar quickly.

RAINBOW: Wave the scepter at either end of it.

RIVER TRAVEL: Inflate the pile of plastic with the pump.

ROPE: Tie it to the railing in the Dome Room, and drop it over the parapet.

SPADE: Use it in the sandy area.

UNDERGROUND EMPIRE: To find the entrance, lift the rug in the living room. There are two exits, via the maze, and by paying at the altar.

WASHING MACHINE: Turn it on with the screwdriver after putting coal in it.

THE ADVENTURE HELPLINE

You've spent good money on an adventure game, and you're thoroughly enjoying it, but now, only a short way into it, you've come up against a problem that is too baffling for you to solve. What can you do about it? If you abandon the game, apart from the disappointment, it's probably \$5 down the drain. But just because you can't solve it, doesn't mean others haven't, nor that you are not ready up to playing it anyway. Different people are good and bad at different problems. In your other alternative is to seek help.

That is why we set up the Adventure Helpline back in 1982. We felt that a computer games magazine can offer its readers an invaluable service in this area, through the combined expertise and experience of both its writers and readers. Many software houses offer either a hint sheet service, or telephone helpline for their customers. However, God's Law says that the very problem you are stuck in will not be covered by the hint sheet, nor be known to the person who answers the phone.

Over the years, using a clues database written especially for the purpose, I have collected and collated over 2000 clues, which are suggested by thick files of maps, solutions, and hint sheets returned from both software companies and C+VG readers. Write to me and you'll get a reply, even if it is to say that I can't help with your particular problem immediately. In this case I'll throw the problem out to the adventure fans who read this column. When I get an answer (and I usually get dozens) I'll print it in the clues section.

OK, it may take a little while before you get the help you need, but the adventurer who seeks an instant answer for every problem that can't be solved within a couple of



minutes, might just as well read a book! In fact, quite often adventurers solve their problems in the meantime. So much the better, for they will have gained more satisfaction in cracking the problem. But at least, having written in, you can be assured that help will be on the way eventually, and in the longer term, your game will not have been spoiled, nor your money wasted.

So drop me a line. Tell me where you're stuck, and help me with someone else's problem if you can. Or simply write to have a chat about the latest game you are playing. Just include an SAE to get a reply. Who knows, before long you might even see your name in print!

Send your stuff to Keith Campbell, Adventure Helpline, C+VG, Priory Court, 20-21 Barnington Lane, London EC1R 3AU and I'll get back to you as soon as I can. By the way, DON'T place the C+VG address - write!

Z

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COMPO

PLAY THE GAME MAKE THE PLANE

You've read the Bomber HIT! review... You've stuck our amazing free Bomber poster on the wall... Now enter the Bomber competition.

Activision, in association with Revell, have got together an enormous 150 (yes, o-n-e h-u-n-d-r-e-d a-n-d f-i-f-t-y) prizes of brilliant model aeroplane kits to give away in this ginormous comp. The kits on offer are all planes from the game, including the Tomcat, Phantom and Tornado... So you could make up your own favourite plane - then go and fly it on-screen!

Right, here's the catch. Before you can do anything like win a plane, we want you to answer the following aeroplane ques-

tions. They're not that difficult, and you shouldn't even have to get a plane book out of the library...

1. WHICH COUNTRY MAKES MIG AEROPLANES?
2. DOES AN F-111 HAVE SWING WINGS?
3. WHAT IS A MAVERICK?

Got 'em? They're not too difficult! Right, write the answers down on the back of a postcard or sealed-down envelope and send it off to: IS IT A BIRD IS IT A PLANE NO IT'S A BOMBER AAAGGGHH BOOOOM COMP, C-100, PHOENIX COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

The closing date is October 16. After that we'll be putting all the entries into a sack, and the first 150 entries pulled out will win their senders model kits.

So why not enter? This about the best chance you'll ever get of winning a prize!



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LAST NINJA 2

Revenge is a dish best served cold. This time Roger Eberfeld uses video games' means to resurrect himself. Revenge is an excellent comic strip of the kind that's only too possible in today's increasingly Medieval or fantasy-themed gaming world. The main game action will see you, as you slip into the last Ninja, across the edge of time and space your adventures will explore the world of dark, foggy and mysterious worlds. This intriguing and atmospheric world and intriguing world with you are not kidding, you'll see a lot of things that you can't see with the real world. Can you imagine that? It's a lot of fun.

BATMAN - THE CAPED CRUSADER

B.C. Comics' Batman's Super Hero Batman's first time in the video games in a different world. Another adventure in this unique style today of an in Gotham City. In the Batman's and never in through the world of fun and excitement as you face the wickedest of all - the Joker. There's never a moment that the battle's about with the assembly team however, or you'll see the exciting climax that's the end of the game.

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Solid 3D, the real end yet to be coming.
Mission: Locate & Destroy Zephyr, Our weapon on Dark Side, About 10000 units, Double Matrix ESD's, can't connect network and it's paid to be an advantage. Time to start ESD, it's the end of the game.

R-TYPE

Along with the other, the ultimate version of the game is to be released. As you'll see, the game is very well made, the graphics are very good. The game is a lot of fun to play. It's a great game to play. It's a great game to play. It's a great game to play. It's a great game to play.

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▲ Bored by gunplay?

As you race down the river, you occasionally get to forke, one of which is chosen Duhovny-style. At the end of each level (you've guessed it) is a big fat giant monster which must be destroyed to go onto the next level. These aggressors range from huge hovercraft to giant helicopter gunships - it's kill or be killed.

Aquattack is an enjoyable and challenging shoot 'em up. The 3D graphics are slick and colorful, the sound is very impressive, and the action is varied enough to please both driving and shooting fans.

RAMBO

A more shoot 'em up and a little more in Rambo II, the crown-og of the latter successful film. As you can imagine, you play Rambo, and have to blow up as many people as

AQUATTACK

Feel up with all these driving simulations? Then why not take to the water in Taito's brand new power boat shoot 'em up?

Those familiar with games like Aquatic 3, Thunderblade and Chase HQ will instantly want to this as they wheel down a river in a very powerful speed boat. A steering wheel controls the boat's movement, while buttons next to it make the boat hop out of the water (useful for dodging the deadly debris that floats in the water), launch homing missiles and fire the boat's machine guns.

Why do you need all this equipment? Well, there are lots of enemy hovercraft on the water which are after

your blood. And just to make things worse they've got backup support in the air in the form of squadrons of missile-firing helicopters... **▼ Taking on the mighty hovercrafts.**

GRAPHICS	84%
SOUND	81%
VALUE	81%
PLAYABILITY	84%
OVERALL	83%



▲ Don't push him! possible - just like the movie!

The game uses a Catherly 3D viewpoint from behind the hero. Buckles on feet and in various military vehicles attack Rambo from all angles and attempt to wear down his energy bar, which results in the end of the game.

While the game doesn't score any marks for originality, the action is fast and frantic and it's very



▲ Eat nuclear snow, punk!



playable. Try it out if you like Operation Wolf games, or as Hambo would say, "tough fell wigglesher best".

GRAPHICS	80%
SOUND	76%
VALUE	78%
PLAYABILITY	82%

OVERALL 82%

VIOLENCE FIGHT



If you fancy taking out a bit of aggression on a computer opponent, this is the place to do it. Featuring large characters, Violence Fight is a one-on-one beat 'em up in a very similar mould to Capcom's Street Fighter.

At the start of the game, one or two players select a character, and the action begins. There's a variety of moves made available to the players, with all manner of kicks and punches. The idea is simple - just wear down your opponent's endurance until he's in the mud!

▼ Phew! Right in the mud!

▲ Pick a flog, any flog



▲ Queensbury rules don't apply



any matter before he wears down yours. Succeed and it's onto the next, more adept opponent. Fail and it's game over.

Violence Fight is a tough beat 'em up, but the neat animation and clever use of graphics results in a highly entertaining fighting game.

GRAPHICS	85%
SOUND	78%
VALUE	78%
PLAYABILITY	86%

OVERALL 82%

Can You Stop The Russian Bear?



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RASTAN II

The ever-popular hero of slash merchant returns in this game of mythical monsters and loads of mayhem.

The gameplay is very much like its predecessor, with muscle-man Rastan strolling along the horizontally scrolling landscape brandishing his sword and sipping at everything that gets in his way. But unlike the original Rastan, two players can fight at once, the second person taking

▼ *Arms II - lockwood*



the role of Rastan's twin brother - which is great fun.

There are hundreds of horrible creatures to slay, and the action gets pretty busy as you attempt to stop the evil monsters from sucking down your energy bar.

Both the graphics and sound are very high quality, and the gameplay, especially in two-player mode, is enjoyable and addictive enough to keep you reaching in your pocket for more coins.

If you liked Rastan, don't miss this.

GRAPHICS	85%
SOUND	86%
VALUE	83%
PLAYABILITY	88%
OVERALL	87%

▼ Facing a lousy opponent.



ARCHRIVALS

▼ *Jump for it!*



Bally have been very quiet lately, but they've returned with a brand new basketball game. Featuring big, nicely animated sprites, Arch Rivals lets you battle against a series of computer teams, or play against another player.

The gameplay is swift-paced, and the control method is easy to get used to, with an intelligent system used to pass and shoot the ball. Stringing together spectacular moves is very straightforward, and even novice players can soon play like the Harlem Globetrotters!

While basketball fans will doubtless go ape over this new coin-op, those less enamoured with the sport won't be so keen to part with their ten pence.

GRAPHICS	82%
SOUND	71%
VALUE	72%
PLAYABILITY	79%
OVERALL	76%

▼ Only 19 seconds left to go going in!



▶ ARCADE HIGHSCORES

Scores are pouring into the Official UK Arcade Highscore table, and records are tumbling all over the shop. If you're a hot arcade player, why not write in with your mega scores? The address is **ARCADE HIGHSCORES, C+YG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**. If you've got any hot tips, send them in too - we'll be using them in a mega Arcade Action 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 for the senders of the best tips - so get writing. Send your stuff to **ARCADE TIPS** at the above address - and don't forget to say which computer you own.



1992

1,071,578 Alex Ware, Sheffield
1,047,889 Chris Ford, Lansing (CAF),
ALTERED BEAST
 1,892,688 Ryan Humphreys, Donker,
 Walsford
ARKANOID
 1,478,740 Stewart Bell, Hazeldean,
 Cheshire
BATTLE RANGERS
 179,989 Wilson Lau, King's Lynn,
 Norfolk
BLASTERBROS
 1,109,748 GGG, Portsmouth
BOSSBROCK
 41,634 Jim Chris Ford, Lansing
CRASH
 1,196,888 David Lumley (TLP), Lon-
 don
CRASH HQ
 90,100,000 Russell Pickett (RLP),
 Bournemouth
CHERNOB
 951,179 Alex Ware (AW), Sheffield
CRISIS
 1,271,600 Gavin Smalley, Marlborough,
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DOUBLE DRAGON
 979,799 Colin McWhorter, Ballyma-
 na, NI Ireland
DOUBLE DRAGON II
 201,240 Colin McWhorter, Ballyma-
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FINAL BLOW
 718,740 Alex Ware, Sheffield
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 1,124,100 Tim Walker, Brighton
FLYING SAUR
 1,110,100 Gavin Davis (GD), Swane-
 sea

FORGOTTEN WORLDS

4,701,488 Gary Harrod (GH),
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GALAXIA
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GALAXY FORCE
 1,071,578 Alex Ware, Sheffield
GRANDS UP GRANDS
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 sea
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 Jones
POW
 121,720 Colin McWhorter, Ballyma-
 na, NI Ireland
POWER DRIFT
 5,798,813 Maria Wilson (MW),
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 8,379,700 James Whitburn, Essex
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 1,180,000 Colin McWhorter, Bal-
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SHOOT'EM UP
 1,240,000 Bob, Nelson/Hazards,
 Lancs
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ROCK 'N' RAGE
 9,979,790 Stevens, Chislehurst, Kent
SANIT DRAGON
 940,078 Colin McWhorter, Ballyma-
 na, NI Ireland
SHADOW WARRIOR
 200,888 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
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 sea
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 141,100 Adrian Smart (AS), Har-
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 11,826,880 Steve Davis, Swane-
 sea
SUPER HISSING COB
 883,178,678 Martin Deam,
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 smouth
TRUCKY
 1,188,078 Gary Harrod, Poole, Dor-
 set
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 1,221,888 Martin Deam, Portsmouth
WHEELIE FORD
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TWIN COBRA
 1,221,888 Martin Deam, Portsmouth
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STUNT CAR RACER

Step into the driving seat of one of the most wicked stunt cars around as a Stunt Car Racer. It's now up to you to prove just how good you are and to see whether or not you can ultimately become Division One Champion.

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Battle it out on the track against other computer controlled rivals, such as, Buzz Bomb and Road King. Race and jump so fast that your car starts to break up under the stress and then accelerate even more. There's no prizes for being second best in this game - it's all or nothing.

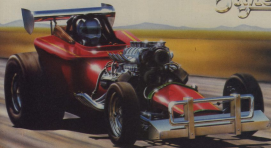
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... and other related details at the bottom of the page.

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AMIGA-64



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SPECIAL EFFECTS IN THE MOVIES



MEAN MACHINES

GHOULS 'N' GHOSTS



▶ Heri BEHIND post



▶ Power UP!

▶ Ugh! Floating greed!



This is a recreation of a Capcom arcade hit from last year — the sequel to the classic *Ghouls 'n' Ghosts*. As in its predecessor, the player in *Ghouls 'n' Ghosts* is cast as a knight on a quest through the spooky subterranean of the local domain, who has captured a princess. He's an athletic sort of chap, and even though he's wearing heavy plate armor he can run and jump like a frog on amphibianous. For protection, he keeps a magic weapon about his person at all times.

These weapons come in chests which have to be shot

open to reveal their contents. They range from rapid fire daggers, to flame tipped throwing shields, but to add further to your arsenal, there's magic armor which lets you "power-up" and unleash magic destructive spells.

Wicked creatures also like to hide in the chests, though, and if one is released the casts a spell which can change our hero into an antique old man or a duck.

▶ Do these creatures know something?



C+VG HIT!

for a while.

The first part of his mission sees the knight crossing a swirling gateway, fighting against the wind in a stormy forest and then climbing a mountain, a trip which pits him against grim reapers, gho-voomung ogres, gnoring tentacles and skull-spitting plants. If the knight falls into a hole he has to roll around in his 11 friends until he can pick up a new suit.

At the end of the first stage the knight has to fight a far-less-cilly green giant. If he can get past him his quest then takes him past riverside, across rocky rope bridges and slating ground, over pits of flame, and up on a rising base area which



Then takes you as far as level three, but what is beyond that I cannot say because Ghouls n' Ghosts is a flipping hard game, about as tough as the coin-up is in fact. The monsters are just so mean, and every time the knight gets killed, he's sent back half a level! But in spite of the difficulty, I find myself unable to

leave the game alone. Because you have to live on your toes every second, there's a real sense of challenge and you have just got to keep playing if only to see what the next bit looks like.

The graphics are absolute perfect, right from the swirling scenery (check out the swirling trees, the flying leaves and the pouring rain in the forest on stage two), to the nasty ghouls and evil of level three-demons. But even the graphics are surpassed by the same pipe organ music and stunning sound effects - they are simply incredible.

In the light of the first few Megaforce releases, I had some doubts about whether it would be a serious contender for the PC Engine, but these doubts are now gone. Ghouls n' Ghosts

SEGA £41.90	
GRAPHICS	87%
SOUND	95%
VALUE	87%
PLAYABILITY	91%
A perfect arcade conversion, undoubtedly the Best In Slot Sega title yet. Let's hope this is the shape of things to come!	
OVERALL	96%

might cost over forty quid, but since you're basically buying exactly the same game that is in the coin-op cabinet, I can't really call it expensive!

PAUL GLANCEY



Run through the rain and you won't get your armour rusty!

MEAN MACHINES

YAKSA

BY WOLF TEAM

Space Warrior is the first thought that crosses your mind when you press the START button on Yaksa. Running over a strip landscape, blasting monsters that zoom at you from the horizon - all familiar stuff. Or so I thought.

The star of the show is the spinous Yaksa, a Japanese Hippo warbander with the widest pair of feet/bottoms in the province. He can run and leap into, and even out of, the screen as he takes on the smooching hordes of Japanese Ninjas, disembodied Samurai heads, skeletons with talons, fireballs and winged demons.

The sword is a pretty nifty, square weapon because it's only

effective when monsters are very close. Fortunately, altering the landscape in a stone circle which yields magical weapons and abilities, such as multi-way fireballs and super legs when Yaksa runs into them. The effectiveness of each weapon depends on Yaksa's power level, shown as a bar which shrinks as he runs into hostile fire.

At the end of each stage, there's a boss monster, for which Yaksa needs all the extra firepower he can muster. At the end of level one, he has to fight a fire-spitting dragon for a good couple of minutes - and that's if he's got four-way fireballs! If he's only carrying his sword, forget it. Level two's main monster



▲ Meet the fire-petting demon.

is a comparatively easy-annihilated blob, but after leaping along level three's mid-air canyonway, you have to take on a pair of giant snails which are even tougher than the dragon!

The monsters, both large and small, are nicely drawn, but the way they're animated is not so good. These don't have more than a couple of frames of animation, and only the Yaksa sprite moves around the screen with any semblance of smoothness. To keep the speed of the game up, everything else jerks around the screen so badly that it is difficult to work out where the hell anything is meant to be in time for you to shoot it. Putting the visual impression just in perspective the gameplay is even further in the very noisy 3D display system, which gives apparently stationary objects like the snails a bit of their own. Jumping from platform to platform in level three is a nightmare, because you're often unsure where the next platform is supposed to be! Yaksa has a few refreshing features, such as the level pass-word system and the short-loop soundtracks. But with the odds so heavily stacked against it, not even these can save Yaksa from the land of mediocrity we don't usually associate with PC Engine games.

PAUL GLANCEY

PC ENGINE £29,90

GRAPHICS	49%
SOUND	60%
VALUE	53%
PLAYABILITY	57%

As if, combining 3D graphics with the gameplay of what could have been an interesting improvement on the Space Warrior theme.

OVERALL 56%



▲ Eek! Here comes the dragon!

MEAN MACHINES

WORLD CUP SOCCER

Football fans will rejoice when they hear that there's now a soccer game on the Megadrive. World Cup Soccer (for that is its name) lets you (and a friend if you've got two controllers) play your own World Cup tournament or friendly with other teams from around the world.

Options at the start let you choose a one or two-player game or a World Cup tournament. The tournament is basically a simulation of a real World Cup, with the player's team having to play against computer teams in group, quarter and semi-final matches to get to the final itself (but that's only if you come first or second in your group).

Before a match begins you first choose a team by pointing a cursor at a map of the world. Each country has a rating - Brazil is one of the best, while Japan and China aren't much cop. Once you've chosen your country you can pick a team from a series of menus showing goals, attackers, defenders and midfielders.

If you're playing a World Cup tournament, the team groups are randomly selected before play begins - if it's a friendly, play starts straight away.

The game uses an overhead viewpoint most of the time, but for penalties, corners and goal kicks a 3D view is used. The control system is intelligible, with all three joystick buttons used to give shots on goal, high kicks and short kicks. Players can also volley, head and do overhead kicks! The night sound is complicated, but it doesn't take long to get used to it.

The action is fast and furious, and the ball zings around the

screen at very high speed. In fact it almost seems too fast at first, but the speed makes the game play more exciting - you're al-

ways got to be on your toes, and there's never any time to hang about.



ways got to be on your toes, and there's never any time to hang about.

The computer opponents range from fairly hard to mega tough - you're not going to win the World Cup overnight, that's for sure. The sheer amount of

options, and the random World Cup (just hope you don't get put in the same group as Brazil and Argentina) result in a game that football fans won't get bored of for a long time.

JULIAN RIGHALL



ways got to be on your toes, and there's never any time to hang about.



SEGA £31.90

GRAPHICS 81%
SOUND 83%
VALUE 79%
PLAYABILITY 85%

Levels of options, slick graphics and tonnes of playability make this a very high quality football game which Megadrive owners shouldn't miss.

OVERALL 83%

Nintendo

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Play Gun.Smoke and you'll know why the West was wild.

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Nintendo

BATMAN OCEAN

The Spectrum and Commodore versions of this fun Bat-in were reviewed at the beginning of this issue - but how are the ST and Amiga versions coming along?

Well, both feature the levels of action, and have similar platform-style scenes to the Spectrum and Commodore versions, but the Batmobile and Batwing sections have been specially improved to utilise the ST and Amiga's super-processing power.

The Batmobile section is now like a mini Chase HQ, with a stub-

bing 3D view used in the amazing Bat-vehicle zooms down the streets of Gotham city, while the Batwing level is very reminiscent of Afterburner as the craft flies low over the carnival floats carrying balloons tied with nerve gas.

Batman looks like it's caused a major sensation when it's released on the ST and Amiga - if you're a Batman who owns either of these machines, make sure you get hold of a copy!

RELEASED: SPECTRUM AMSTRAD C64 OUT NOW AMIGA ST OCT PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99



CABAL OCEAN

Last month we printed a picture of the ST version of Cabal, which is coming along very nicely. Now we've managed to track down screen shots of both the Spectrum and C64 versions, and as you can see for yourselves, they're looking like they're going to be very good copies of the arcade game.

If you didn't see last month's issue, you won't know that Cabal is a shoot 'em up in which one or two commandos take on an entire army over a variety of 3D scenes. The action is fast and furious, and there's loads to shoot and even more things to avoid!

There'll be a review of Cabal next issue - keep your eyes peeled.

RELEASED: ST AMIGA SPECTRUM AMSTRAD C64 OCT PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99



THE CYCLES ACCOLADE

From the makers of Grand Prix Circuit and the Test Drive duo comes a two-wheeled road-racer. The Cycles gives you an unusual over-the-shoulders view of 18km (10mi) and celebrated cosmopolitan circuits in such exotic locations as Japan, Canada, Monaco and even good old Blighty. Other options include the ability to race at five different skill le-



vels and in three different classes - 125cc, 250cc, and 500cc. Looks exciting, but we find that Accolade driving games always seem to be a little on the slow side. Will Cycles be different?

CONTINENTAL CIRCUS

Virgin Mastertronic's conversion of this great arcade driving game looking almost identical to the coin-op - just check out this ST screen shot pictured here.

The original arcade game featured real 3D graphics (of the movie kind), but the programmers have sensibly decided not to incorporate this in the conver-



sion, and instead concentrate on producing an accurate 8-copied game.

There are ten different tracks in all, and the conversion includes the pit stops and identical game-mechanics to the original machine.

Continental Circus will be reviewed next issue - watch out for it. **RELEASED: SPEC-TRUM AMSTRAD C64 ST AMIGA OCT PRICES: SPEC/MS/C64 £9.99 ST £19.99 AMIGA £24.99**

OOZE

DRAGONWARE

Hot from the keyboards of Italian programming house, Dragonware, comes a graphic adventure in a Magritte style of vein. Ooze is the story of Hans Burger and his uncle Chest (his hart).

Castle Abbey, in rue Morgue 866 is infested by ghosts. Unlike ordinary spectres, this lot



have a problem: they're haunted by the sort of badde that would make Hellraiser look as soft as a jelly baby - none other than the terrible Ooze. Apparently all Hans needs to survive is con-

fige, luck and a good sense of humour. Look out for Keith Campbell's review next issue.

RELEASE: AMIGA ST PC ARCHIMEDES OUT NOW PRICE: £24.95



WANTED SEGA

Have you? A darn saw Sega are being released next month is Wanted, a shoot 'em up set in the western genre. Will want. The player takes the role of the US army western sheriff, and the object is simply to rid the town of an evil gang of nasty cut-throats who've been whupped it up an' sent to the penalitariat.

But what's the whole idea of this, and the reviewers are doubt down two brackets in response to give it a 50.

Wanted next month. RELEASED: SEGA NOW PRICE: SEGA £24.95



Find out in the review which should grace these pages very soon. **RELEASE: PC MS-DOS/MS-DOS C64 AMIGA SEPT 86/87 ST DD/DEMBER PRICES: PC ST AMIGA £24.99 C64 £9.95**



KEEP THE THIEF ELECTRONIC ARTS

When he was nothing but a smelly baby in swaddling clothes, Real was abandoned outside the Temple of Mem in the hope that he might learn its ways of acrobatics and magic - but the only thing he learned was how to become a thief. Now he's heard rumours that the sacred pieces of

a magic stone are hidden somewhere in the city. If he manages to find them all, his reasons, he'll be able to set himself up as the new God King.

Real the Thief is a role-playing adventure, but there's no need for any typing in - all commands are icon-driven and there's even an on-side-style combat section.

RELEASE: AMIGA PC OCTOBER
PRICE: £24.95



SWORD OF TWILIGHT ELECTRONIC ARTS

Feed up with role-playing games that only let one player take part? Well, *Sword of Twilight* is a multi-player game which lets up to three people play independently. It's been written by Fredal Associates, the authors of *Archon*, and features eight parallel worlds connected by a magic road. Seven of them have been taken over by the wicked Shadowlords

and it's your job to find an enchanted sword to each of them and return them to their original rock. Many of the game's characters have namesakes and options - if you like you can even stop and have a chat with them.

The lords have their own trees and towns, there's an action combat feature and plenty of magic to get the hang of. Sound great? More news as and when we get it.

RELEASE: AMIGA SEPTEMBER
PRICE: £24.95



HARDBALL II ACCOLADE

Remember *Hardball*? Probably the most successful baseball game ever released on the Amiga? Even if you don't, *Accolade* are about to lead you over with the sequel. The action centres around player selection decisions made from the Team Editor which gives loads of facts on every conceivable team statistic. The match itself features a wide variety of separately animated



TIME EMPIRE

Imagine the perfect android, OK - now you've got to create it. Easy? Well, it would be if you had all the right components. Trouble is, they're hidden in various time zones throughout the History of the Earth -



lucky you find that rusty old time machine in the cupboard.

You can visit over 100 different locations, from the Circus Maximus to the Crimean War, and talk to up to sixty interactive characters. The adventure is icon-driven so you can pick up, drop and examine objects without having to type in





CASINO GAMES

SEGA

Ever wished you had bags of money, just as you could gamble it all away on some flash casino table? Nope. Nor have we. Gambling without losing a penny on the other hand - now that sounds more like it. And would you believe it, folks, here's a game

which lets you do just that.

Whether you're addicted to Roulette, Blackjack or some other like-mindedly frivolous way of wasting your money, Sega have the game for you. Just stick your cash on the table, make your bet and you're ready to roll. So game it loose and afford-y! Casino fans watch out for a review in the next C+VG. **RELEASE: NOVEMBER** **PRICE: £24.95**

movements: diving, dives, pitching, battling, headfirst slides - the lot. A whole bunch of different camera angles and three other vantage points allow the action to be viewed from almost any position. With all these improvements, *Hardball II* needs to be the playability of *Hardball*. If it's got that, *Accolade* just can't lose. **RELEASE: PC AMIGA ST NOVEMBER C64 DECEMBER** **PRICE: 8 BIT FORMATS £16.99 16 BIT FORMATS £24.99**



TOOBIN' DOMARK

Apparently, the coolest way to chill out on a December 3 day is the job of a lad to get down to yo' local water hole. In fact an old water truck then sets the scene on it. Tongen turned the scene into a hit coin-up and now Domark are in the process of converting it to his home movies.

The game stars two ladders, 8P and 8m, who paddle their way down various vertically winding rivers, scoring points by diving through

gates and picking up weapons. Toobin' are fantastic diversers. Tough, and the guys have to avoid their brother, logs and various riverine life and threaten to purchase their deeds and send them to the bottom. The scenery is fun to look at and the early Spectrum game pictured here looks very pleasing. So, which side prove to come good here very soon, you two-bit lads.

RELEASE: ALL FORMATS NOVEMBER 8TH **PRICE: AMIGA ST £19.99 C64 EPCC AMG £9.99**

FAST LANE ARTRONIC

Driving games might be ten a penny these days, but Artronic (formerly Cascades) reckon that this sports car simulation of things will be the most accurate game of its type. So expect terribly fast graphics and lots of ooh-gosh-it-almost-rolled-the-ruddy-thing-then thrills. The objective is fairly clear cut - just put your foot to the floor and make sure you win the sports car racing drivers championship. Don't you just love simplicity? **RELEASE: ST, AMIGA SEPTEMBER** **PRICE: ST AMIGA £19.99**



a single word.

You can see from the screenshots that the graphics look outstanding. As for what we think of the gameplay - you'll just have to wait for the review.

RELEASE: ST AMIGA OCTOBER **PRICE: £29.99**



M1 TANK PLATOON

MICROPROSE

There've been a spate of tank games flooding over from America during the past few months, but Microprose's promises to be not only the best tank simulation around, but also the best Microprose game yet. Their undoubted mastery of combat simulation programming has been concentrated on the M1 Abrams tank, which you can drive over the usual 3D warzones, taking out hostile jets, helicopters, infantry and artillery. What sets this game apart from the

crowd is the control method, which lets you move between the four control stations (driver,

gunner, etc) of not just one tank, but four! Apparently, tanks always travel in platoons of four, so designer Arnold Mendrick thought anything less would make the game unrealistic. So, as well as assuming the polygons of enemy vehicles, there's lots of strategy involved too. Next month, we'll be reviewing the PC version which will be out first. Other versions are bound to arrive soon, but at present Microprose have no firm dates or prices.
RELEASE: PC
PRICE: PC £39.95



MANIAC MANSION

US GOLD/LUCASFILM

This, Lucasfilm's first cartoon adventure (Indiana Jones and the Last Crusade being the latest) didn't get the success it deserved when Activision originally released it on the C64 a couple of years back, mainly because it was a disk-only product. No such worries should trouble the ST and Amiga versions which

US Gold are releasing soon. The game is a menu-driven animated adventure which puts you in control of four kids on a mission to rescue a kidnapped friend from a crazy scientist and his ugly sister. The plot is a wacky sort of cross between The Rocky Horror Show and an episode of Scooby Doo, only stranger, if you liked Zax, McKeckeen and the Alien Mindbenders, this is definitely one to check out.
RELEASE: ST AMIGA
SEPTEMBER
PRICE: £24.95



GREAT COURTS TENNIS

UBISOFT

Here's another tennis game that's sort of missed the boat as far as British tennis fever goes. Still, from the looks of things this one is certainly more likely

to get you in Fred Perry mode than Imageworks' disappointing Passing Shot (reviewed this issue). As well as being able to play in tournaments against the two element to the game in that certain tasks require certain objects to complete them. Certainly sounds like it's worth looking forward to.
RELEASE: AMIGA ST
OCTOBER
PRICE: AMIGA ST
£24.99



IRON LORD UBISOFT

Probably the most frequently previewed game in history, this seems to have been crossing the Channel since the year dot, but no, honestly, it's here at last, for sure. It's a medieval adventure, strategy, strategy-sort of game, in which you, a brave and noble king, come home from a crusade to find your mean uncle has usurped your throne and pinched your cash! The cheek of the fellow! Your job is to find and raise an army then jolly well give him what



feel in between cajoling information out of strangers in taverns, you get to take part in some smart arcade sequences, such as an archery contest and an unusual 3D sword fight which gives you a "through the visor" view of your opponent as he hacks your limbs off. We've played a not-quite-finished version and reckon Iron Lord has probably been worth the wait. Look out for it.

RELEASE: ALL FORMATS OCTOBER
PRICE: \$1 AMIGA PC
\$29.99 SPECTRUM
DISK £14.99 AM-
STRAD £64.99.99



F-29 RETALIATOR

OCEAN

Phew-ee! As if there weren't enough combat flight simulators on the 16 bit machines! Well, Ocean reckon there's room on the bandwagon for one more title, and this is it. In Retaliator you can take either the fictional F-29 of the title or an Advanced Tactical Fighter up for a spin, pop off a couple of side-winders and wave goodbye to a couple of

enemy jets as they wave downwards. The four different battle locations are packed with trains, trucks, mountains, factories, oil refineries, bridges and tanks all crying out to be bombed. The 3D graphics are some of the best we've seen in a game like this, but whether the gameplay is of a similar standard, we'll just have to wait and see. The Amiga version is due first, but expect other versions to follow.

RELEASE: AMIGA DE-
CEMBER
PRICE: TBA



MOONWALKER

US GOLD

You've seen the film, you lucky people, you've seen it appear on video (ah, you crazy people, you've got the T-shirt somewhere and you've got the book propping up that dodgy table leg). NOW play the game! US Gold are the people behind the expensive license, and have surprised a few cynics by turning the rather anodyne movie into quite a witty arcade adventure. The game follows the plot of the film, which in case you've not been with it, involves Michael Jackson, im-



powered with astro-magic, trying to foil the plans of drug baron Mr Big and his wife hench-people who are trying to pervert the youth of America with their noxious substances. The player takes control of Michael in the same multitude of magical forms: every fast car, large spaceship, and of course his pop star he used in the film, which should at least mean lots of variety. It'll be one of the products US Gold will be showing off at the PC show, so we should have a review for you next issue.

RELEASE: ALL FORMATS SEPTEMBER
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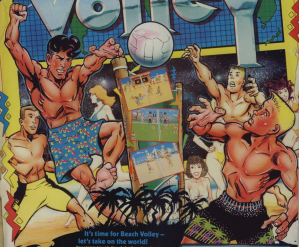
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