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I'D LIKE TO LIVE IN AMERICA 100

C-WS goes to the Las Vegas Arcade Fair and reports on the hottest new arcade machines on the scene - and there are some amazing developments, including the first PC Engine coin-op, 3D Tetris and an incredible new 3D road racing game from Atari.



EDITOR JULIAN RIGNALL usually finds knocking up some on-line floppy huge space on a video game or pinball title to one of Southern's many arcades. If he's not there, he'll be off home doing the same on one of his computers or consoles. Rignall does his share to eat and sleep, but only occasionally!



ART EDITOR ANDREA HLADIK is LLJR. When Andy Andrea's not screaming at Paul for more captions, she's usually at her desk slapping down C-WS's pages and making them look as lovely and colorful. And if she ever has a few spare moments, she'll be into the games room to have a crack at the latest PC Engine game.

CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR Julian Rignall. ART EDITOR: Andrea Walker. STAFF WRITERS: Paul Glancy Paul Rand. ART ASSISTANT: Gemma Browns. ADVERTISING MANAGER: Nigel Taylor. DEP. AD:

MEGA COMPS THE ULTIMATE QUESTION- NAIRE

There's £1000 worth of software prizes on offer in this easy-to-enter comp. All you have to do is answer the questions about yourself and you could win one of ten software mega-packs worth £1000 for your machine.

THE HOTLINES 86

The C+VG Hotlines are bulging with a veritable glut of offers this month, with a PC Engine, 16 limited edition Sub8 Coupe T-Shirts, 10 copies of Xanon II, 10 Xanon II T-shirts, £150 worth of software and 18 utterly amazing brand new C+VG Series T-shirts up for grabs. Get snatching!

ARCADE ACTION 96

Four new coin-ops are unveiled this month, including a massive simultaneous two-player Quake like racing game, Four Trax, which features two moving motorcycles mounted on the front of the machine, a great one-on-one combat game, Street Smart, and Sega's latest release, Cyber Police.



THE OTHER STUFF

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STAFF WRITER PAUL "MUSTY" GLANEY
Paul's been a busy lad this month, making several like a blur... or, at least, fly-blowing all sorts of exciting computer things with his tiny computer, which keeps on crashing him at the most inopportune moments. But he's nevertheless managed to squeeze in quite a few playing hours on the tiny Adventure game...



STAFF WRITER PAUL "BANDY" BAGG
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WHO OR WHAT IS SAM? 8

Is this brand new Sparc-compatible computer released too late? Or is it destined to become a massive seller? We take an in-depth look at this brand new addition to the computer market.



PLAYMASTERS 27

This month's top addition is check-a-block full of hints and cheats for all computers and consoles, and there's also an incredible screen-by-screen guide to the most amazing arcade game game yet seen, Sega's Super Monaco Grand Prix. And is your name up on the Official UK Highscore Table?



MEAN MACHINES 108

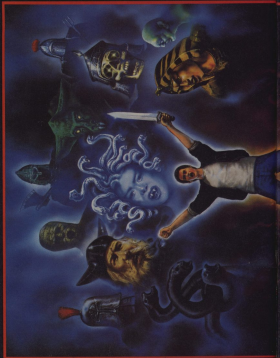
There's plenty happening on the console scene at the moment, with exclusive reviews of the two latest Sega titles, Wanted and Casino Games, the latest PC Engine shoot 'em up, Road On, and three Game Boy titles, Solo Star, Tetris and Super Bomberman.

PREVIEWS 122

Well! We've got pictures and information about a whole bunch of hot-new games, including the conversions of Double Dragon II, Ninja Warriors, Toobin' and Hard Drive II, Riverpat's massive 3D expansion game, Demolition, Lucasfilm's two cerebral games, Battle of Britain and Loop, Microsoft's stunning tetraphase and... er... the Saint and Galactic Games.

MANAGER Joanna Cocks SALES EXEC Tina Zanelli PRODUCTION ASSISTANT Glensy Powell PUBLISHER: Graham Taylor
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AMIGA

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Actual C-64 Screenshots



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SAM...BEYOND THE SPEC

There's a new computer in town - a Spectrum compatible which goes by the unassuming name of SAM. Will it set the world on fire - or will it be consumed by the impending flood of Japanese consoles? Eugene Lacey takes a peek...

READ ALL ABOUT IT

Outwardly, the SAM coupe is not unlike most recent 8-bit computers on the market, with its 286 processor, natty grey/blue casing, typewriter-style keyboard and low price of £199. And it is at that sounds vaguely Spectrumesque, you'll be even more surprised to find out that almost all Spectrum software is compatible with MGT's new computer.

This may sound a rather silly idea at first - but there's a LOT of Speccy software out there. Christmas shoppers, searching for a cheap, well-centred kit computer for their kids seem to be MGT's target audience at the moment, with that strategy probably changing totally once a respectable number of units have been offloaded into unsuspecting buyers. For Spectrum compatibility is only the tip of the SAM iceberg.

SAM MODES

There are four SAM modes, the first being, of course, the ability to use 95% of available Spectrum software. Planning at a slightly lesser rate than the real thing, it will be possible to do tricks such as change the in-game colours if you're not too keen on the original. Mode two is the graphics mode, aimed at budding computer artists who don't feel the need to splash out £300+ for decent pixel resolution, while Mode three caters for small business/home accounts folk, with an 80-column screen display. Finally for word processor packages and the like.

Then there's Mode four, or SAM mode as it's been labelled. In this mode, graphic and sound quality assets far above that of every 8-bit computer available, rivalling even the power of

the likes of the ST and Amiga! All this is made possible by the use of a specially constructed controlling chip, designed by MGT themselves, which offers outstanding 8-bit power at an outrageously low price. In a recent graphics demonstration MGT displayed a picture of the Tukanikamen mask so similar to Amiga owners, and differences between that and the 16-bit version were negligible. Sound is produced by the unusual yet very powerful Philips SAA 1089, offering six channels, eight octaves and stereo capability to give programmers the ability to produce near-synthesiser quality music and effects.

WHAT ABOUT GAMES?

All this technology would be useless without software to take advantage of it, so MGT have set up their own in-house software house and commissioned a host of big names, including Partridge cooler Bo Jørgensen and turner-of-Dave Whitehead, to firstly create a range of impressive programming tools to complement the machine and then to assist in the production of SAM mode games software when the excitement of Speccy-compatibility finally wears off.

At the moment, SAM is being offered only on a first-come, first-served mail order basis, but when the machine hits the high-streets nearer to the festive season it will be produced by a cute cartoon robot called, unsurprisingly, Sam, who's springy-limbed form shall appear in the windows of SAM stockists across the country. Not only that, but Sam will also pop up in the manual offered with the computer. The SAM Coupe is certainly the tot-



TRUM

test development is 8 bit computer technology for years. While other, wealthier companies are stuffing extra memory into new cases containing old hardware, MGIT have come up with a computer which not only mimics Britain's most popular micro, but also offers a plethora of powerful extras to suit a wide range of users and users. As ever, it's the software support that makes or breaks a machine - as soon

as we find out what's programming SAM-specific games we'll be bringing you an update in a later issue. Until then you'll just have to make do with Spectrum games.

SAM will be officially launched on November 28. In the meantime, if you want more info, or wish to put in an order for one of the first machines off the production line, ring the SAM Hotline on (0782) 781275.



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PLATINUM 1



PLATINUM 2



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A: IN THE "THRILLTIME" COLLECTION OF COURSE!!

Probably the most attractive buy this year, the "THRILLTIME" collections are lavishly packaged in unique collector boxes and mastered onto premium quality Gold and Platinum cassettes. Each title is recorded on to its own, individual cassette/disk side (for maximum reliability and longevity) and is fully documented in the detailed instruction booklet enclosed in each package. And, if this was not enough, every "THRILLTIME" collection contains a special leisurewear offer (see opposite for details).

HEWSON CHRISTMAS BOXES

Hewson are all set for the run-in to Christmas with an impressive list of new titles.

One to watch out for are The Christmas Collection, an 8 bit compilation of a huge range of top games including Urinium, Cyberoid II, Saxon (84 only) and Hydrobot (Spectrum only). At £12.99, The Christmas Collection represents superb value for money and a treat for yours and kids while Wizard of Oz is on again.

Keep an eye out too for the follow up to hit game Nebulus, with the imaginative title of Nebulus II, Page the Green, Beauty Thing sounds his way through sixteen levels of basic in-stating slides, teleports, collapsing pits and swinging ropes.

But perhaps the most exciting prospect is the post-January sales release of Paratrond on the 16 bit. With game play designed with the ST and Amiga in mind, as well as a huge graphic and sound overhaul, Andrew Braybrook, the game's programmer, expects big things from Paratrond. And with his reputation for quality, so do we.



BRANSON'S BAR-GAINS

They said it couldn't be done. It's not possible at those prices", they are dared. But Mastertronics have taken the bold step of launching 16 titles, a range of true budget games for the ST, Amiga and PC.

On offer at the staggeringly low price of £4.99 are Knight Games, Little Computer People, Roadwarz (Road-

warz II on Amiga, with souped-up graphics, sound and gameplay), Sorcery Plus and Wizard Darts to name but a few.

Will the new price policy pay off? Do 16 bit owners actually WANT cheap software? Or will they be all holy-oly, stick their noses in the air and say "We paid enough for the machine, so why buy budget?" Let's hope the move works, for it may begin to bring prices down across the board.



CALL THAT A STICK?

Spectravideo inform us that this isn't a joystick, but a game controller. What else it is, it's called the (take a deep breath) Spectravideo Quickshot Q5 129 Flight Controller (basically normally again) and it's been described as "the controller for the 1990's" (by Spectravideo, conspicuously). It certainly looks a bit snazzy, perhaps taking just a hint of an idea from Konix's Multisystem controller. Spectravideo reckon that it will "enable the player to almost forget it is there and appear to play his favourite arcade games by thought alone." The Flight Controller will retail at £13.99, with their old faithful Quickshot II Turbo dropping to £10.99. So what next? A true thought-controlled joystick? We shudder to think about the length of its name!



PC ENGINE III!

As CDTV3 was going to press this month, all was silent except for the clatter of keyboards. Then came the whining of a distant fax machine, churning out news from Japan which came as quite a shock - specifications and diagrams of the PC Engine III Unfortunately most of the text was in Japanese, but we did find out that the machine's central processor will run at a staggering 16 Mhz - so it has about three times the processing power of the original PC Engine. We're having the text translated as you read this, so if you want the whole story, read next month's issue.



MEGADRIVIN'

News from the States is that the Genesis (which is the name of the US version of Sega's Megadrive) is soon to be accompanied by a range of hardware add-ons. We've already told you about the modem, which lets you play certain games against a friend over the 'phone lines. As well as this, though, there's going to be a plug-in disk drive, a computer keyboard and a graphics tablet so you can use the machine's graphics capabilities in your own on-screen masterpieces. Expect them to appear over here (officially, soon after the [official] British launch of the Mega drive next Easter.

Also coming from stateside offices Spectrum Hardware is a Megadrive conversion of top-selling flight sim, Paratrond Cool.



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Commodity badge awarded



Also, just released Steve Bak's 'Dogs of War'.

Steve Bak, author of the highly acclaimed 'Commando' and 'Spartan', has teamed up with Elite Systems to produce the ultimate action game. 'Dogs of War' is a fast-paced, side-view action game featuring a variety of weapons, vehicles and a variety of enemy units. It's the most intense action game you've ever seen.

- Intense, side-view action
- A variety of weapons, vehicles and enemy units
- Stunning graphics
- Fast-paced, side-view action
- Intense, side-view action
- Intense, side-view action



Steve Bak's 'Dogs of War' is available on Amiga, Atari ST, and PC.

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RELEASE DATE:
29th Nov. '89

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

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE MARKS

85+

A C+VG HIT! An 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 mightn't even appeal to the most ardent fans.

1+

Light Binary average that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who likes to play 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-ZIP! 64 Editor who loves games of all sorts, but doesn't like FPS in his house.

PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



REVIEWS

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COMMA	75
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SEGA SEVEN	75
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KENZO WARRIOR	75
COMMA	75
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COSMIC PIRATE	75
ALTERED BEAST	80

AMSTRAD

ALIEN SYNDROME	74
SEGA SEVEN	75
GREGORY LOSER CLOCK	75
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ALTERED BEAST	80

C+VG HIT! REVIEWS

BATMAN 54

Ocean's 16 bit version of the film are entertaining - check out those amazing screen shots!

UNTOUCHABLES 58

Another brilliant game-of-the-film - this one involving cops and gangsters!

M1 TANK 90

Think your platoon of 40-came tanks into the weapons and take on the Warsaw Pact in this stunning combat simulation.

MARIOLAND 119

Mario does again in this utterly superb arcade adventure for the Game Boy.

SOKO BAN 119

Pushing crates in a mazehouse has never been such fun in this highly addictive Game Boy title.

TETRIS 119

The Best Game Boy title yet - this puzzle game is simply in-crowd.



AMIGA

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STREET SMART	57
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FOUR TIRAS	58
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▲ Whoo! Emily spins off!

Hang On. The nine months' work he has spent on the game have resulted in what is undoubtedly a very available conception of the coming.

As in the arcade game, you get a choice of drivers and five sets of five courses to drive. After making your selections, you're shown the first track spinning around in 3D, then you zoom up behind your racer who's revving up on the start line. The time-leaper's voice counts you down, the green light appears and you're off! Now all you have to do is get ahead of a pack of twelve other racers and remain somewhere among the front three for four laps.

The tracks feature the usual Amiga bands, and there are ramps which take you high off the ground, so plummeting off the road in such places can cost you several positions. There are also jumps in the roads, some

POWER DRIFT

BY ACTIVISION

Every few months since they released Space Harrier into the arcade, Sega have started enthusiasts with the prospect of their super-speedy 3D gaming experiences. Earlier this year, the game wowing the crowds was Power Drift, an exhilarating buggy race over 15 tracks which are like Formula 1, rather coasters.

Activision, like the potential kilobucks that home conversions of this mega machine could earn and quickly signed up the license, much to the chagrin of a cynical press. They're hoping this will be the Christmas number one, and I'm happy to report that their faith isn't as misplaced as everyone thought it would be.

The ST and Amiga programming is by Zarah, the guy behind Activision's masterly Sega 16-bit conversion, Super

▼ Whizzing under a ramp is first place!



▼ Emily's buggy takes to the air!



even at crossroads, so you can actually have a mid-air collision with a car travelling at right angles to you!

The buggy is under joystick or keyboard control, but the best way to play is on the mouse, with the two buttons acting as accelerator and gear shift, and the joystick or keyboard providing brake controls. Incorporated into reality, Power Drift 64 will know that on the rare occasions when you want to slow down, you use engine braking, not the foot pedal. That's not the only instance of the computer being totally faithful to the original game.

The tracks are perfect copies of the coin-op and the logic which drives the other cars is



▲ Spectacular inversion after rolling in mid-jump.

much the same, so you can actually use arcade tactics to win races. Zanussi also included a

couple of the arcade game's special effects which I won't reveal here, but you racing cars will

know the ones I mean.

Naturally the Amiga can't hope to copy the coin-op's graphics perfectly, and if you're just wanting someone-like play, the conversion looks a bit too pretty to be very convincing. What you actually see drives and plays, though, the effect is great, certainly captivating enough to have you enjoying yourself in your seat (who needs hydraulic chairs, eh?).

The test for a good racing game is whether it induces a feeling of speed and how intense the competition is to get to the finish. This conversion is strong on both counts, so if you're at all keen on the coin-op, this is a game you should get your mitts on at the first opportunity.

PAUL GLANCEY



UPDATE

The 3T version will run about as fast as the Amiga version, at the expense of a little graphical smoothness. Also, it won't feature music or speech while you're actually driving. Chris Butler (Space Harrier, Thunderblitz) is converting Power Drift to the C64, and the fun we saw of it, it was looking very good indeed with a very fast 80-road effect. Spectrum and Amstrad conversions are coming along nicely, and should also be very impressive indeed.

AMIGA	£24.99
GRAPHICS	82%
SOUND	86%
VALUE	81%
PLAYABILITY	83%
Hours of racing thrills is what it surely the best Power Drift conversion the Amiga is capable of.	
OVERALL	83%



BUSSKER





Mail Bag



Watch! Yer ole mate Yob's back for another month of missives and I must say it's been a right left reading through some of your letters this month. Some of you guys obviously aren't taking the tablets, and are sending in some weird words!! But, hey, variety is the spice of being (or summat) so if you've got anything you want to tell me and the rest of the readers - a question, complaint or a sassy personal problem - get it down on paper, grab a postman and threaten to chin him if he doesn't take it to this address: **YOB'S MAILBAG, C+VG, PRIORITY COURIER, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

HANDY HINTS I

Dear Yob,
I'm writing in with some tips for (R+) on the Amiga. First, load up the game, then beat everyone up to win the game. Good, isn't it?
I've also got a bug to report in Operation Wolf which I discovered six months ago. I'd never heard of Operation Wolf at the time, but a friend explained that you shoot men on the screen with an M2 machine gun and that he'd just bought it for his C64. So I went around to his house with the necessary artillery and started shooting. Imagine my surprise when the TV exploded and shards of glass several inches long embedded themselves in my friend's face and upper torso. How can a reputable company like Decos get away with leaving such glaring bugs in production copies of their games?
By the way, have you ever

played Captain Blood? How come the only alien you can find is on the first planet and why does he keep going on about John Lennon's wife and his dad having something to do with genetics? And what's "Pop wit! Bob!" supposed to mean?
Yours thickly,
A Thick (G)
YOB: It's nice to hear from someone who lives up to their name so faithfully.

HANDY HINTS II

Dear Yob,
Feeling the cold as those winter nights close in? Here's a handy hint to keep you warm on dark November evenings. First boil a kettle, then pour the scalding water over yourself. Quickly find a telephone and call an ambulance (it's a good idea to keep the phone near the kettle). When the ambulance arrives, the attendants will probably diagnose third degree burns

and take you to a hospital with lots of warm blankets and all the benefits of a fully-functioning central heating system.

Yours dubiously,
Arthur Shange, Warwick
YOB: Remember kids, Arthur is a professionally trained maniac, and his suggestion is not to be attempted unless you are several sandwiches short of a drink.

THANKS FOR THE MEMORY

Dear Yob,
Reading the October issue of C+VG, I came across a review for the Amiga game, Sim City. John Cook made it sound brilliant!
I'm thinking of getting an Amiga anyway, and so Sim City will be high on my games list. But getting back to the review, John said 'if you've ever wanted a very good reason to go out and buy a half megabyte upgrade, here it is - Sim City'. Does this mean you have to buy an extra RAM cartridge to actually load and play the game? I'm new to the 16 bit business so would you please tell me.
Yours puzzled,
David Saxon, Paisley
YOB: Would Cooke lie to you? Sim City is one of those dead eighth games (the only other one at present being the fab Chessman Master) that gets the hell-mag silver wedge jammed

in the Amiga's hum, so if you want to play it on your new machine, expect to have to shell out an extra hundred quid or so for the upgrade.

CRAZEE!!!

Dear Yob,
I would like to say two things about your brilliant mag. Firstly the back cover on issue 85 is absolutely ace! I'm into graphics and LZDs. Secondly, when are you going to review games for the Commodore 16?
Yours sincerely,
Ryan H. Mowbray
YOB: Uh... is there a pay-cheatist in the house?

NO CONSOLE-ATION

Dear Yob,
Before I start, what kind of a name is "Yob"? I think "Yob" is far too sensible a name for someone with the intelligence

of a test! In case no-one has noticed, Yob is *they* spell backwards. Clever, eh? (Not really - I hate)

Now down to serious business. I recently got a console (Taiwan made) from the Far East, receiving games that come on cassettes. In fact I think it's a sport of the 1980s. The only trouble is that the 'nothing thing wouldn't work on any British TV when I loaded it up. I know for a fact that it has a PAL output, but that's as far as my technical skills go. I figured it had something to do with the UHF or VHF or whatnot. I only got blurred graphics on the TV at best. Any ideas?

Yours insistently,
Charlie Chan a Number Three Son, Kollowing YOB: Hat beams like you've been attacked up like a bigger, old son. I've heard of these machines before and they are indeed pirate versions of the NES manufactured with inferior components and packaged with a load of hacked games on a single cart. Seems whoever told you this one was either telling you parkies about it's compatibility with British TV or the NTSC to PAL conversion circuitry is well ripped. Someone at your local TV repair shop may be qualified to help out but I wouldn't be surprised if you've bought yourself a plastic doorstop. See what you let yourself in for when you buy dodgy gear?

ENGINE TROUBLE

Dear Yob,
I am thinking of buying a PC Engine, but I've heard you can't buy or use an unmodified Engine in Europe. Is that really true? If so what chance would buying a modified PC Engine over here present? Also, what's the difference between PAL and SCART?

One last question - what's the situation on NEC marketing the Engine in the UK by the end of next year?

Yours insistently,
James Taylor, *Blackwell*

YOB: No, you can't use an unmodified Engine over here because the power input and TV output are de-

signed for Japanese electricity supply and TV signal format. PAL is the British TV signal format so if you want to run a PC Engine off a telly, get a PAL converted one. SCART Engines provide a pin-changed picture, but to see one you have to have either a monitor or a TV with an SCART Euroconnector (it's a long D-shaped plug), so check the back of your TV before you send off your cheque. NEC aren't giving any date for an official UK Engine launch, but it's just for the shops in the USA, so Europe should be next on the agenda. I'll try a pint of pints to a pinch of salt it won't be out before the end of 1990, though.

JAZ IS YOB SHOCKER!

Dear Yob,
I think you are really Julian Rignall. After extensive research I have discovered that if you rearrange the letters in the word 'Yob' you get 'Jaz' Am I right?

Yours grammatically
David Hague, *Sancton*

YOB: WHAAARTT!! Course I'm not Julian Rignall! Yob is what it says on my birth certificate, and Yob is who I am! By the way, after extensive research, I've discovered that if you take some letters away from David Hague, then mix the remaining letters around a bit you get A.D.W. Am I right?

CRAZEE!!! TWO

Dear Yob,
Even though I'm a fourteen year old schoolboy, I am sure that I am the Queen of England and Mother of the Commonwealth. What can I do? Regally Yours
Elizabeth R.

YOB: I think I can feel one of my heads coming on.

MISSING MATMAN OF MICROPROSE

Dear Yob,
I am writing to you to ask whether you could help me find a game. About six months ago I saw a computer game called *Micro League Wrestling* advertised for the Commodore 64, but I've never been able to find it in

my local computer shops. I was wondering whether you could print an address where I could get it.

Yobently yours,
Andrew Newton, *Stonewage*

YOB: Microleague were the company behind *Micro League Wrestling*, and you can contact them on 0688 504026. Beats me why you're so keen to hunt it down - it was a pretty crappy game.

WE HAVE A WINNER

Dear Yob,
After many long hours of play I've just finished *Jet Set Willy* on my 486 Spectrum. Now I just have to know, am I the best?

Yours very foolishly,
Tony Patrick, *Stoneyridge*

YOB: No, but whatever happened to *Matthew Smith*?

CRAZEE!!! PART THREE

Dear Yob's Pixie,
I'm an IT owner and I really love games which feature sampled sound effects, because they make everything seem so realistic. Please, please, please could you fix it for me to be a sampled, sound effect for a day. Thank you.

Candy-Rae, *Abertown*

YOB: Mye then, now then, as it 'appens, Doctor Sound Sampler, come and sit on my magic chair...

PC ENGINE vs AMIGA

Dear YOB,
I'm confused about *Hulkster's Gunched* on the PC Engine and the *Slingshot Brothers' Xeron* on the Amiga - which is the better? They both got the same rating (8/10), I think *Xeron* it looks much better and sounds better but you're always putting the Amiga down. You can't play games like *Dungeon Master* and *Elite* on the PC Engine, you know!

Yours really outraged,
R Chapman, *Hayes*

YOB: *Xeron* it is one of the very best Amiga shoot 'em ups around, which is why it got the mark it did, but in overall cosmic terms, *Gunched* is the better game (but a tiny margin - if our re-

views want to tan decimal places it would have scored over 10 slightly higher. That's not to say the Amiga is crap, it's just that the PC Engine's hardware is near enough dedicated to fast arcade games like *Gunched*. The Amiga's hardware is designed for a much wider range of uses so it excels in other gaming areas. So griping about how 'the Amiga is better than the PC Engine' is pretty pointless, isn't it? Anyway, does it Ripon matter?

TINA'S TITTERS

When lovely Tina joined our ad team last month, we asked you to send in some jokes about her. Lads. These are just some of the best. Thanks to one and all, but Leslie Ross' induced the biggest titter, so he gets the T-shirt, signed with a very rare first-up pen by Tina herself.

Q: How do you make a Lada look good?

A: Park it in the showroom of a used Skoda dealer.

Q: How do you double the value of a Lada?

A: Fill it up with petrol.

Q: Why do Ladas have heated rear windows?

A: To keep your hands warm when you're parking it.

Leslie Ross, *Extonton*.

Q: What do you call a Lada on top of a hill?

A: A moose.

Q: Why does a Lada need a five speed gearbox?

A: So it can overtake mile-faults.

Clare Mason, *Inverclyde*.

Q: What do you call an open-top Lada?

A: A skip.

Q: What do you call a Lada with twin exhausts?

A: A wheelbarrow.

Q: What do you call a Lada with a car-ruf and all the windows open?

A: A climbing frame.

David Fuzie, *Huddersfield*.

THE
YOB!

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BUG REPORT

Plagued with bugs? Here's the opportunity to tell us all about any quirks or problems you're having with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a crap artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: **BUG REPORT, C-1 YG, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.**

ST ◆◆◆◆◆

RED HEAT

SPOTTED BY: Ross Alexander, Peterborough
WHAT HAPPENS: Whenever you get an extra life from level three onwards the game crashes.
REPORTS SO FAR: 1

C64 ◆◆◆◆◆

FORGOTTEN WORLDS

SPOTTED BY: Tommy Matthews, Eastbourne
WHAT HAPPENS: All aliens go after player one, and when you select multi-directional fire in the shop, it always says "JIMMY SHORT".
REPORTS SO FAR: 2

ROBOCOP

SPOTTED BY: Martin Parrett, Slough
WHAT HAPPENS: The badies walk about in mid-air and you can't walk down the stairs, so when the time runs out, you die.
REPORTS SO FAR: 2

AMIGA ◆◆◆◆◆

ROBOCOP

SPOTTED BY: Adrian Vaughan, South Croydon
WHAT HAPPENS: Jump over the baby food and no more baddies come, leaving you stuck on that level until you run out of time.
REPORTS SO FAR: 1

DRAGON NINJA

SPOTTED BY: Martyn Allard, Sutton-on-Trent
WHAT HAPPENS: In one-player mode the screen stops scrolling fast way through level five.
REPORTS SO FAR: 1

SPECTRUM RENEGADE

SPOTTED BY: Mike Wix, Plymouth
WHAT HAPPENS: If you kill the boss on the last level, then get hit by the last bossman, the bossman's head and shoulders appear

three times on the screen, and Renegade's top half disappears. Then the game crashes.

TARGET RENEGADE

SPOTTED BY: Ryan Humphreys, East Dorset
WHAT HAPPENS: Entering numbers into the highscore table results in the game crashing.
REPORTS SO FAR: 2

OPERATION WOLF

SPOTTED BY: Joey Garner, Bradford
WHAT HAPPENS: On level four, an enemy soldier comes on without a head, shoots, then the machine crashes.
REPORTS SO FAR: 3

AMSTRAD ◆◆◆◆◆

INDY ACTION GAME

SPOTTED BY: Andrew Dal

aghan, Leigh-on-Sea, and Brandon Bailey, Arragh
WHAT HAPPENS: If you leave the controls alone for a couple of seconds then try to move Indy, the game freezes and the computer starts beeping.
REPORTS SO FAR: 2

MICROPROSE SOCCER

SPOTTED BY: Danny Lindsay, Nantwich
WHAT HAPPENS: If you score 14 goals on the six-a-side game, your next goal doesn't get counted.
REPORTS SO FAR: 1

OPERATION WOLF

SPOTTED BY: Craig Mackrilly, Shrewsbury
WHAT HAPPENS: When you finish level four, you're put back to the start of that same level.
REPORTS SO FAR: 1

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I'VE GOT A BUG TO REPORT

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MACHINE

LEVEL BUG OCCURRED

WHAT HAPPENED

.....

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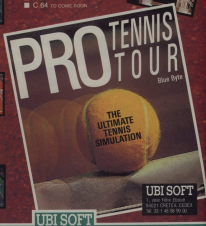
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Entertainment Software

PLAYMASTERS

It's tips city this month, with a heap of lovely cheats and things for all sorts of machines, and of course that fabbo screen-by-screen racing guide to Sega's amazing coin-op, Super Monaco GP. If you've got anything fab 'n' groovy in the way of hints, tips or maps, send them in to me at PLAYMASTERS, c/o VIZ, PRUDY COURT, 30-32 FARMINGDON LANE, LONDON EC1R 3AU. And don't forget there's over £100 worth of software on offer for the best tips of the



month - J Theadore of Byfleet, Surrey gets the goodies this month for his Voyager tips... Get writing - next month you could be a winner!



- When you drop a decoy, wait around and watch the enemy behaviour patterns when they go to collect it, then fire on them - they're sitting ducks.
- When there are only a few airborne ships remaining, find some decent cover, launch a camera and use it to pick off the targets instead of risking attack yourself.
- When there are only a couple of ships left, collect all of your cameras and fire the portal before attacking. Keep out of the way of volleys.

leave the SHIFT key and press HELP to start the game. If the going gets too tough, pressing G advances you straight to the shop, while hitting N takes you straight to the next level. That short snippet of usefulness from Adrian Davies.

ST VOYAGER

J Theadore from Byfleet, Surrey has spent a goodly amount of hours hunting down this cheat mode and compiling a list of tips for those who want to play properly.

When the game has loaded and the music is playing, press the fire button. On the options screen (the one with the radar thing) type 00000 THE SILENT SHOWERS OF APRIL, FALL complete with spaces). A new menu will appear, from which you can access the cheat screen, to get infinite fuel and shields (use F1 and F2 to top up present levels) and all of the equipment. Also, pressing Enter on the numeric keypad lets you access a Sortie Manipulator. Use the arrow keys to rotate the spines, 7 and 4 to increase/decrease size and HELP to flick through all of the game's objects.

So there's the cheat, what about the tips?

- Use the computer, cameras and decoys to learn enemy behaviour patterns. Hide in a group of 3-5 objects for

all-round cover.

- Drop cameras for protection when stuck in gaps or you're exposed - you can shoot through these.
- Travel at full speed when searching for pods - a moving target is harder to hit. When attacked, reverse at full speed - it's easier to dodge fire and you will be moving out of range of your assailant. When you have fired, don't hang around to see if you have hit - sounds in radar will indicate a hit and you will be out of range of retaliatory fire should you miss. Use an atomic bomb or a decoy when being attacked from all sides.

FORGOTTEN WORLDS

When the title screen appears, hold down the SHIFT key and type in ARG. Re-

AMIGA ROBOCOP

Minor, minor on the wall, what's not going to get killed at all? You, because this little enemy cheat is yours for the taking. If you pause the game and type BEST WAST SECRET (complete with spaces).

HELTER SKELTER

Follow these instructions from Adam Chapman of Milton Keynes, carefully - they tell you how to get a load of lives in this fun platform game.

In a two player game, player one must first get an extra life. Then, both players must lose all of their lives. Player two will return with 99 lives and, when he loses only one life, player one will receive 99 lives too!



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CYBERNOID

Dark steel from Belgium is a very nice ship, because he's let us know the infinite lives cheat for its well-addictive Hexion arcade shoot-and-eject-lets-itself-stuff-ramp. When the title screen appears, use **MCORONDELCON** to ward off death. Also, if you pause the game and press **N** you will proceed to the next level. Alternatively, press **L** to restart the current stage.

SPHERICAL

Here are the passwords to let you progress to the later levels, courtesy of Belgian block Dirk Vast.

RADAGAST
YARMAG
DRISLAYER
SKYFIRE
MIRGAL
GHANIMA
GUSP
MCURMILADE
JACRWIN
GUMBA
CHACHMAL

KULT

For a game of its size this solution is pretty filthy. Anyway, here it is and it's been sent in by Belgian resident Fabrice Marchal - it works on all versions of the game.

Go to the ring, then go to the Passage of Faithful to kill the Professor which is preventing you from entering. Pick up his Zapstick. Go to the Noose and use the Solar Eyes. Take the left rope. Push the lever and pass the eye underneath the lever. Pass through the trapdoor and wait in the pink gallery until 1:00. Return to the Noose and use the Solar Eyes. Go to the Master's Orb and enter the Master's Eye. Inspect the Master and search his body. Take the orb and use it. Take the egg in the cavity and return to the Passage of Faithful. Enter and turn left twice. Put the orb and pass the bars. Use extreme violence to lure Delica then dive. Time scan. Enter the pass-

age then go straight ahead, turn left and follow the passage. Talk to Nommagee and Ash and get the truth. Zone scan. LH the stone slab and take the flask (the bean is not needed). Left gallery, then Inception. Go to the Threshold of Truth and kill the priestess. Put the egg in the coin mesh. Inspect the Lotion. Pick the slot on the top-left statuette. Exit and go to In-

ception. Wait until they reach the top of the ladder and throw your blade at Harok. And that's it.

WICKED

Make this game a little less wicked with these helpful hints from Lutz in Lanax.

- It's really important to get rid of all of Darkness's spores.

mini-run and take out the red spores before they fly off to spawn.

- If things aren't looking too hot, keep calm and try to maintain a score throughout in at least one part of the playing area, as this will use flying small bushes of steady-attached spores dotted around.



The Presence Of God. Go to the Pleading Powers, hit the first priestess after the ceremony. Bismarck the second one then give her the flask to drink from. Get the sacrificial plate and the mask. Go to Presence Of God then Saun's Repose. Put the statuette into the niche and the monkey in the tunnel. Go to Presence Of God and count the stars on the starry wall. Enter the passage and wait until THE 7 gates. Use extreme violence on his Spontaneous Song. Use Bismarck on Harok and Pick Shift on

the Inception. Wait until they reach the top of the ladder and throw your blade at Harok. And that's it.

any enemy spores which find their way deep into your territory must be disposed of quickly. Pick up the sun icon and fix it in the guardian in the Day phase - he'll disappear five seconds later.

A letter to collect the two mini-run multiples rather than anything else as they triple your frogpower.

Whenever possible, use the

NEW ZEALAND STORY

Trig Lee of Talmes, Devon has sent in a list of some of the level warps in Ocean's brilliant arcade conversion.

Take it away, Trig!

LEVEL 1.1: At the end of the level to the left of the cage are three long platforms. Go to the top platform then walk as far to the left as possible without falling off, jump up and shoot to the left. A warp symbol will appear when you're shot enough times. Jump into the symbol to be transported to level 1.4.

LEVEL 1.2: Go up the two platforms at the start of the level, then go to the far left and shoot. A warp will appear which will take you to a special place in 1.2.

LEVEL 1.3: At the start go up to the very top and get a balloon then drop down, keep next to the right side of the wall. When you are near to the bottom shoot to the right and a warp will appear for 2.1.

LEVEL 1.4: You have to use the warp on level 1.1. At the start go up until you reach a platform with the letters N and D. On this platform is a warp going to 2.4.

LEVEL 2.1: Get a balloon near the end of the level and instead of opening the cage, go around it and get off the balloon then go up the squares on the far right. You will find a place with two green fruits, in which there is a warp to 3.4. Shoot around the place to find it.

LEVEL 2.2: At the start, go up as normal then go to the far right to a place with letters on balloons. Near the corner is a warp which, when revealed, takes you to the end of the level.

LEVEL 2.3: Go up as normal and keep going right until you

100%

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LAST NINJA 2



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reach the water. At the end of the water is a place with three spikes at the bottom. Stand next to it and shoot and a warp will appear to take you to the end of the level.

LEVEL 4.1: Near the end of the level is a passage with lots of crates, with a letter inside each of them. Above them you will find a warp to 4.2.

LEVEL 4.2: At the very end, shoot just underneath the cage and a warp to 5.1 will appear.

C64

NEW ZEALAND STORY

Brian Docherty of Carlton, Glasgow mentions that if you hold down the CTRL and LEFT-ARROW you can advance through the levels, but you must still fight the end of level bossy. Good, ah?

INDIANA JONES AND THE LAST CRUSADE

How would you like to play any of levels 1 to 8 at any time you so desire? Simply hold down keys F, I, S and H to activate the cheat mode. Then press one of keys 1 to 4 to jump to the corresponding stage. Thanks again to Brian Docherty.



BATMAN - THE MOVIE

Crumb! One month we run the review, the next we print the cheat mode! How's that for speed?

Play through level one, then load up the Batmobile stage. Lose all of your lives and when you are asked to rewind the tape, DON'T! Just start the tape to load up the last section with infinite lives! You could also reload the Batmobile level, for which you will also receive unlimited Bruce Wayne's. Congratulations Mark Stullard from Fallowfield, Manchester for this starting piece of info.

MR HELIX

Mark Stullard comes to the rescue of all you hapless shipper freaks who can't

get off the first level, with the passwords for stages two and three.

Level 2: CAGG
FAAAALADDDADCKCY
Level 3: GACHAFANUJ
GAADODDR

NINTENDO SUPER MARIO BROS II

If you go through the underground passage on world 1-1 you will find a waterfall and a beanstalk. Climb all the way up to the top of the beanstalk and go left. Blow down the wall with a bomb and walk through the door. Go across the rocky landscape to find Dino.

On world 4-3 choose Luigi. You will see Cero go to the right of him. When he shoots an egg, jump on it and let it take you across the sea, where you will see a green brick wall. Instead of going through the door, jump over the platform and go through the last door.

On world 7-1 choose Luigi. Climb up the ladder and walk slightly to the right. You will see an address,

into whose back you must jump. Jump over the pillars and land back onto the address and let it take you across to the end of the screen where a rocket is waiting to take you to the next level. Go right until you come to the end of the screen. You will see a small pillar - climb onto it, do a power aquat jump and push right to get over the larger pillar. Climb up the ladder to the next level. Remember to jump onto the backs of creatures and vehicles to take you across spikes and other difficult situations.



CHOPLIFTER

To select any level move the control pad UP, DOWN, LEFT and RIGHT then press button 1 on the title screen. Repeat this on the player selection screen - the words SELECT RESUME 1 will appear. Choose the level you want and press start. Tearing is everything, so have another go if it doesn't work first time.

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CASTLE VANIA

On stage 2, go down the stairs to find an impassable square block of bricks. Smash two parts of it away to find a pork chop. Go left to the staircase, go down the stairs and walk right until the end of the screen. Climb down the stairs and go right until you fall into a small platform. Smash out one of the bricks with your whip to stand down to another platform. Climb down on the platform and a several money bag worth one thousand points will appear.

On stage three, the axe is the best weapon to defeat the phantom bat.

At the beginning of stage four go up the stairs in front of you and smash two blocks out of the wall on the right hand side. Climb through the hole you have made and a crown, worth two thousand points, will appear. Go up the stairs on the top platform and you will see four candles, a vampire bat and a black knight. Drop down to the platform below the bat, turn around and smash the platform to your right to find a double shot.

On stage five, keep going left past the medusas until you come to a small platform in between two larger platforms. Jump onto the small one and wait until a treasure chest worth two thousand points appears. Go left again and up the stairs, then walk right until you see two black knights. To the right of the knight on the higher platform is a platform with two bricks on it. Smash one of the two to reveal a pork chop.

At the start of stage six, fall from the first small ledge you come to and smash one of the four bricks to your right - a pork chop will appear. Go left until you come to a bat with a two brick platform underneath it. Smash one of the bricks and a double shot

will appear. When you reach the screen medusa make sure you have plenty of hearts and the clock which you will have found at the end of stage five. Use the clock to freeze her then hit her with your whip, using the clock again every time she awakens.

At the beginning of stage seven are platforms with hunchbacks on them. Jump up when you reach the second platform and strike it with your whip - a pork chop will fall from it. Keep going left and climb the stairs at the end. Go right until you come to a staircase with no platform underneath. Go to the edge of the platform at the very bottom of the screen and crouch down to reveal a money bag worth one thousand points.

On stage eight go right, avoiding the medusas and climb the stairs to the next level, where you will see two candles and a two-brick platform. Go past it and duck down - a money bag worth a thousand points will appear to the left of you.

When you reach the mushroom rooms on stage nine, go down to the bottom platform where the mushrooms are and smash the one brick platform to the left to find a pork chop. Ducking down and hitting the mushrooms with your whip hits the wrappings that throw at you as well as the creatures themselves.

On stage twelve walk right and kill the first skeleton. Jump onto the platform in front of you, duck down and hit the top platform to uncover a pork chop. Hit the second skeleton and whip the top brick of the wall it was attached to - a large heart will appear, when fighting Frankenstein and Igar, it's best to use a combination of whipping and throwing axes.

Go to the top of the stairs



on stage thirteen until you come to the very top level of the stage. Keep going right and climb down four steps of the staircase in front of you, being to the right and a double shot will fall to the floor. Continue right and kill the two red skeletons and hit hunchbacks. You will see a platform in front of you which, if whipped while standing up, will deposit a pork chop.

At the very top level of stage fourteen, keep going left until you see a red skeleton, an axeman and a staircase leading up. Go up it and onto the platform, jump to the platform to the right and smash two bricks out of the six-brick wall, a double shot will appear. Continue left and climb the staircase. Jump onto the platform on the right and, once there, move left and jump onto the platform below to find a money bag worth one thousand points.

Go left on stage fifteen, up the staircase then right until you reach the end of the screen. Smash two bricks out of the end wall and a pork chop will appear. When fighting the Grim Reaper, use the axe or boomerang (it is also

useful to have either a double or triple shot as this allows you to get more hits in).

On stage sixteen kill the first white skeleton, then go up the two staircases in front of you. Kill the next two skeletons and climb the next two staircases. Proceed to the left and drop off the ledge, keeping an eye open for any stray hunchbacks. Go right and fall from the next ledge, and uncover a pork chop by smashing two blocks out of the wall to the right.

When you confront Dracula on stage eighteen, wait until he shoots fireballs at you, jump over them and, while you are in the air, hit him in the face (you need to be fairly close to him to do this). Repeat the process of jumping the fireballs and hitting in mid-air until his first Form dies. Be careful when he materializes over you. There is a fireball in the corner to the distance left of the screen which you need to throw at the creature which comes out of Dracula. This stuns it for a while, giving you time to hit it in the face with your whip. Repeat this process until the creature is dead. You have completed the game!

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GAME TIP

SUPER Monaco GP

Continuing our series of in-depth corner-by-corner arcade racing guides, this month we've got the low-down on Sega's wonderful Super Monaco Grand Prix - the fastest, most exhilarating race game yet seen in the arcades! Julian Rignall has the tactics which will help you win...

THE CARS

There are three cars to choose from - auto, four-speed and seven-speed.

AUTO

Low-powered, but recommended to beginners. Lets you concentrate more on racing, rather than having to watch your revs all the time.

FOUR-SPEED

Medium-powered, and worth trying once you've mastered Auto - but be careful, not all the corners that you can take full out in auto can be taken at top speed in this car.

SEVEN-SPEED

High-powered, and only for true experts. You really need to practice at this if you're going to get anywhere. All corners require skill; gear-changing to remain at top speed. Once mastered, though, you'll be able to burn out the opposition very easily and reach top record scores.



QUALIFYING LAP

First you have to race a short qualifying lap. Put your foot to the floor - the first corner can be taken at top speed in all cars. The second can be taken full out in auto mode -

change down to third on four-speed, and to fifth on seven-speed.



Race at top speed along the straights and through the chicane until you reach the final bend. Getting this right is absolutely crucial to get a high grid position - cook it up and you'll end up 11th or 12th on the grid.



As soon as you see the multiple arrow signs (and the car's warning signs in the picture, the ones that are actually ON the bend) brake very hard and change down to keep your revs high in auto mode, just concentrate on braking. Aim the nose of the car to skim the right-hand barrier of the corner, then just as you enter the bend put the accelerator to the floor, put the steering wheel in full lock and exit the bend with full revs. Change up as quickly as possible.





It takes practice to master this maneuver, but a useful tip if you're a novice is to pump the accelerator through the bend so that you don't accelerate out of the bend too fast and hit the wall on the left-hand side of



THE RACE

The first two corners have already been explained in the instructions for the qualifying lap.



look in awe. Four-speed, drop down a gear and use full lock, seven-speed, drop to fifth and use full lock. The following corner is a freeze and can be taken at full speed in both auto and four-gear; on seven-gear you have to drop to sixth. Be careful not to over-steer - the corner looks sharp, but it isn't.

Once through the tunnel you've got a fast race to the hair-pin bend, which should be taken as explained in the Qualifying Lap tips above.



After those the course changes. Between here and the next checkpoint, all the corners can be taken flat out. Don't over-steer - just take it easy on the wheel and you can wind through the shallow corners and chicanes with the minimum of steering wheel movements.



Once through that it's pedal to the metal and rear to the finishing line.

GENERALLY

Super Mario GP is a tough race game, but with these tactics you should be able to finish in the top three. If you do, you get the chance to race again on the same course, but it will weather. The best tactics here are to take the corners slower, and be prepared to counter-steer through chicanes and slow bends, as the roads are very slippery.



Drive through the first checkpoint, you'll have to endure two fairly sharp corners and the tunnel.

The first corner should be taken at full speed and with full steering wheel



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HIGH SCORES

Okay gamesplaying aces. Here's the place to display your top scores - The Official UK Computer Highscore Table, the definitive record table for all top scores on all machines. If you've got some record-breaking scores, why not put them on the back of a postcard or sealed-down envelope and post it off to: UK HIGHSCORE TABLE, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get ready for instant fame...

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PRO TENNIS TOUR

BY UBISOFT

Winter's practically knocking on the door, the football season is well underway and everyone decides to knock out some games. The best is the considerably lengthy one is the little offering from French firm Ubisoft and, unlike a lot of the discs shoved up at us, this one is a bit of a stunner.

Pro Tennis Tour (originally called Great Courts Tennis, but changed once we previewed it last month) sticks faithfully to the rules of the game (so close for my liking - I lost most of the time) and the entire world tennis circuit is included, complete with a pretty picture of a famous landmark of the country concerned when you arrive there.

Well-defined sprites dart around centre-court, smacking the ball this way and that - in my case, anywhere except where it should go. Sound effects are

▶ **Serving on clay.**

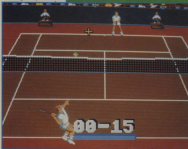
well used, with sampled ball-against-netball effects and clear tennis on the leading racket. I was disappointed with the rather flat side tone, however.

To sum up, Pro Tennis Tour is one of the better computerised attempts at this fast-

paced sport, combining challenging gameplay with a high standard of presentation, the two wedded together to form a worthwhile package for both tennis fans and computer gamers alike.

PAUL RAND

▶ **The outcome of the game hangs on this point!**



UPDATE

Expect an ST version soon, which will feature almost identical gameplay, slightly weaker graphics and a rather sampled sound effect.

AMIGA	£24.99
GRAPHICS	81%
SOUND	78%
VALUE	80%
PLAYABILITY	81%

Definitely one of the more enjoyable tennis simulations on the Amiga, with a high standard of polish and a wealth of options to please both fans of the game and casual players.

OVERALL 80%

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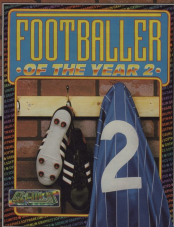
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▲ Green light! They're off!



▲ Gordon Gears gets off to a roaring start...



▲ Use an engine fire timer when to 'pit'!

Ⓢ But the pit crew are on hand to save the day.



CONTINENTAL CIRCUITS

BY VIRGIN MASTERTRONIC

As you probably know, Atari's coin-up was originally meant to be called Continental Circuits, but when you got crossed and the translation came out as "Circuit" strange, but true!

Anyway, the "circuits" in question are a series of eight tracks set around the world: Brazil, America, France, Monaco, Germany, Spain, Mexico and Japan. Each has their own hazards, and some are more difficult than others. Monaco, for example, is almost entirely made up of bends and chicanes, whereas Japan is full of lovely long straights.

On every track you've got to raise your way through the field to achieve a qualifying position. At Brazil you start off in 11th place and have to make your way to 10th, by Japan you've got to finish in the top three. Each course also has a strict time limit, crash once and you'll be lucky to finish.

If you let other cars on road-side obstacles, you set your vehicle alight, and it's time to enter the pits, where the clock is stopped until you've fully repaired. If you don't make a pit stop, you'll eventually blow up, you'll lose the track and lose valuable seconds.

Although the original coin-up is an enjoyable game, the 16-bit versions have failed to capitalise on the machine's fast action, and the end results are rather non-



one. Pole Position clones which have been seen before in various guises over the last four years. The pit stop is a neat idea, but really there's little else that's new.

The 16-bit versions look and play similarly to the arcade machine, and are enjoyable and addictive. The only problem is that there isn't a lot of variety in the gameplay, so having appeal is questionable. Still, if you're a fan of the original coin-up you should love both versions.

MENTAL CUS

† The first course - lots of nasty bends here.



† Heck! Twenty-two seconds left to make up five places!



those not so sure should check out other racing games on the market before making a purchasing decision.

GORDON HOUGHTON

SPECTRUM £9.99

There's very little sense of speed and not much room for overtake attempts, so it soon becomes more an agony than enjoyable.

OVERALL 59%

C64 £9.99

The graphics and sound do little to emulate the real-thing, and it's far too easy to complete.

OVERALL 46%

† Buzzer! up the road!



ST £19.99

GRAPHICS 79%

SOUND 63%

VALUE 76%

PLAYABILITY 79%

A reasonable enough attempt at the real-thing, but more detailed 3D would have helped. Otherwise it's a pretty nifty race game, so frustrating as it is addictive.

OVERALL 79%

AMIGA £19.99

The sound could have been better (the engine efforts are a bit whiny), but otherwise it's like the ST. It's simple enough until you get to Monza, then you start smothering up your joystick.

OVERALL 79%

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OOZE

BY DRAGON-
WARD

If your idea of fun is exploring a deserted mansion covered with dust and cobwebs, then you'll probably enjoy Ooze. Especially if bumping into an assortment of ghosts and ghouls doesn't frighten the bits out of you. And of course there's Ooze, too - he's the Master Of Evil who rules the maze as King Blue Mage, where the game is set.

The player takes the role of Ham Burger, who has recently inherited \$15 Blue Mongoose from his uncle, Oscar Burger, who died in a horrific accident in the cellar when having just taken up residence. As soon as you discover some disturbing things about the place - and it's not just the spiders! However, the resident ghosts turn out to be quite a friendly crowd, and then soon decide to join them in an effort to exterminate the feared and hated Ooze.

Ooze is a text adventure,

with a graphics system almost identical to that pioneered by Magnetic Scrolls. This means it's not only a little dated for a new release, but being so obviously similar, it invites comparison - and basically, the graphics are nowhere near so good. On the plus side, there's lively 60k music, and plenty of decent sound effects, including some laughs, cracks, and bumps.

In a text adventure, not surprisingly, it is the text output that makes the game. There is plenty of it, but on the Amiga version I played, 80 columns white text on a black background, with no alternative size is a difficult read if you're using a TV. Other background colours are available through a COLOR command, but the manual does not list the colour codes.

Room descriptions are long and well written, apart from the odd text decompression glitch, but they tend to lack humour, and are not always well arranged, making it difficult to

▲ Checking out the kitchen.

determine the exits and objects of interest in the rooms. Function key F2 lists the exits correctly, and I soon found I was using it automatically each time entered a new room. Other function keys are provided for routine commands, including F3 (which is a room of SCORE, displaying courage, charisma, health, and hit points).

Text output also includes responses to the player, produced by the parser's interpretation of the command entered. This parser leaves a lot to be desired. MOVE SHEETS (on the bed) gives: UNFORTUNATELY I CAN'T SEE LEAVES HERE.

▼ Down in the dungeons.

while [DAMPINE] LEAVES when leaves are present, returns: UNFORTUNATELY I CAN'T SEE A FLYER HERE. And so for DRUCK, when one of the spiders throws a football at me, all I get was: YOU CHELLOUTI I'D PREFER NICE COMPLEX SENTENCES... Yeh!

Overall, the game itself, while hardly Infocom standard, is not at all bad, offering an atmosphere-fueled twist theme. A pity, then, that it is dogged by a number of frustrating little difficulties that, given the hardware of today and the adventure experience of yesterday, should be a thing of the past.

KEITH CAMPBELL

UPDATE

ST, PC and Archimedes versions are planned, and should all be very similar to the Amiga version.

AMIGA	£24.99
GRAPHICS	77%
SOUND	83%
VALUE	79%
PLAYABILITY	70%
A reasonable text-only adventure, but not on a par with the Infocom games that were released recently.	
OVERALL	74%



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WorldWide: Nintendo 64, Sega Saturn, Sega Dreamcast, PlayStation 2, PlayStation 3, Xbox 360, PC, PS2, PS3, Game Boy Advance, Wii & Windows. European: Nintendo 64, PlayStation 2, PlayStation 3, Xbox 360, PC, PS2, PS3, Game Boy Advance, Wii & Windows. Japanese: Nintendo 64, PlayStation 2, PlayStation 3, Xbox 360, PC, PS2, PS3, Game Boy Advance, Wii & Windows.



A The Batman concept through Gotham's streets on carnival night.

If you read last month's *C + HQ*, you'll know that we reviewed the 8-bit versions of Cohen's latest mega-franchise, which were pretty bloody fun. However, when we saw the Amiga version, the difference was so stunning that we just had to give that a full review as well.

The basic format of the game is the same on the Amiga as it is on the other formats. It starts in the swirling mass of platforming which makes up the Ace chemical factory. Control genius Jack Napier is up to no good somewhere in the factory and Batman has to dodge his bomb-throwing, gun-toting henchmen to track him down. Batman eliminates Napier's thugs by throwing batanaps at them, and he gets from platform to platform by swinging on his batrope. This section is pretty much identical to the same sections in the other versions, apart from beefed-up graphics and sounds.

The next page is the first, which differs dramatically from the 8-bit versions. The coppers are after Batman because they think he's a criminal, so he has to try and make back to the Batcave without running into a roadblock. This section takes the form of a traditional 3D driving game. While you're dodging cars on the road, arrows indicate cut-offs you should take to avoid the roadblocks. However, the Batmobile is moving at such speed that Batman has to use a grappling hook to grab a lamp post as it flashes past, and then swing his steel around the car. You get three chances at

each run - after that, expect Mr. Plead on the horizon.

This section is brilliantly done. Not only are the graphics and sounds superb, the 3D is very well accomplished indeed and the feeling of speed is tremendous. In fact the only time I've seen a better 3D sequence than this on the Amiga is in part four of this game! Hardly surprising since they both come from the programmer behind the amazing Spectrum conversion of Cohen's *HQ* which is coming at Christmas.

Once at the Batcave, Batman has to analyse a number of hazardous products which Jack Napier stole. The Joker, his partner, has poisoned three products at a time, and the Beecomputer reports how many of the three are contaminated, but not which ones. Like the old *Mastermind* game, you have to solve the puzzle by a process of elimination. The bot's really done, but it's dead easy so it won't be long before you can put on its stage four.

B Swinging through the Ace chemical factory.



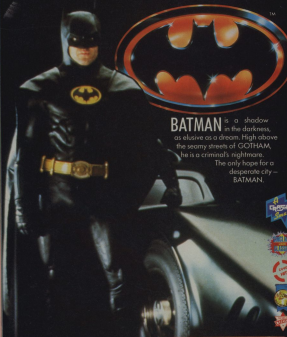
BAT

C A collision with one takes too many with the Batwing plummeting groundward.



like stage two, this is a 3D one through the streets of Gotham City, except this time it's carnival day and you're flying the Batwing. There are huge balloons lining the street, but unfortunately the Joker has filled them with deadly broken gas. To save the carnival-goers, you have to fly the





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Performance



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THE UNTOUCHABLES



▲ Shotgun slugs is the only language these street slugs understand.

When the cost of a prohibition racket is the lives of innocent people, it's time for the law to get tough. Enter, please, Mr. Eliot Ness and his team of Untouchables, a group of guys who have the power to do whatever they want in the cause of civilian safety (so long as what they do is vaguely legal, that is). Untouchables, the game, deals with Ness's battle against that most famous of Godfathers, Al Capone.

Based around the critically-acclaimed film starring Sean Connery and Kevin Costner, The Untouchables puts you through six levels of hoodlum hazing.

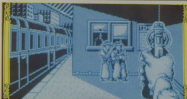
Stage One, a multidirectionally scrolling platform shoot 'em up, sees you in the derelict warehouse which Capone's gang use as their base. Here, you must gather together the evidence required to move in for the kill

and break up Capone's empire. It's just you against the best (or worst?) of Chicago's villains.

Further levels, all of which are taken directly from scenes from the movie, include a second-person perspective 3D

▼ More action in the alley, this time





SCORE: 800342 TIME: 09:42



▲ Don't shoot the accountant!

ABLES

shootout in a dark, city alleyway, another second-person perspective shootout, but this time set on a bridge, with your team melting around the floor, wasting bullets and trying desperately not to be shot, a madcap chase

on the Spectrum.

**C+VG
HIT!**

down a long flight of stairs as New attempts to rescue a new-wap baby, complete with gun.

while removing any threat from hoodlums, and finally a gut battle across the rooftops with a pistol-packing bad-ud.

Great seems to enjoy producing multi-event film licenses, what with Robocop, Batman and now this. As with the other two, The Untouchables is a cut above the usual movie-based guff which we're constantly subjected to, combining relatively simple gameplay with a high-

▼ Love the baby!



level of presentation to produce a great game.

Perhaps the programmers have gone just a little too far on the aesthetic side of the 16-bit version though, sometimes, because of the large quantity of colour on screen, it's difficult to make out who's shooting at who. Apart from that one minor gripe (don't worry, it's more an annoyance than a detriment to the game's enjoyment), The Untouchables is a well thought out package which will find a niche in many people's software collections. It won't be as big a hit as Great's two earlier movie games, but those who buy it won't be disappointed.

PAUL RAND

UPDATE

Expect Amstrad, ST and Amiga Untouchables to hit the streets around mid-November, at £9.99, 19.99 and 24.99 respectively. All will follow along the same lines as the C64 and Spectrum versions, although the 16-bit titles will benefit by better graphics and sound effects.

C64	£9.99
GRAPHICS	83%
SOUND	79%
VALUE	82%
PLAYABILITY	85%

An absorbing week-month of game styles make The Untouchables a great film tie-in.

OVERALL 83%

SPEC £9.99

While the gameplay is virtually identical to the C64 version, Amstrad's graphics ensure that the 16-bitness really is easier on the eye, as well as giving the player the feeling of watching a 3D block and white film. *5/10*

OVERALL 85%

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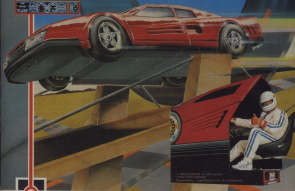
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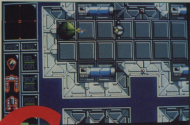
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DOMARK



BY RAINBIRD

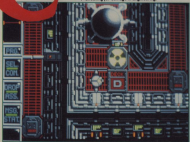
▲ Slam the steel pod!

Your space station's been invaded by alien insectoid wrecking crews, and wouldn't you know it, Rainbird's cheap space surcharge is just beyond your budget. The only thing to do is to set up a communications beam from your clean spaceship, then use it to remotely control a maintenance droid. The droid has to do his best to eradicate the aliens from all four labyrinthine station-decks, while looking for the four parts of a teleport device. Once they're assembled he can teleport to the alien mother ship, plant a bomb, destroy it and save the solar day.

The droid carries a three bit which has three own weapons and power sources, allowing them to operate independently or as a combination. When repaired, you can flip between overhead views of each component's surroundings, so

CONTACT

▼ Checking for damage in Engineering.



using them is just a question of programming each bit to go to a deck-to-deck teleporter and moving them all to the same part of the station.

Once they're together, you can get down to a serious search. The teleport parts are all in locked lockers, so the droid needs to find the pass to unlock the locker and bulkhead doors on a deck. For these, he has to search unlocked lockers, which can also hold tools to repair damaged consoles and parts which he can assemble into weapons such as proximity mines or deck cannons.

Luckily for him, the aliens don't see the droid as much of a threat, so he doesn't have to worry about them tapping him too much. However, they come in a multitude of forms, some more dangerous than others. The real pain is the pupal locker which wriggles around sucking away at your energy if it finds you. Sticklers are like large bees,

les - slow, but if you shoot one, it sits down and draws its legs under its shell, blocking the corridor until you pump a load of laser into it.

If you kill an alien anywhere, it starts to spinqually wobble on the nearest alien pod, which pops open and gives birth to another bloaker. So, to clear the ship, you have to destroy each pod with a mine, then look up that section of the station with a deck pass, making sure any damaged computers and communication lines have been repaired first.

Damage level and repairs for

play is much more strategic than blasting, but the task is very engaging indeed. It's lucky you can save the game to disk because there's so much to do. However the fact that there's so much in the game means you can play it for ages without getting bored. It's a shame that the robot's inertia makes the joystick control tricky to handle, but as far as I can see, that is the only real flaw in an otherwise excellent game. Thinking gamers, check it out.

PAUL GLANCEY



▲ Wandering the flight deck

both the droid and the ship are new of the things you have to keep a constant check on. If the aliens completely wreck the ship's communications facilities, contact with the droid is lost and it's game over. If they reach havoc on the engineering deck they can damage the reactors and leave decks running on reduced power with emergency lights only.

It's neat touches like this which really add to the atmosphere, and it's on that score that Contact really makes an impact. As well as the red emergency lights, there are a load of features taken from SF movies. One of the decks is very Neo-Tokyo-esque, the minisims and their machinery are also reminiscent of Alien, and even the way the robot walks is rather RoboCoppy.

Although the robot's EQUIPPO with a laser, the game

UPDATE

Expect an Amiga version soon with improved graphics and sound and, the programmers hope, a scrolling display replacing the 2P's flat screen one.

ST £24.99

GRAPHICS 84%
SOUND 76%
VALUE 75%
PLAYABILITY 83%

Fantastic atmosphere and lots of playability make Contact much more than just another maze game.

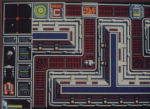
OVERALL 81%



▲ No problems with that computer cascade.



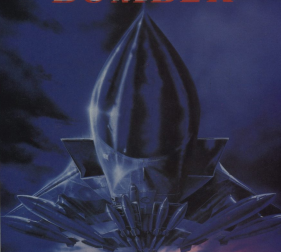
▲ The same plugs in and recharges.



▲ The leg section heads for the teleports.

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AMIGA TOP 20

1	(7)	New Zealand Story	Ocean	89%
2	(14)	Robocop	Ocean	90%
3	(1)	Populous	EA	96%
4	(-)	Honda RVF	Microprose	82%
5	(12)	Test Drive 2	Accolade	90%
6	(3)	Kick Off	Anco	84%
7	(11)	SEUCK	Palace	70%
8	(-)	Rick Dangerous	Firebird	87%
9	(3)	Lords Rising Sun	Mirrorsoft	88%
10	(-)	F16 Combat Pilot	DI	76%
11	(5)	Silkworm	Virgin	87%
12	(2)	Forgotten Worlds	US Gold	92%
13	(16)	Lombard Rally	Mandarin	83%
14	(-)	Indiana Jones	US Gold	81%
15	(4)	Falcon Missions	Mirrorsoft	91%
16	(-)	Vigilante	US Gold	81%
17	(-)	Promised Lands	EA	85%
18	(-)	Grand Prix Circuit	EA	75%
19	(-)	3D Pool	Firebird	81%
20	(8)	Dragon Ninja	Ocean	73%

Microprose's Honda RVF rides straight in at number four while Ocean's 3D arcade conversion breaks the mighty Populous off top spot. The Populous Promised Lands disk enters the chart, and considering the success of the game's game, this addition is bound to do well.

PAUL'S TIPS

BATMAN: It's just my firm belief not if this amazing license isn't in the top five this time next month.

RAINBOW ISLANDS: Missed the chart, but it'll be in the top ten next time, you wait and see **SENDAI II:** Another one released too late for this chart, but it'll bring high next month.

OUTSIDE BET

LIGHT FORCE: A rather top compilation from Ocean, containing R4, Voyager, R-Type and Batman the Caped Crusader.

It's a month of new entries, most successful of which is Dile's compilation (consisting such classics as Buggy Boy and Run! Warners!) which shoots straight up the chart to the number two slot. Amazing that Falcon and Lombard Rally are still hanging around the top ten almost a year after their release.

PAUL'S TIPS

XENOW II: Not on the streets in time for this chart, but it's got to be a chart-topper next month.

RAINBOW ISLANDS: Again, won't be out until next month, but when it is, watch it climb! **BATMAN:** Ocean's mightiest licence yet - it's gonna be kickin' ass very soon!

OUTSIDE BET

QUARTZ: Paul Sharkey's rilly shoot 'em up deserves respect of success.

ATARI ST TOP 20

1	(8)	New Zealand Story	Ocean	89%
2	(-)	Story So Far	Elite	85%
3	(2)	Robocop	Ocean	90%
4	(-)	Indiana Jones	US Gold	81%
5	(7)	Falcon Missions	Mirrorsoft	88%
6	(4)	Kick Off	Anco	84%
7	(9)	Falcon	Mirrorsoft	93%
8	(14)	Lombard Rally	Database	83%
9	(3)	Forgotten Worlds	US Gold	87%
10	(-)	Rocket Ranger	Mirrorsoft	80%
11	(-)	Rick Dangerous	Firebird	87%
12	(12)	Out Run	Klassix	75%
13	(5)	Silkworm	Virgin	84%
14	(16)	F16 Combat Pilot	DI	79%
15	(13)	Lionce To Kill	Domark	80%
16	(25)	Kult	Infogrames	85%
17	(11)	Dragon Ninja	Ocean	81%
18	(6)	Battle Chess	EA	82%
19	(-)	Postman Pat	Alternative	69%
20	(-)	Promised Lands	EA	86%

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.

ALL FORM



▲ *Op wolf* - still in the charts since Christmas!



▲ *Mystic Cards Casino* just straggles its way in.



▲ A budget *Crazy Cars* makes right to the top.



▲ *Cheap Jack* rises in at the bottom of the chart.

		GAME	COMPANY
1	(-)	CRAZY CARS	HIT SQUAD
2	(-)	INDIANA JONES	US GOLD
3	(2)	GREEN BERET	HIT SQUAD
4	(1)	ROBOCOP	OCEAN
5	(3)	ENDURO RACER	HIT SQUAD
6	(4)	YIE AR KUNG FU	HIT SQUAD
7	(5)	DT'S DECATHLON	HIT SQUAD
8	(7)	POSTMAN PAT	ALTERNAT
9	(8)	MI6 29	CODE MAS
10	(-)	N ZLAND STORY	OCEAN
11	(19)	CRAZY CARS 2	TITUS
12	(-)	SCOOBY DOO	ENCORE
13	(6)	DRAGON NINJA	OCEAN
14	(-)	M CARLO CASINO	CODE MAS
15	(-)	BATMAN	OCEAN
16	(-)	OPERATION WOLF	OCEAN
17	(15)	T I DIZZY	CODE MAS
18	(-)	SUMMER GAMES	KIXX
19	(-)	JACK THE NIPPER	KIXX
20	(-)	FAST FOOD	CODE MAS

After topping the Gallup chart for over six months, Ocean's record-breaking *Robocop* has finally lost its number one slot to *Crazy Cars*. Thanks to the success of the film, *Jody* has

PLAYS TOP 20

ANY	SPEC	AMS	C64	ST	AM
QUAD	●	●	●	●	●
LD	●	●	●	●	●
QUAD	●	●	●	-	-
	●	●	●	●	●
QUAD	●	●	●	●	-
QUAD	●	●	●	●	●
QUAD	●	●	-	-	-
NATIVE	●	●	●	●	●
MAST.	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
E	●	●	●	-	-
	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	-	-
	●	●	●	-	-
MASTS	●	-	●	-	-

at last found a foothold for his arcade game, which has shot straight to number two. Ocean's fab New Zealand Story conversion has finally charted and is slowly climbing the ranks.



▲ Enduro Racer - still glad it's available, but dropping two places.



▲ The Body Action Game - slipping the top position.



▲ The Caped Crusader fights the onslaught of crime and it's in budget games.



▲ A revamped Scooby bounces into seventh place.

THE C+VG CHARTS

C64 TOP 20

1	(-)	Crazy Cars	Hit Squad	88%
2	(4)	Green Beret	Hit Squad	86%
3	(-)	Pitstop 2	Kixx	85%
4	(1)	Enduro Racer	Hit Squad	80%
5	(2)	Robocop	Ocean	84%
6	(-)	Indiana Jones	US Gold	80%
7	(-)	Scooby Doo	Encore	81%
8	(7)	SAS Combat	Code Mast	84%
9	(-)	Summer Games	Kixx	77%
10	(8)	Yie Ar Kung Fu	Hit Squad	79%
11	(-)	New Zealand Story	Ocean	83%
12	(18)	Operation Wolf	Ocean	92%
13	(-)	Double Dragon	Melbourne Hse	85%
14	(7)	Dragon Ninja	Ocean	80%
15	(-)	Batman	Ocean	80%
16	(-)	Tennis	Hit Squad	75%
17	(-)	Spitfire 40	Alternative	49%
18	(-)	Rally Cross	Code Mast	77%
19	(-)	Forgotten Worlds	US Gold	84%
20	(5)	1942	Encore	87%

AMAZING! A full price game knocks Treasure Island Dizzy off his perch! Still, we told you the Indy action game was good. The rest of the budget gang do a reshuffle and they've joined in some smart new choices. Strange that Crazy Cars, which isn't the best of the new bunch, climbs highest.

PAUL'S TIPS
NEW ZEALAND STORY: Currently climbing the chart slowly but should make it to the top for next month.

BATMAN: Sure to cash in on the hysteria surrounding the movie.

DRAGON SPIRIT: One of Demark's best Tengen conversions to date.

OUTSIDE BET
DARK FORCE: Undoubtedly one of the best value for money Spectrum compilations yet.

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SPECTRUM TOP 20

1	(-)	Indiana Jones	US Gold	81%
2	(-)	Crazy Cars	Hit Squad	80%
3	(1)	Treasure I Dizzy	C Masters	76%
4	(7)	Green Beret	Hit Squad	85%
5	(2)	Postman Pat	Alternative	70%
6	(2)	Enduro Racer	Hit Squad	87%
7	(8)	D T's Decathlon	Hit Squad	88%
8	(-)	Monte Carlo Casino	Code Mast	77%
9	(14)	Shanghai Warriors	Players	79%
10	(4)	MIG 29	Code Mast	80%
11	(8)	Robocop	Ocean	90%
12	(-)	Jack the Nipper	Kixx	77%
13	(-)	Scooby Doo	Encore	78%
14	(13)	Crazy Cars 2	Titus	70%
15	(-)	Superkid	Atlantis	72%
16	(10)	Fast Food	Code Mast	59%
17	(-)	Pro Powerboat Sim	Code Mast	70%
18	(3)	McGuigan Boxing	Mastertronic	74%
19	(18)	Gauntlet 2	Kixx	78%
20	(-)	Double Dragon	Melbourne Hse	88%

C+VG STAFF CURRENT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS, WONDERBOY III (CD-ROM), ORDYNE

PAUL GLANCEY: GHOULS 'N' GHOSTS, ROCK ON, XENON II

PAUL RANDY: GHOULS 'N' GHOSTS, SHINOBI, CONTINENTAL CIRCUS

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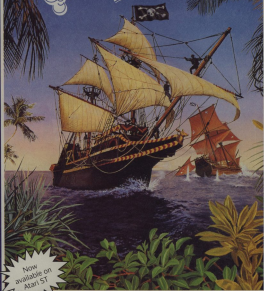
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GAMES: SUMMER EDITION

BY EPYXUS GOLD

After an opening ceremony of American-athletic pictures, you're shown a map of the Olympic village with icons for each of the eight events placed in the relevant stadiums. Move a cursor over the event you want to practice or select a Yes/No symbol for the actual competition options (player/country selection, etc.).

Velocirace cycling is viewed in 3D from behind two cyclists, one of whom is under joystick control. Wiggle like hell to build up speed, but if you're really

smart, stick in behind the other cyclist, then dismounting and saving a lot of energy until the time comes to make a break for the line.

The other track event is the 400m Hurdles. Again, success is all down to the speed of wiggling, though timing your legs is also crucial if you don't want grazed shins.

In the Pole Vault you view your number from the front. Boost him up by moving the joystick left and right in sync with his footfalls. Push the pole correctly and over you go.

The other field event is the



▲ Up a bit... Right a bit...

hammer throw. Wiggle the stick and your thrower casts his equipment, then hit the button at the right moment and away it goes.

Archery entails setting the tension on the bowstring and aiming at the target, taking into account changeable wind direction. This is the easiest event, mainly because it's the only one that doesn't require any timing.

Doing it much more difficult. Set the tension of the bow and all your lethal gaze. Time his spring, then perform a doublet mid-air correction by selecting any of the 16 positions.

The last two events take place indoors. For top marks on the rings you should move from position to position in a graceful sequence, wiggling at a certain speed to perform the move indicated by a flashing bar: the uneven parallel bars is similar, but you just push up or down to choose direction of motion and the on-screen Oigs does the rest.

Being a bit of a non-sporty

type I didn't find swinging about on the bars in Games: Summer Edition as entertaining as, say, throwing/hobbies in California Games or tossing cubes in World Games. Unlike other Epyx "Games", it places quite an emphasis on joystick wiggling, though I was pleased to see some fresh approaches to the traditional events such as the 3D views in the cycling and hurdles. Playing the archery and hammer throwing events remains a lot of real-life fun, which really do make the game more interesting and enjoyable.

PAUL GLANCEY

UPDATE

The 3-bit versions were re-released at the more appropriate time of last summer.



This event really puts you through the bars!

ST £24.99

Slightly weaker sound and graphics separate this from the Amiga version. It also comes on four disks rather than two, so playing it is a little more awkward.

OVERALL 77%

AMIGA £24.99

GRAPHICS 77%

SOUND 85%

VALUE 78%

PLAYABILITY 77%

A simulation feel makes Games: Summer Edition slightly less playable than earlier Epyx "Games", but should make it a winner among athletic fans.

OVERALL 79%

OPERATION THUNDERBOLT

TAKE WHAT COMES...
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Bringing you enhanced shoot-em-up action for one or two players, Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries!

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TAITO

BUDGET

STORM WARRIOR ENCORE



Apparently this is a previously unlicensed game from the team who programmed C&E Forgotten Worlds. A couple of minutes at the joystick and you can tell why it was never given a ready release. The plot is the usual rubbish about a prince, armed with sword, who has to go to the palace of an evil witch queen to kill her and save the land.

What it amounts to is a fairly unoriginal but eventually satisfying slash 'em-down tale in a boring landscape of forests, castles and castles. The opponents are pretty unimpressive characters, and all it takes is a few random slashes before they're history. Mark Charney's music is pleasant, but otherwise this game has few merits.

C64 £1.99

An unimpressive fighting quest which soon becomes boring.

OVERALL 44%



ALIEN SYNDROME RAD

Last year's arcade conversion from The Edge re-released under their new cheapo label. Your ship has been released by aliens, so a bomb has been set to destroy them and the ship. A load of your comrades have been slimed up by the aliens and you and a mate have to roam around releasing them, then get to the exit before the ship does the big blow-up.

In spite, the conversions are accurate to the arcade game, featuring similar levelling, aliens and extra weapons, and some suitably gross boss monsters. They're all playable enough too, but they could all have been better. One fails which seems to plague all of

C64 £1.99

The graphics are a bit scrappy and the sound could have been better, but this is the fastest and most playable version.

OVERALL 83%

them, is the slow screen scroll. It can't keep up with the players so they can run to the edge of

AMSTRAD £1.99

Numerous graphical quirks such as being able to walk faster than bullets make this very confusing to play.

OVERALL 51%

SPECTRUM £1.99

Clear graphics, but load of monsters makes it really tough to get anywhere.

OVERALL 70%

the screen and get doberbed by a monster that suddenly appears out of nowhere.

ST £9.99

Naturally the best graphically, and it even features (very hard) speech. Suffers from loading problems but it's still quite playable.

OVERALL 79%

SPOOKED PLAYERS PREMIER

Groundbreaking in the name of the game is *Spooked*, which has you controlling a small bug-eyed person on a ramp through a multi-screen platform-paroled mission. Dodge the traps and spooks, then grab any flags or bugs which is a winning around and throw them into a cauldron to cook up spells for every occasion.

It's a neat combination of platforming and blasting, with a lot of Hungarian-themed fun. The action is fast, colourful and fun, and the graphics are really rather cute. There's even a score-deleter which indicates how the difficulty level increases when you're doing well. Definitely the best new budget release we've seen on the Spectrum this month.



SPECTRUM £2.99

A jolly little platform game with some very smart touches to set it apart from the crowd.

OVERALL 83%

OKOTONI WILF SCORE



It's a beautiful first release, which used to crash on my jet in Willy's platforming colled on up crates, but didn't quite take it. What a wizard is guiding to merge! Will through various multi-screen time zones, mixing dinosaurs with Atlantean's Dinosaur Vikings on a stage, wizard games, etc. etc. you picking up multi-screen mystery objects. Find them all and the time tunnel opens up to the next zone.

And the graphics are better by today's standards, the music is brilliant (a couple of nice tunes, and "Camelot's Theme" from the musical version of the Oliver film (I'm taking the artist), but the gameplay is strangely compelling. Fine control of wobbly fire is all a little down to, but the variety keeps you playing to learn until level four when frustration forces you to do the exercise.

C64 £1.99

Excellent art and graphics, but surprisingly good (see for an excellent, very sort of platform game).

OVERALL 70%

CRYSTAL CASTLES

KIKIX

A widely conceived of an even more cruddy than set-up which places you in the furry skin of Bentley, a bony bear with a fetish for precious stones. Today Bentley's embled into a world's castle which is made up of 18 3D mazes all braced with gems. Cool! Poor Bentley nearly goes for looks in excitement.

SPECTRUM £2.99

A tidy arcade conversion, playable enough to keep you occupied for an hour or two.

OVERALL 70%

and before you can say "Hail to Bentley!" The place is full of most marbles from space/level/longer/asteroids/... but it's out there filling his pockets.

On the Spectrum at least, Crystal Castles is quite good fun, but not at all difficult, mainly because it's a bit slow. The bear that can be said about the graphics is that they're clear, and there are a couple of bugs (angles which pop up now and again. All in all, not top, but a "reasonable budget buy (yuk yuk!)"

C64 £2.99

Murky (but very fast) graphics, nice jingles and areas the secret wangs from the arcade game. Good fun.

OVERALL 78%



SIGMA SEVEN ENCORE

Diving towards us through the murky maze of time is this odd sort of space shoot 'em up/Pac-Man game. Briefly light your way through quadrants of space means in an unmeasurable spaceship, then guide a Howitzer tank around a factory mass, sucking up bots and dodging robots. After that there's a strange puzzle game to

keep you occupied.

The action throughout is displayed in a sort of 3D perspective which looks quite nice, but means things jerk around obscenely on the Spectrum and Amstrad versions. The Commodore version is a lot smoother and faster, though, and it's worth it for the uncutting and interesting gameplay, it would be alright. Unfortunately it just wasn't meant to be.

C64 £1.99

Possible music and graphics, but the only really good thing going for Sigma 7 is the price tag.

OVERALL 55%

SPECTRUM £1.99

Slower and quieter than its Commodore counterparts, and no more playable for it.

OVERALL 51%



AMSTRAD £1.99

Nice music and some pretty colours, but this version is the slowest and jerkier of the lot.

OVERALL 49%

STUNT CAR RACER



© 1989 GIGAWATT

Step into the driving seat of one of the most wicked stunt cars around in 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 Britain's One Champion.

With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

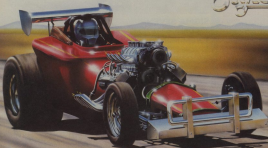
Battle it out on the track against other computer controlled rivals, such as, Buzz Droid and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game - it's all or nothing.

Stunt Car Racer - do you think you could be up there with the best?

Stunt Car is utterly brilliant and offers adrenaline-pumping, gut wrenching high speed action that'll keep you engaged for months. C + 10.

Stunt Car Racer is available for AT, Amiga, PC, Spectrum and Commodore 64

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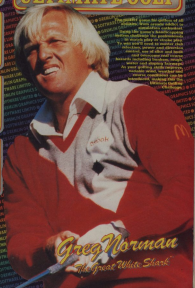
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Greg Norman
The Great White Shark

BUDGET

DEEP STRIKE ENCORE



Take on the Bad Bunch and his high-flying Air Pirates in the "laught simulator". Even the cockpit of your jetpack. Whatever, you command a squadron of four units on a bombing mission to a target in the north. On the way you have to go down enemy planes and barrage balloons, but not increase a "laught simulator" on the package, don't expect to be able to drop the Barrel by flying out of the sun or even to the feet with an Ironman suit.

Deep Strike has little in the way of realism as it's really only a 2D shoot 'em up, and not a particularly good one. Things are very slow and the plane control responsiveness often merges into a confusing mess, as it's difficult to tell exactly what's going on. Third placed in our

C64 £1.99

Quite simple, it slow, controlling, not very playable. 80 slow, 'em up which barely justifies even this low price.

OVERALL 46%

GREGORY LOSES HIS CLOCK MASTERTRONIC

One night, while outside, Gregory slept, an evil hand pulled the alarm clock into another dimension. If he's going to wake up in time for school, he'll have to send his dreamy self to find it - and this is where you come in. Of course, it's one of those games in which you have to cart objects from location to location, adding penalties by standing on a hot one here and dropping a cheese sandwich there.

It's a Don-Passio adventure, which like his earlier Passios, Trap Door and Flunky features Clock Don's best to date, and even if you don't spring a lemon for his earlier work, you'll have to be a bit of a stinger but not to shell out three quid for this, although colourful graphics. There was very much Gregory Loses His



SPECTRUM £2.99

An entertaining, colourful avoids adventure, difficult enough to keep you going for a month of Sundays.

OVERALL 80%

AMSTRAD £2.99

None of the Spectrum's attributes clash and all of its playability. Great stuff.

OVERALL 85%

KENDO WARRIOR BYTEBACK

Grab your Kendo Sword and go for a run through a five-screen energy maze. There's a secret document in there that of flies, but many martial arts and large dogs don't want you to get them. There are also energy walls around which you can only pass through if your shield is charged up with the right sort of energy.

For the most part play seems to consist of running or rolling between recharging points, smashing the bad guys around and... that's about it. The combat isn't bad, which is lucky, because the "find the useful objects to solve the puzzle" bit isn't very engaging. Not bad for the price.



C64 £2.99

An OK sort of budget release, quite playable but a bit too boring to be really engaging. Nice music though.

OVERALL 65%

SPECTRUM £2.99

Cleaner graphics, but no more playable than the C64 version.

OVERALL 67%



TURBO ESPRIT ENCORE

Imagine Miami Vice in Pitbull Canyon and you've got the idea of Turbo Esprit. As a drug cop, you've got to race through the 3D streets to intercept the cars of drug peddlers who are now wearing on an armored truck. Shoot the criminals for car-fu points, but be careful not to incite innocent bystanders, or you may help criminals.

On the Spectrum, the control you have over the car (you can even do three-point turns) and the dark city streets give this game a very realistic atmosphere, and it's really very addictive. Unfortunately the C64 is of course more the same standard - slow, jerky and graphically awful - so best give that one a miss.



SPECTRUM £1.99

Brilliant 3D driving game. Very atmospheric and addictive.

OVERALL 87%

C64 £1.99

Absolutely ghastly conversion of the Spectrum original, retained in every respect.

OVERALL 22%

COBRA PLAYERS

The fun you can have with helicopters, eh? In this game, you'll lift off in your whirlybird and scissor around an underground base, blasting missile slots and alien attack waves, and picking up fuel drums and the odd extra gun. Knock out the enemy completely and you get to play 'Catch The Missile' with their secret weapon.

Getting that far is another matter, though, because all three versions are very tough. The missile-sapping ground emplacements are the real boggers because of the difficulty of aiming ACMs while your chopper is fighting the laws of gravity. Once you've mastered that, it's quite addictive - but three quid is all it's worth.

C64 £2.99

Smart music and shiny sprites, but a cramped playing area, makes it even harder to dodge alien and missile than the other versions.

OVERALL 59%

AMSTRAD £2.99

The prettiest of the lot, but a wee bit slower than the Spectrum version, so it's not quite so playable.

OVERALL 66%



SPECTRUM £2.99

The fastest and most playable version, is spite of it having a bit of a wobbly chopper.

OVERALL 68%

COSMIC PIRATE BYTEBACK



Byteback's first release is a real 8-bit version of Pitbull's Amiga and ST hit of earlier this year. You play a space pirate, controlling the operation of the rocket for fuel and thrust. Zap the misbegotten space alien to earn cash, also wary not to burn through the fuel gauge. Once you've captured your prey, take her back to base and get the ingredients to keep up your old star-rocket into something hot.

Surprisingly enough, these three quit versions seem to have all the features of the twenty-year-old quad 16-bit version, with the ability to save games. Unfortunately, the Spectrum version has some really graphics glitches and moves, which is a pity, so it doesn't get the thumbs up. The C64 version is much better - fast, smooth, and pretty good fun - BUT it does crash occasionally, which is very annoying.

C64 £2.99

Would be a brilliant space shoot 'em up if it wasn't for a bug which causes it to crash. The fact that you can save the game is hope to some small recompense.

OVERALL 69%

SPECTRUM £2.99

Consipley is the same as the C64 version, only slightly slower and with more identity graphics. The high-priced worthy music will give you a headache, too.

OVERALL 39%

ALTERED



▲ First of three in wolfman mode.

BEAST

BY ACTIVISION



▲ The zombies queue up for a sniffing.

In the conversion of the fantastic Sega coin-up you must negotiate the five horizontally scrolling levels which lead down to the Underworld where the evil arch-villain Mef is holding the beautiful Athena captive. The pining of the Dark One's army of undead warriors on your trails.

Every so often a pulsating creature appears on-screen, when killed it emits a floating orb which gives extra fighting power when collected. Collecting three of these sets on any one level closer to your molecular structure, causing a transition into a more creature, including a

wolf, a dragon or bear. Each one possesses a powerful weapon with which to thwart the

▶ Zapping away in dragon form.



remapping demons onslaught.

Sorry, did I say remapping? What I meant was slow, cumbersome and awkward. Control of your character is a chore due to the sluggish joystick responses. The graphics are colourful and the sound is impressive, consisting of clear, crisp coin-up samples and accurate renditions of



UPDATE

Spectrum and Amstrad conversions should be out by this time, both at £9.99. Spectrum version is expected to be monochrome, but the CPC *Altered Beast* should explode in a blaze of colour, with gameplay on both being similar to that of the C64 version.

the original tunes. But unfortunately, all the presentation in the world cannot make up for *Altered Beast*'s shortfalls - it's slow to play and there aren't many levels.

Fans of the arcade game might glean some enjoyment from the action, but others might be disappointed by the lack of levels and slow gameplay...

PAUL RAND

C64 £9.99

A reasonably accurate conversion - try it out if you enjoyed it in the arcade.

OVERALL 73%

ST £19.99

Apart from a drop in sound quality and inferior side-way scrolling, the ST version is exactly the same as its Amiga counterpart, and the same comments apply.

OVERALL 68%

AMIGA £24.99

GRAPHICS 79%

SOUND 82%

VALUE 64%

PLAYABILITY 68%

All the features of the arcade game, but the gameplay is slow and the controls are sluggish.

OVERALL 69%

Awaken the beast within you...

ALTERED BEAST

*Time has called upon you! Only a brave and fearless warrior can save his beloved
Angela before, from the cunning clutches of Dr. K, evil Lord of the Underworld!*

Born from the great, you are possessed with supernatural powers beyond
this world. Collect the magical spirit orbs and transform into an even
more scary character - in Werewolf, werewolf, werewolf and Werewolf that
you know, as Werewolf and Werewolf rip the flesh of the
doctors of hell and as Werewolf and Werewolf and your enemies with
one bad howl!

You have the divine vision of the beautiful
Angela and in the towers of the Underworld
against their gang, the best within
you must to save the final battle!

ACTIVISION

SEGA



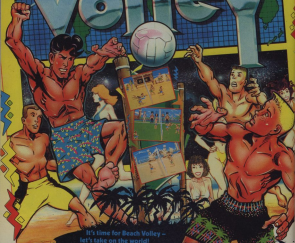
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SPECTRUM AMSTRAD

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C+VG QUESTIONNAIRE

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 SPECTRUM
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 SEGA
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 2
 3
 4
 5
 6
 7
 8
 9
 10

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THE MAGAZINE

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C+VG QUESTIONNAIRE

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OFTEN
 MOST OF THE TIME
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ARE THE SCREEN SHOTS

TOO FEW
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 JUST RIGHT

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YES
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IS THE RATING SYSTEM

GOOD
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 REASONABLE

WOULD YOU LIKE TO SEE OTHER RATINGS? IF YES, WHAT?

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thumbs up/down
thumbs up/down

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more detail

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 NO

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more arcade
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edit of 20 and
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BRILLIANT
 ALRIGHT
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 Zzap! 64

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Star Trek

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HOW MANY VIDEOS DO YOU BUY A MONTH

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WHAT ARE YOUR THREE FAVOURITE FILMS/VIDEOS

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Amiga Format 84%



New Zealand Story

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■ An introduction of a whip allows help to capture artifacts or to help objects.

"The graphics are superb, this is one of the best US Gold games to date!"
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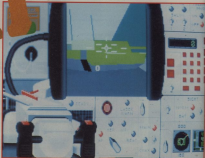
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TANKS

BY MICROPROSE

After putting you at the controls of every other lot of military hardware in the American armed forces, Microprose have finally applied their computer simulation technology to a tank, namely the US Army's M1 Abrams. Not surprisingly for a Microprose game, the Abrams is scattered somewhere along the Eastern front, waiting for the Red Army to campaign over the hill (exactly where, and against which part of the Red Army is decided by your choice of mission difficulty).

Unlike some of Microprose's other games, playing Tank isn't just a matter of whizzing about popping off screen rounds at anything that troubles you. M1



▶ The platoon forms a column on the road over

▲ The gunner's view. Don't shoot him - he's on your side!



Tank *Platoon* is a much more thoughtful game than, say, *F-15 Strike Eagle II*, and consequently the gameplay is about 40% action to 60% strategy. For a start you command a platoon of four tanks, which have to interact with friendly gunners, other tank platoons and reconnaissance helicopters. Each of the four tanks has a crew of four - a commander, a driver, a gunner and a loader, each of whom are used to mitigate their weaknesses when under computer control. The game starts off with



C+VG HIT!

ratings like "image" and "play", but you can take over the position of key, an image gunner at any time, viewing the action through his eyes.

When you do go down into the battlefield like this you get a 3D fixed camera graphics view of the landscape, which is rather cruder in definition than, say, *Bomber*, but on a VGA PC it's pretty as well as being functional. As I said, though, *Tank* is more serious than action, so for the most part you direct your tanks on an overhead map view.

You issue orders to the planes from your lead tank using a cursor to highlight objects. As commander you can get your tanks to take up different formations, to take up, advance, back up, turn to, etc. You can also select a certain landmark or vehicle, advance to a spot, engage (turn the turret) to different di-



▲ The driver turns his tank towards the rest of the platoon.



▲ Steering the ship on an enemy 878 TB.

rections and they will look out for enemy artillery and shoot it).

As far as weaponry goes, the tanks have laser rangefinding and night vision systems and ammo-pumping. HEAT and coax shells to load into the main gun. If you take the commander's position, you can also stock your lead out of the hatch and use a turret-mounted machine gun.

While you're playing *Tank Platoon*, you get that same old Microprose feeling of really being there and it's obvious that the game is technically very competent. You have to admire the game because it's an excellent

simulation, but be warned that it's a lot more complicated to play than any of their other simulations. Whereas most arcade game players could get on well with the likes of *P-19* you'll

roar through the blue and bring rig with a couple of *Soldiers* dies. *Tank Platoon*'s emphasis on tactics, its mass of control keys (over 100!) and its constant flipping between tank crews and map screens require intense concentration, even during the easier assignments.

I can't really fault *Microprose* as it's definitely *Microprose*'s most comprehensive simulation yet, but strategists/arcade buffs are going to enjoy it a lot more than your average gamer.

PAUL GLANCEY

PC £39.95

GRAPHICS	87%
SOUND	56%
VALUE	80%
PLAYABILITY	84%

UPDATE

Microprose's programmers are currently working on the ST and Amiga versions of *P-19 Stealth Fighter*, but as soon as they're finished, their next projects are conversions of *Microprose*'s *Tank Platoon*. More news when we receive it.

Technically *Microprose*'s best yet, but the slower and more complicated tactical gameplay makes *Tank Platoon* less attractive to the casual gamer than the more action of the flight sims.

OVERALL 87%

XENON

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FOUR TRAX

Imagine a two-wheeler game like *Four Trax*, but instead of seats to sit on, you've got a pair of Quad Motorcycles which wobble and buck as you ride around the track.

This is dirt track racing, in which you can play either a solo game, or with another player and challenge a pair of computer riders.

Wait for a green light, then twist the throttle and you're away. Change into high gear and slide around the first bend - and get prepared for a bumpy ride as the motorcycle between your legs starts to vibrate and move!

These are hills and

plenty of rough ground to tackle (your bike goes bumpy here), and getting to the checkpoint before the time limit runs out is tough and beating the computer riders tougher still.

Featuring big cartoon-style graphics and those wild, wacky wobble motorcycle seats, *Four Trax* is an exciting and thrilling ride which is best appreciated when you're racing with a friend. Try it out if you're sick of car racing games.

GRAPHICS 85%
SOUND 79%
VALUE 86%
PLAYABILITY 87%

OVERALL 89%

STREET SMART

Fighting games are still in! Last month we had *Vigilante Fight* - this month it's *Street Smart*.

One or two players can square up in this one-on-one combat game, which features a wide variety of wrestling and karate moves. The controls seem confusing at first, but with a bit of practice you can fling the hell out of the baddies.

The best tactic is to get close to your opponent and knock him about a bit, then go in for the kill with a drop

kick, low punch or even a strangulation.

As you progress through the game, the baddies get bigger and tougher, and you certainly have to fight for your life if you're going to defeat them.

Street Smart isn't quite as much fun as *Vigilante Fight*, but is still well worth playing.

GRAPHICS 84%
SOUND 81%
VALUE 79%
PLAYABILITY 81%

OVERALL 80%



OP QUEEN

BANK



CYBER POLICE

Since *Cyber Police* is a *Shinobi* between *Hobbes* and *MARCO*, but doesn't quite have the flair of either. Armed with a gun,

you've got to fight your way along the hilariously scolding backdrop, blast-

ing the badies and picking up the extra weapons before you confront the end-of-level guardian. He's a big and violent baddie, and requires a load of blasting before you can apprehend him.

Another two levels of similar action have to be endured before you become a fully-fledged member of the *Cyber Police*—you get a

heavy metal suit and a cannon for your right arm, and can do some serious damage to the hordes of criminals. But watch you don't sustain too many hits, or the armor will wear away, leaving you very exposed.

The graphics and sound are standard fare, and although the action is fast and furious, *Cyber Police* is only worth playing if you're

holed up in *Hobbes* and *MARCO*.

GRAPHICS	73%
SOUND	78%
VALUE	71%
PLAYABILITY	76%
OVERALL	76%





OMEGA FIGHTER

Here's another addition to the already saturated vertically scrolling shoot-'em-up market.

A star station has been

invaded, and it's your mission to fly out there and kick some alien butt. As you approach, waves of alien craft streak on from the top and sides of the playing area and dive bombs you kamikaze-style. Blast 'em, watch you don't get hit by fireballs, and get ready to take on another wave.

Successful blasting awards you with a power-up, and you certainly need them - things get very hairy very quickly.

Omega Fighter doesn't offer much that hasn't already been seen, but nevertheless it has that essential playability that'll please fans of this type of game.

GRAPHICS	79%
SOUND	81%
VALUE	78%
PLAYABILITY	80%
OVERALL	79%



COIN-OP

Las Vegas! A city of 750,000 people stuck in the middle of a desert, surrounded by mountains, sand, sand and more sand. Americans go there to gamble, G+VG flee out to visit one of the worlds largest video game exhibitions, the AMOA Show held at the Hilton Pavilion. John Cook has the story.

Every kind of amusement machine operator and manufacturer was there, from multi-national giants like Sega, to a one-man band who was trying to promote a video game you controlled... by standing on a wire-tup surf board! Extra realism could be obtained by having a state throw buckets of salt water over you during the proceedings. Interesting stuff or what?

But it's big business, this coin-operated stuff, y'know. How much get dumped in the coin slots of the USA every year? An estimated seven billion dollars or around 4.5 billion pounds, that's how much. Video games and pin ball take up about \$5.5 billion of that, which equates to about, say 15 billion gives, which equals about 80 games per year for every man, woman, child and child in America. Holy - no wonder some of the exhibitors looked so nervous.

SEGA WHOPPA

Most nervous of all about the coin op business has to be Sega and they had several acres of space on the show floor, mostly devoted to a new slant to Super Monaco Grand Prix. Didn't we say that SegaGP was fab - and the only



thing that could make it better was to link the machines together. Someone must have been listening. SegaGP machines can now be linked together - up to 8 of them - and you race against each other! Wow massaaaaaa! SegaGP hereby announces multi-player SegaGP as the most wonderful group session experience since Crystal Palace last won at home.

It's the same game essentially, of course, with you first qualifying for a position on the grid, then racing around the full Monaco circuit. But this time you have other human beings who, being other human beings, tend to pull buffer-like stunts such as standing on the brakes when you are right up behind them. Blam! You're written off, they go along their own sweet way,

laughing hysterically. Ho hum!

Sega was also showing an utterly wonderful golf game based on the System 24 cabinet. Called World Masters Golf, this is certainly the best of the hundreds of golf games that seemed to litter the exhibition. Watch the home rights to this get positively eaten up! I've a feeling that Sega were having something really special up for the show to be held in Tokyo in a couple of weeks - watch this space for more details.

Another Japanese manufacturer that was probably keeping something back was Capcom. With UK Squadron, the latest release on show, along with virtually every other GP System game, there was a bit of a lack of excitement. Boring, boring - specifically as UK Squadron is barely as stimulating and inviting as slipping into a five-year coma.



CITY

ATARI STUNNA

Atari Games were on fumes ground, however, and pulling out all the stops with a brand new 3D polygon game called STUN Runner. This one has you flying a Bomber along 3D tunnels, rife with obstacles and starbases. Faster than any other 3D poly game around, it's a real treat to get your hands on. Expect a full review later in jolly soon.

Latest games on show by them were Escape from the Planet of the Robot Monsters and a new version of Cyberball - 'cos the poor old American consumers found the first one a bit too complicated.

Nintendo were nipping a bit of the Atari stand showing off Four Trax (see the review this issue) with double units being linked together. Fun game. There was what might be called a Tetris variant on show at the American Technostand, called Block Out. Simply enough, it's a full 3D kind of Tetris game, with you looking down from the top of the cube and able to rotate the shapes in the x, y and z axes. Probably the most innovative game of the show, which unfortunately had the hardened operators queuing up to play it.

Whatever has happened to Taito? Has it gone bankrupt? A huge stand - but if the best thing that it had was Night Striker then maybe it ought to take up basket weaving or something. Certainly its new puzzle game, (Ploing, can't honestly be re-named as 'The Pit', see, e-behind-the-scenes) rather with a Taito stockist sup-



COIN-OP CITY

gated the better things are on the way. Like follow up to certain amazingly successful driving games. Can't wait to play them.

Jaleco has always been a bit of a low-key company - but have moved up this year with Big Fun. A rally driving game - again you can link 'em up to each other - it looked fun, it's had an original.

X-TYPE

One of our favourite smaller companies is Irem. It's been producing a series of spectacular but very playable PCG's, the last of which was Dragon Breed. Now there's an even better one called X-Multiply. OK, so it's horizontal scroller. A great type could even claim it was a Nemesis variant. But it's incredibly addictive and will have you whipping the dash down the vein and faster than the treasury can keep up. Other highlights? Data East had a newie called Midnight Resistance which looks like fun and in the 'Yow the hell can they get that many sprites moving on a screen, even though they are a bit on the small side' dept. Task Force Hammer (produced by the same guys who did Omega Fighter) was only good. And Konami's SPT revealed a pleasant surprise - a section with a different perspective than the first few screens and better playability.



PC ENGINE COIN-OP

The big surprise stuff, though, was how the PC Engine has turned up inside a normal coin-op cabinet!

Change the game, all you have to do is slot in a new data cartridge - price \$2000, compared to \$800 for a game board using normal technology and you've got an arcade machine. And PC Engine games don't half look good on 28" monitors.

The Party Monsters from Italy. Endorsed by the woman in black with the most improbable chest in the history of womanhood, it's playable, challenging and fun. Go, go, go and try and play it at the first possible instance. And don't press both trigger buttons at once. OK?

Finally, there were a whole variety of improbable and silly stuff which proliferates in the USA. Electronic Arts' Basketball machines. Patsy driving range. Kibble video games. Luv 'em. The good, the bad, the ugly, the crucial, the lucrative, the boring, the unexpected - they were all there at AMOA '88 with one thing in common... the punters won't get a squeak out of them until they insert some currency. Yids. What would we do without them?



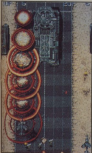
PINBALL

Pinball is pretty thin on the ground in the UK, but it accounts for almost half of the coin op revenue in the States, and there were some great new games on show.

AFC Monday Night Football (the same as Match of the Day over here) was a great celebration of American Football and superlative table design. We can barely control the withdrawal symptoms until it comes over here.

Have Bustlers from Gottlieb was a tall 'un, together with a new Williams table called Police Force, which is the first pin table to have a moving police car under the glass. Great.

My favourite had to be Elvira and



▶ ARCADE HIGHSCORES

Got some record scores on your favourite coin-ops? Why not send them to: **ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**. If you've got any hot tips, send them in too - 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.

1942
12,110,000 Colin McWhirter (MJC), Ballymena, N Ireland
AFTERBURNER
24,555,000 John Britton, Exch, Kent
ALIEN SYNDROME
842,010 Colin McWhirter, Ballymena, N Ireland
ALTERED BEAST
4,020,000 Symon Brown, London
ARKANOID
1,479,700 Stewart Bell, Macintosh, Cheshire
ATOMIC ROBOKOI
14,181,490 Symon Brown, London
BATTLE RANGERS
158,800 Wilson Lee, King's Lynn, Norfolk
BLASTEMBERS
3,039,740 GGG, Portsmouth
BOMB JACK
43,634,500 Chris Ford, Lanc-ing
CARAL
4,329,000 John Britton, Exch, Kent
CHASE HQ
17,260,000 John Britton, Exch, Kent
CHRYSLER
4,260,000 Alex Ware (AW), Sheffield
CRIME FIGHTERS
225,000 Jennine Adams, London
DARENS
4,260,000 Keith Bradley, Blackburn, Lancs
DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland
DOUBLE DRAGON II
889,090 John Britton, Exch, Kent
DRAGON BREED
99,760 Symon Brown, Lanc-ster
DRAGON SPIRIT
995,950 Jamie Morse (JM), Weston-Super-Mare
DRAGNY WARS
844,100 Peter Amor, Cleve-land, Avon

FINAL BLOW
108,815 Alex Ware, Sheffield
FRAX, ROUND
11,849,800 Tim Walker, Brighton
FLYING SWAMP
2,310,200 Gavin Davis (PFA), Swarzewo
FORGOTTEN WORLDS
6,807,690 Gary Harrod (GH), Portsmouth
GALAXIA III
1,878,890 Chris Ford (CAF), Lanc-ing, W Sussex
GALAXY FORCE
2,179,800 Alex Ware, Shef-ferd
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7,054,780 Simon Lomas, N Ireland
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HANG-ON
48,884,200 Martin Dean (MD), Portsmouth
HAMSTER CATTLE
389,220 Gavin Davis, Swar-zewo
HELLFIRE
327,908 Julian Rignall (JR), Southend
HOT CHASE
870,540 Alex Ware (AW), Sheffield
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1,050,000 Martin Dean, Post-mouth
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487,000 Michael Pearson (MP), Souths, Cleveland
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709,080 Chris Ford, Lanc-ing
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203,040 Daniel Moore, Bant-uckton, Cambs
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471,880 Alex Ware, Sheffield
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ROBOCOOP
4,901,400 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cran-ford, Beds
SANT DRAGON
940,370 Colin McWhirter, Bal-lymena, N Ireland
SECRET AGENT
500,100 Michael Beth, Draxville, Cleve'd
SHADOW WARRIORS
709,800 Gary Harrod, Poole, Dorset
SHAD-LIM'S ROAD
11,824,000 Fico Rawat, Man-chester
SHENON
504,560 Jeff Furnell (JF), Cleve-land, Avon
SHO-A-RING
1,837,800 Jeff Furnell (JF), Cleve-land, Avon
SLASH'EM
2,449,400 Robin Forsberg, Solihull, W. Warwick, Sweden
SNY SQUADERS
2,379,700 Gary Harrod

(GUR), Portsmouth
SPLATTERHOUSE
408,000 Adrian Smart (AA), Hereford
STRIDER
312,480 James Clarke, Doss-bery, Manchester
SUPER CONTRA
12,888,980 Gavin Davis, Swarzewo
SUPER HANG-ON
800,293,874 & 875 Martin Dean, Portsmouth
SWR
30,911,000 Martin Dean, Portsmouth
SXM
81,000,000 Martin Dean, Portsmouth
EXP
24,392,200 Martin Dean, Portsmouth
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VELOCATORS
891,400 Jamie Morse (JM), Weston-Super-Mare
WOLFRICE FRONT
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VULCAN VS NITRUS
949,890 Colin McWhirter, Bal-lymena, N Ireland
WARRIORS
92,005,375 Paul Stokes (PS), Abertree
WONDERBOY II
371,831 Jamie Morse (JM), Weston-Super-Mare
WILLOW
1,357,750 Jeff Furnell (JF), Cleve-land, Avon
WIMMING RUN
2,890,000 Julian Rignall (JR), Southend



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A PC ENGINE FOR BRITAIN

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RED *hot* TAPE


US technology is transforming the humble video tape recorder into a interactive games system. Find out more on page 36...

...the latest games, including *Blade Runner* and *The Untouchables*;

David Braben on *Elite 2*; and a maniac's guide to 16-bit racing since



OUT NOW



Okay adventure freaks! Here's the column for you. Keith Campbell has loads of adventuery stuff - read on and see...

AD

SIERRA FEAST

There's a feast in store for Sierra fans in the next few months! New adventures currently scheduled for release between now and April include *Mankuster - San Francisco*, *Leisure Suit Larry 3*, *Horn's Quest*, *Conquest Of Camelot*, *For Man*, and *The Colonel's Quest*. Of the three items to be released in the UK - IBM, ST, and Amiga - only the IBM and ST versions are all scheduled for this side of April. Amiga versions are likely to see only outstanding versions of titles already out on ST and IBM, plus *Mankuster*.

"I am mad on Sierra adventures games," writes Andrew Pridler of Eppingham, so this news should please him. The only trouble is, Andrew has an Apple IIGX, for which he has acquired all current titles available for that machine direct from the USA. Does anyone know of a reliable source of Apple versions of Sierra games in the UK?

Another Sierra fan is Jurgert Dujardin who lives in Belgium. He would like a partner to correspond with about the games, so if 3D adventures are your thing, why not drop him a line at: *Grand de Saes de Marquand 23, 8000 Kortrijk, Belgium*.

Talking of pen friends, some months ago I put William Here and Adrian Darby in touch with each other, to talk about a game called *Universe II*. They swapped information on the game, and on its predecessor *Universe I*. Now William, after two and a half years of playing *Universe II*, has finally completed it, and the ending promises a sequel! "Completed is still around, but I do not know whether they have pen written *Universe III*," writes William. But it



was no good that William adds: "If they have I MISS! BUY A COPY!"

Dennis Zane, reviewed some months ago on the Amiga, is now available on the ST. But Dominick Hardy of Barnmouth, is having

trouble getting the recipe for the corpse of the man he shot in the DTI building. It seems the dying man doesn't mention it, as he did on the Amiga, and Dominick can get out of the building without it. Are the two versions different, or is Dominick, perhaps, shooting the wrong man?

Who can help Finn Kromlin of Espingevale in Denmark? He can't get past a giant snake in Anandi's tomb, and he has a number of prob-

ADVENTURE



lives in King's Quest I. How can he become small enough to enter the elf's house? What should he do with the bird and the golden egg? How can he get hold of a mushroom?

Setting in the Sun Of Flowers is quite an achievement in Warm In Paradise, but John McCain of Wakefield is unable to revive the experience. And to complete the game, that is exactly what he must do! But, coming as ever, Level 9's hint sheet seems to be one hint too short...

If you found yourself in a cleft in the company of a verminite statue, what would you do? That is one of the questions asked by Wycom player Richard Iremion of

Northshire. Richard would also like to know how to open the door behind the trophy in the second room, and what use is food, the arrowhead, the cow, and the lion?

And finally, news of two new adventure magazines. First, Eye-Tax, a disk magazine for ST owners. Edited by Sue Medley and John Barnaby, Eye-Tax is published bi-monthly. Pages are accessed by mouse-driven menus, revealing reviews, hints and tips, solutions, and even screen shots from commercial games. Price is £30 (UK and Europe) or \$25 (outside mainland Europe) from Sue Medley at 9 Warwick Road, Strat-up, Kent DA14 8LJ.

Adventure Coder is a new conventional format printed in full-A4 size, devoted to those whose interests lie in writing adventure games. A review of CAC's technical tips for using the PMS, machine coding (ZMS) and adventures, and miscellaneous articles go to make up the first issue. Edited by Christopher Homer, Coder is available per issue (initially at 1.15 (UK), 1.75 (US Europe), and rest of world sale), and 2.25 (27 (rest of world abroad), from C. Hewitt, 3 West Lane, Basildon, near Shipley, West Yorkshire BS07 5HD.

MONEY BACK FROM ACL?

If you are one of those un-lucky adventurers who lost money by the million and still unexplained closure of the Adventure's Club Ltd, do not despair! One of the Resident (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from

as many people affected as possible.

I have undertaken to pass on to Allan the details of all such C+VC and CU members. So if you are out of pocket since Henry Mueller did a runner, send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payments made for real order software that you have not received. Make sure that these are written on a separate sheet of paper from any other things you may be writing to the Helpfile. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress!

ROLE CALL

Patrick Hain of Canada, Netherlands, has gone quite a long way in *Foot Of Madness*, and now has to destroy the kobold raton. Trouble is, he can't find it! Will you be find the raton in the graveyard. Can anyone help?

The *Road's Tales* continue to both entertain and frustrate. Lars Magnusson, of Singapore in Denmark, is longgubling in the ice-berg of Gallica, in *Road's Tale II*. Can anyone tell him what to do? There were numerous questions this month on the subject of *Road's Tale I* and some of the

answers are provided in the A-Z cheat section. Maps and a complete solution were also requested. Although I aim to answer such letters personally with as much help as I can give, I am unable to send out complete solutions or maps; but will provide details that are included in the pack-

ging. This applies to all games, adventure and RPG.

HOME GROWN

Three adventures on one disk are offered for the Atari ST by River Software.

The *Games Of Sila* concerns the sole tribe remaining on the planet Okusa following a great war many years ago. They live in the Sila valley, the only fertile area left on the planet. Although they know their planet is dying, they are gripped with a dread fear of leaving, and their Elders await a leader to show the way. Thus you come along, complete with your pet maggot, Gwain.

A fairly routine adventure, this, with a collection of some rather nondescript locations.

The *Hammer Of Grim* is the second adventure in the package, in which Grimbold, King of the Dwarves, charges you with recovering the Hammer, symbol of health and verity. It seems it has been stolen by evil magician Vals, and secured in his impenetrable citadel.

Despite the lack of originality in its intro, this is an interesting game to play, with a few nice clues given in the text, and some neat puzzles. It will take a while, though, to forgive the only safe command to use to leave the inn. You must type GUE - any other wording gets you killed, an entirely unnecessary and illogical piece of non-sense!

Finally, *Ishtant* is set on a south sea isle, some twenty years after the bomb has been tested. There have been reports of a strange creature in the mountains. His hideous cries have been heard, but he has never been seen. You are there to track him down. Unfortunately this adventure

CLUES

A

did not perform too well right from the start, when I tried to connect the history of an abandoned Land Rover. The first time around the spook burnt a map. Trying again, I tried to locate the map first, without success. Next time around, an oily rag I was holding caught fire and burned quickly, but was not in my inventory, nor could I do a thing with it. In fact, it later turned out that the oily rag was in the Land Rover itself.

In their SEAC convention from the Spectrums, all vintage fans had been taken to experience these adventures on 16 bits - which is a pity. But still, it's not a bad buy for three games at £35, available from: River Software, 48 Hyde Place, Aylesham, near Canterbury. Kent CT5 3AL, priced 3.50

A - Z CLUES

JOURNEY

(With thanks to Paul Hardy of Sheffield.)

FIRST JUNCTION: Send Minar to work, and then take the right hand path.

FOREST FIRE: If Francis has enough Water Essence for five or six spells, he should cast Rain to extinguish the fire.

GOLDS: Keep looking in the mines. When Tag is in danger of being swept away by the flood, Francis should cast Elevation on him.

HERMIT: Someone should look around on entering his hut, then you should tell the truth.

HORROR IN TUNNELS: Francis should cast Terror Spell when alone.

IDENTICAL CHAMBERS:

If stuck here in the Dwarf's Dungeon, Francis should cast Haze, go up, and cast Elevation at Harth.

MAP: Buy it in Webber's, and then try to sell it back to him. Cast the Glow Spell when you are able, and then examine it when you are over the river.

MINAR: Enrol his help in the tavern. He will be invaluable when he scans the local countryside.

NIGHTFANG: When one of the party is injured, all characters except Tag should return immediately. Tag should go along the Steep Pass.

NYMPHS' AMULET: Go to the Smelly Pool and take the torch, then go to the Treasury and take the amulet. Proceed and drop it in the pool. Then go back to the Smelly Pool, dive in, and get it.

ONES IN CAVERN: Before you attack there, Francis should cast his Mad Spell on them, and Harth should go to attack their flank.

ONES IN TUNNEL: Francis should first cast the Terror Spell. When they come to waste him, he should cast Elevation on himself.

RIVER AND WATERFALL: Be led raft as high upstream as you can, and then keep crossing the river to survive the waterfall.

STAFF: Cast the Glow Spell on it so you may travel in dark places.

WOMAN BY RIVER: Tag should stay hidden and then approach. He should examine the woman, approach, speak to her, speak to her, speak. Finish, TAG, LA, BR, A, ALGRIITH.



BARD'S TALE I

(With thanks to Albrecht Procter of Taita.)

DAN YELADD: Makes light when used in dark dungeons.

PUREBLADE: Very strong, but can be used only by warriors.

ROCKIE: Main usefulness is his ability to hide in the shadows.

SEWERS: To enter, order and drink some wine in the only inn that sells it, and look around in the cellar.

TOWERS: Place an eye in the Mad God to enter the first tower. Open the gate in the sewers with the master key found in the first tower, to enter the second tower.

CLUES OF THE MONTH

DEJA VU: In Gamble with Ruddy Kowalski after showing

him the clipping. Cash in and go where Ruddy borrows the table.

GOLD RUSH: Look between the boards in the house on the bank. Buy vegetables and citrus fruit to take on the journey, and watch out for mosquitoes in Panama!

INCRED'S BACK: Flood Soggybottom field when the watermill is there, to distract the crew. When they have left, put a load of bread down the chimney.

KING'S QUEST II: You must visit the whale before you can get the brilliant **SPACE QUEST III** to escape the garbage lighters you need a mod-vator and reactor to power the rocket craft. If you're missing the reactor after a patch up, the rats have re-possessed it!

MOLFGMAN: Water the wood and retire to let nature work...

Z

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▶ SEGA

MEAN MACHINES WANTED

BY SEGA

NEED LIGHT PHASER REQUIRED ▼ The shooting gallery.

How mean. There's trouble in town that falls. Some good-for-nothing law-abiding citizens have been a corner, up trouble and a whopper it up in downtown Tombstone, being the population and a stealer and a pillager.

The law down in town that still has turned thick and run away, and you're the town's only hope. Anyway, there's a reward if you succeed in riding the town of all the evil critters. So shove your Light Phaser into your holster and get ready to ride into town.

As for the town, seems empty, but villains are soon leaping out of windows, popping up from hidden barrels and out of

doorways with their gun brandished. Even worse than this, some of them just slide along the street looking innocent, and then suddenly pull a gun on you!

Fortunately your Light Phaser has an unlimited supply of light lead, and you can go in with your gun blazing. And you certainly have to, because there's a whole army of badies, and their shots drain your energy meter alarmingly if they're not dealt with swiftly.

And if that isn't enough, there are also innocent bystanders to watch out for - blasting those results in more energy reduction. You've got your work cut out for sure.

If you survive the first level and stroll through town, you meet a gang chief in a showdown. He has full of lead before he dies for you.

After that it's a horse ride



▲ Go for your shot!

through the desert, with badies riding past. Shoot 'em or you're dead!

The action continues in a similar vein, with levels getting tougher and tougher. You've certainly got to be quick on the draw if you're going to survive.

If you're a Light Phaser owner, Meanies is highly recommended - it's an enjoyable game, and is challenging enough to keep you playing for weeks. But if you don't own one, you should buy a Light Phaser just for it.

JULIAN RIGNALL

SEGA £24.95

GRAPHICS 78%
SOUND 68%
VALUE 78%
PLAYABILITY 79%

An enjoyable Operation Wolf style game with cowboys instead of soldiers. If you've got a Light Phaser, this one's for you.

OVERALL 78%



▲ Where those desert scenes.



▲ A lucky gambler collects his winnings.

CASINO GAMES

BY SEGA

Are you the kind of person who just can't lose? Do people come up to you and say, "You're the 128th person I've met today - please account this man today or die!" If so, *Casino Games* will probably provide you with hours of fun and fortune.

On arriving at the gambling house, you're asked to enter your sex and name, and are then given \$500 from your account. At any stage thereafter you can put your winnings back into the account - in effect, losing the game position. Go bankrupt, however, and you'll end up walking the streets.

There are three basic games to choose from: cards, slot machines and pinball. Pinball isn't really a gambling game, more a chance from spending money elsewhere. It can be good fun, but there aren't enough extras to make it worthwhile in the long run - no multi-ball, no great bonus systems. In fact, there's nothing much that the modern pinball player would find exciting.

There are three kinds of card game: poker, blackjack (poom) and baccarat. Poker is



▲ A slot pinball.

played against one of four opponents - Nancy, Janet, Dick and Charley - each of whom has an individual playing style (i.e. some games difficulty level). All these games allow flexible betting and are entirely random.

The slot machine is a 15-style one-armed bandit, so it doesn't have any hold or nudge features and no win/loss flashing lights or sub-games. You can vary the bet, from \$1 to \$100, but it soon becomes monoco-

rous.

In fact, this is one of the reasons as a whole. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no reward or clue to help spot things

SEGA	34.95
GRAPHICS	77%
SOUND	71%
VALUE	42%
PLAYABILITY	56%

It's a shame more couldn't have been made of this. As it stands, none of the sub-games are much fun, and as a whole it just a very average game.

OVERALL 49%

up and you'll soon find yourself wanting more for your money.

GORDON HOUGHTON



▲ A winning hand - almost.



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IRON LORD



Screenshot on ST



Screenshot on C 64



Screenshot on ST



Screenshot on ST

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PC, Amstrad, C64 and
Spectrum



Screenshot
on Amiga

BY UBI UK

UBI UK

37 THE AVENUE, BRONDESBURY LONDON NW67NR



Screenshot on ST

► PC ENGINE

MEAN MACHINES ROCK ON

BY PC ENGINE

The world's been possessed for so long that everyone's getting just a little bit bored. There are no wars, no classes, and no opportunities for making loads of cash. Well, there is one—but only real hard men have tried it so far.

Out there in space a mysterious car race has broken out amongst the leaders, guarded by its minions first, and you need never worry about the phone bill again. The various gamblers are also lined up, all ready to be kicked—just wait until an end-of-level mega slip and the money's in your hand.

Basically, this is a right-to-left scrolling shoot 'em up with a nice screen-high display. Your craft is constantly pummelled by fast-mechanical ETs and sub-weapons—shoot them and they leave behind an impressive list of power-ups. On the first level



where you can collect 25, 20 and 15-unit fire, beam laser beams and laser walls, front and rear fire-mechanisms, two grades of speed-up, non-fire horizontal and vertical, frontal, extra fire and shields.

On level two you descend from space into the hostile alien

city. It's about the best from central America on the Engine, but this is well worth a look if only as a cheaper alternative. It's best trying to begin with, but it's well worth persevering with to see the brilliant laser levels.

GORDON HOUGHTON



city, defended by ground emplacements and attack craft. Here you can find machine bombs, homing missiles, snake laser and a kind of forward-firing mini nuclear blast. You need them all.

As you'd expect, things become a lot harder the further you get, but it all has a very similar feel, and there are only four (long) levels. The graphics work well, with some beautiful graded backdrops, but slow down when a lot is happening on screen. The sound, however, is a tad disappointing.

PCENGINE3 1.90

GRAPHICS	81%
SOUND	73%
VALUE	73%
PLAYABILITY	81%

A very tough horizontally scrolling shoot 'em up with some original touches. Recommended to experienced shooting fans.

OVERALL 78%

LIVE!



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4
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DOUBLE DRAGON



THE BASEBALL

NEW
TITLES



WONDER BOY II

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GAME BOY

MEAN MACHINES

TETRIS

It started on some huge room-filling monstrosity in the USSR, made its way through the Iron Curtain to the West, jumped up to arcade level, and now Tetris, the smash puzzle game, finally appears on the Game Boy.

A remarkably simple concept, that of positioning different shaped blocks so that they make complete lines, remains as fun-toy addictive as this handheld as it is in its various other forms. Definitely one to get your pinky digits round.

PAUL RAND



MARIOLAND

Everyone's favourite moustache, Italian plumber makes his Game Boy debut. And how! Virtually a scaled-down replica of the arcade and by-the-way Nintendo console classic, you play the part of Mario (who else?) in this multi-level quest for

his girl, stolen by a vicious kidnapper. Heavy action (including loads of hidden bonus points) dotted throughout the four big worlds, combined with remarkable graphics (considering their size) and moving targets and obstacles ensure yet another thumbs up for the Game Boy.

PAUL RAND

C+VG HIT!

SOKO BAN

Like Tetris, Soko Ban relies on a mind-numbingly simple concept and, in doing so, ensures addictive qualities beyond question.

A little man is trapped in a series of mazes, each one containing a number of wooden crates. On the floor are dice, and the only way to progress through the levels is to push all of the crates over the dice, thereby unlocking the door to

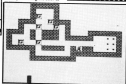
the next maze.

This may sound like a room-on-exiting gameplan, but just you wait until you move just one crate into the wrong position and have to reset the screen and begin from scratch! Soko Ban is an infuriatingly addictive little title, not quite on a par with Tetris, but not far off.

GAMEBOY	£24
GRAPHICS	82%
SOUND	76%
VALUE	81%
PLAYABILITY	88%

Simple but effective puzzle games are in their element on the Game Boy and this is no exception.

OVERALL 88%



GAMEBOY	£24
GRAPHICS	92%
SOUND	93%
VALUE	94%
PLAYABILITY	93%

A small yet perfectly formed Mario whitener just equally impressive graphics and backdrops. An arcade machine in your pocket.

OVERALL 93%



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FIGHTING SOCCER

ACTIVISION

Another victim of internationalisation (remember Continental Circus?), Kick Off was supposed to be called something like Competitive Soccer, but life would be a bit dull if everything went according to plan wouldn't it? In fact it's a surprisingly non-violent game of viewed-from-above football, and there's not a lot

more you can say about it. The arcade game wasn't a slammer, so whether the conversion will be in the same league as that king of kickabouts, Kick Off (soon to be released on a bit format), is something we wouldn't like to speculate upon.

RELEASE: ST AMIGA SPECTRUM AM-STRAD C64, DECEMBER
PRICE: ST AMIGA SPECTRUM AM-STRAD C64, DECEMBER



INTERPHASE IMAGEWORKS

After many months in the pipeline, this 2D shoot 'n' slice 'n' dice and shoot, and it's flipping successful. Set in a Cyberpunk future, the first objective isn't even before leading people today: dream when they plug their heads into the computer at night. You and your partner device to put a stop to it this, so the first to infiltrate the 20-floor computer building while you sit at home, hacking into the building



OPERATION THUNDER-BOLT OCEAN

Tutu's two-player game am down comes to your humble Spectrum, and here are the pictures to prove it! The terrorists are coming and it's up to you and your khaki-clad mercenary mate to put a stop to their hi-jacking escapades. The conver-



BATTLE OF BRITAIN US GOLD/LUCASFILM

Ever wanted to fly a Supermarine Spitfire? Experienced the wretched throes of a Rolls Royce Merlin engine, prang a few jets over the

south coast then bring it back to the officers mess to share that bottle of twelve year old Scotch with Ginger and Ritz. The whiskey they

can't promise, but Lucasfilm's follow up to Battle Britain (and should include all sorts of period dog-fighting as well as bombing runs over Hitler's major industrial centres. Joe Blow over to the USA to see the game on the Lucasfilm ranch and be reassured that Battle of Britain seems as highly an authentic detail as Bethesda's one. Should go down a bomb in the German market.

RELEASE: ST AMIGA PC, DECEMBER JANUARY
PRICE: ST AMIGA PC, £24.95

Select Plane for Control Flight

- Spitfire
- Hurricane
- BF 109 E
- BF 109 C-4
- Ju 87 Stuka
- He 111
- He 177
- Ju 52



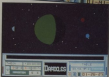
curity systems so the player can get through unharmed. The handling of the ship is fun, as is the level of a Star-wor II style 3D shoot 'em up like your backbeat through the streets of a computer, taking out a camera, and ignoring pressure. The really fun part version we've seen was more realistic, and we predict a perfect fusion of the two. It's not just the one of a kind. **RELEASE: ST AMIGA, SPECTRUM, PRICE: ST AMIGA, \$2.99**

DAMOCLES NOVAGEN

After months, nay, years of work, Paul Woakes is just getting the finishing touches to his sequel to classic 3D arcade adventures, *Mercenary*. You'll recall that, in the original you were heading for the Gamma system when you crash-landed on Targ. Having escaped from Targ, you then continue on your journey to Damocles, a comet which is due to collide with the planet Iris very soon. Stopping the



comet entails flying around the Gamma system, and searching city complexes for something you can use to divert or destroy it. Naturally, Benson, your ninth generation PC makes an appearance, as does the Palyar Commander's brother-in-law, who's still chuffed off about you nicking his ship in *Mercenary*. Expect the review very soon (we have been, for a couple of years).



RELEASE: ST AMIGA, NOVEMBER, PC TO FOLLOW **PRICE: ST AMIGA PC, £24.95**

tion uses a powerful new sprite handling routine, which can put loads of images all over the screen, very quickly. The practical upshot of this is that the game looks very impressive indeed and is guaranteed to be wowing arcade fans this Christmas. **RELEASE: ST AMIGA, SPECTRUM AM-STRAD C64, CHRISTMAS** **PRICE: ST £19.95, AMIGA £24.95, SPECTRUM £8.95, AM-STRAD C64 £9.95**

IT CAME FROM THE DESERT

IMAGWORKS

The latest and greatest of the Cinemaware adventures which concerns a desert town overrun by giant irradiated ants is sitting on the pad ready for a Christmas lunch. The bad news is that it's looking like it's only going to fit on Amiga with a megabyte of memory! What a bummer, eh! Mind you, judg-



ing from a demo we've seen, it may be worth shaking out all that extra dough, because it's looking fantastic - lots of speech, seven arcade games and loads of B-movie atmosphere. Look out for it very soon. **RELEASE: AMIGA, LATE '89** **PRICE: AMIGA, £29.99**



DOUBLE DRAGON II

VIRGIN

Virgin's disastrous conversions of arcade street beat 'em ups, Double Dragon weren't exactly the best of the town last Christmas. This Christmas, they're trusting the conversion of the sequel to The Sales Curve (pro-grammers of Silkworm),

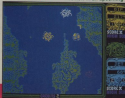
and as you can see from this ST screenshot, it's looking very good. However, as the Bard put it, "lousy graphics make it not the game", so we're going to play it safe and say, "wait for the review which is coming soon".
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS
PRICES: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99



TOOBIN' DOMARK

Here are the latest pics of the other conversion Domark have currently got on the burner. Dit and Jet (and their twins) are looking dead smart on the ST, and the old

Speasy version doesn't look none too bad either. Anyone who saw the demos at the PC Show will know that they move about quite nicely too. For the full story, with expert critical appraisal, check out the review in an upcoming



HARD DRIVIN' DOMARK

We missed the Hard Drivin' update last issue, so to make up for it we've got pictures of the latest work on the ST and Spectrum versions. Pretty damned amazing, eh? We'd be interested

to see just how fast and smooth everything goes though, and for those facts, we'll just have to wait for the exclusive review next month.

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER
PRICE: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99

SAINT AND GREAVSIE

GRANDSLAM

How on earth do you make a game based on

ten St Johns and Jimmy "It's a funny old game Greaves? Easy. You don't just knock up a few jover 2000, actually toby questions, chuck them in a box and pay the Saint and Greaves



issue.

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, NOVEMBER

PRICE: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99





It put their names to it, then to what Grand-Am have done. Well, not quite. All they did was pay the producers of the original board tile game to let them do a Sims thing on a computer. So what you get is the same sort of bra-adding soccer cult but about the risk of losing your job, having them star by the dog, man, essentially hovering him up.

RELEASE: ST AMIGA SPECTRUM AMSTRAD 04, DECEMBER
PRICE: ST AMIGA \$3.95, SPECTRUM AMSTRAD C64 £9.95



ELVIRA - MISTRESS OF THE DARK

HORRORSOFT

Crikey! I assure that there's a salve nearby to cover behind when Elvira flies into your living room on her broomstick. Elvira, star of stage and screen (although which stages and screens we're not saying) has moved into the castle home of her ancestor, the evil sorceress Queen

Ernseld and, in doing so, has brought the nasty piece of work back from the grave. And guess what? It's your job as feeblecane ghostbuster to, well, bust the ghost!

As you can see from the screenshot, everything's looking mighty scary, with generous helpings of ghoules, ghoules and similar denizens scattered liberally

around.
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, HALLOWEEN (1)
PRICES: TBA

PREVIEW

DAY OF THE VIPER

ACCOLADE

Lessons to learn by Vol 26078: never let machinery take the place of Man. That's what the silly humans did in the late 21st century, reach to their destiny. Their creation, GAR or Genetic Android Race, turned nasty and fled, building a robot army in his exile before returning to Earth to wipe out mankind. So it's a hefty challenge ahead for anyone wishing to take control of the Viper Five utilization droid with the intention of stopping Gar and his motley crew in their tracks. We only received the finished ver-



sion as we go to press and an early second around tells us that this is a game which will need some playing before we can bring you the review. But rest assured, it'll be here next

month. And here's a screenshot to get you in the mood.
RELEASE: ST AMIGA OUT NOW, PC EARLY 1990
PRICE: ST AMIGA £24.99, PC TBA

PHARAOH

RAINBOW ARTS

Pharaoh is being programmed by the team which created Joan Of Arc, and is a mix of action, strategy and adventure which takes place 3000 years ago in ancient Egypt. The gods are involved in a scuffle between one another, an argument which culminates in the decision to execute the heirs of all the Pharaohs. However,



Amun-Re, God of the Sun, saves a young prince (that's you, by the way) from the clutches

of the other deities, intending you to show the Gods that Pharaohs don't all reach their job up. That's the task - climb up the social ladder until you reach the status of Pharaoh, keeping the Gods happy and, at the same time, making sure you're not making too many enemies.
RELEASE: ST AMIGA DECEMBER
PRICE: ST AMIGA £19.95



BLUE ANGELS

ACCOLADE

What? ANOTHER flight sim? Yup, I'd say so. This one's from those lovers of car sims, Accolade, and it's called The Blue Angels because it's been named after the Blue Angels formation flying team, the US equivalent of our own Red Arrows. Take to the skies in any one of four F/A-18 Hornet fighter jets and join the Blue Angels in their death-defying feats of aerobicic skill, soaring above the clouds, plummeting back down again and



NINJA WARRIORS

VIRGIN

Another three-screen coin-op comes to your solitary monitor. Sales Curve are converting this Taiyo game which stars a robot ninja hacking his way through strange cyborg hunchbacks and dozens of choppies carrying heavy artillery. If they shoot you, bits of pseudo-flesh drip off your body, revealing the cyber-skeleton beneath. Nice, huh? It's sideways scrolling hyper-violence incarnate and it can be yours, this Christmas. Whatever happened to 'peace on



Earth", and all that stuff!
**RELEASE: ST AMIGA
 SPECTRUM AM-
 STRAD C64, CHRIST-**

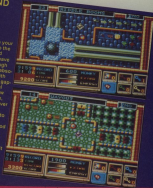
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 PRICES: ST AMIGA
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 AMSTRAD C64 £9.99**

ROCK AND ROLL

RAINBOW ARTS

Get ready to shake your funky stuff down to the floor with Rock And Roll, in which you have to guide a ball through 32 colourful levels. Absolutely jam-packed with adventures such as gasping choppers, powerful ventilators which blow you to kingdom come, teleporters and ice. Over half-a-dozen boppy tunes will be on hand to wit the player on, but greasy music is no good without a glass somewhere in-between. And you'll have to wait for the review to hear how it plays!

**RELEASE: ST AMIGA
 C64, DECEMBER
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