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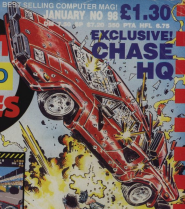
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Jazz Signal looks back over the past year and waxes nostalgic about the events that made 1989-1990, and not some other year like, say, 1492 or 2213.

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The first episode of a new cartoon adventure story starring those ultra-tough space troopers in The Corps.

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116

A bit of a Sega special this month. We review Basketball Nightmares, Dead Angle, Dynamic Duo and Psycho Fox on the Master System and the brilliant Rambo II on the Megadrive.



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EDITOR: JULIAN SIGNAL AND STAFF

What's hot? says Jan, "What I need for Christmas is... Oh, I think it'd have to be a little single wheel machine. Or a ball of a few new games for my Commodore, or perhaps an Atari game or..."



## MEGA COMPS THE HOTLINES!

Pick up the phone, dial the number and you could be the lucky winner of TWO PC Engines, copies of *It Came From the Desert* complete with SP video, and a load of Sega MasterSystem software. **12**

## WIN A ROBOCOP!

Well, sort of. Ocean put up a giant Tony Robo-copem and copies of RoboCop, the game and the video! **42**

## BE A GROOVY NINJA!

Thanks to Virgin Mastertronic, we're giving away a ghetto blaster with built-in CD player as well as a CD of the Ninja Warriors coin-op music. Fifteen copies of the game up for grabs too! **114**



# TS

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MAILBAG: Are you...? (The text is partially obscured and difficult to read.)



MAILBAG: (The text is partially obscured and difficult to read.)



MAILBAG: (The text is partially obscured and difficult to read.)



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# THIS

# YEAR

## THE BEST GAMES OF '89

Which games were the best this year? Here's the answer - the following list shows the 25 games which scored the highest marks when they were reviewed in C+VG during 1989.

### CHASE HQ 97% (SPECTRUM)

Cosm's top Police chase arcade conversion.

### SUPER MARIO BROS II 97% (NINTENDO)

Unbelievably addictive cartoon-quality platform game.

### INDY 500 96% (PC)

Simply the best racing game we've ever seen.

### POPULOUS 96% (AMIGA)

A fantastic God simulator from EA. GHOULS 'N' GHOSTS 96% (MEGADRIVE)

Incredibly accurate conversion of the arcade game.

### F29 RETALIATOR 96% (AMIGA)

The greatest flightcocktail simulator released.



### QUINED 96% (PC ENGINE)

Superb, arcade quality shoot 'em up.

### KENZO II 96% (AMIGA)

Don't

### IT CAME FROM THE DESERT 95% (AMIGA)

Cinemaware's latest and greatest.

### DAMOCLES 95% (ST)

Novagen's much-awaited Mercenary is a perfect

### TETRIS 95% (GAMEBOY)

Addictive beyond belief - one go and you're hooked.

### ROBOCOP 95% (SPECTRUM)

This year's best seller, and quite rightly so.

### DUNGEON EXPLORER 94% (PC ENGINE)

Fabulous five-player Gauntlet-style arcade adventure.

### DRAGON SPIRIT 94% (PC ENGINE)

Great graphics, sound and playability make this console conversion a winner.

### SIM CITY 94% (AMIGA)

Become a Mayor and build an entire city in this brilliant and utterly original title.

### FALCON 93% (ST)

This flight sim is so real the USAF built their pilots with it.

### TV SPORTS FOOTBALL 93% (AMIGA)

Another great Cinemaware release - this one based around American football.

### STUNT CAR 93% (ST)

Beautifully styled and extremely

### FINAL LAP TWIN 93% (PC ENGINE)

Thrilling simultaneous two-player race game.

### RAINBOW ISLANDS 93% (ST)

A stunning conversion - sadly yet to be released.

### SWITCHBLADE 93% (AMIGA)

Stix, polished and addictive platform romp.

### TURBO OUTRUN 93% (C64)

Excellent arcade conversion from US Gold.

### F-16 STRIKE EAGLE II 93% (PC)

Graphically impressive and very enjoyable combat simulation.

### STRIDER 93% (ST)

Very accurate conversion of the brilliant coin-op.

### MARIOLAND 93% (GAMEBOY)

Mario appears on hand-held and is just as much fun.



## THE C+VG TOP ARCADE GAMES OF 1989

### 1. STUN RUNNER (ATARI)

Atari's fantastic Roadbusters-in-a-bunnel race game - a visual and aural experience to be admired.

### 2. SUPER MONACO GP (SEGA)

The latest, most action-packed race game yet seen in the arcades.

### 3. WINNING RUN (NAMCO)

Namco's ultra-realistic fixed-3D racing simulation is a joy to drive.

### 4. HARD DRIVIN' (ATARI)

Speed and stunt tracks are both part and parcel of this thrilling race game.

### 5. NARC (WILLIAMS)

Ultraviolent and extremely gory - but great fun as you and a partner take on a huge drug syndicate armed with guns and rockets.

## WHAT TO LOOK OUT FOR NEXT YEAR

### GAMEBOY

Nintendo's fantastic Gameboy has sold well over 2,000,000 units in Japan, and is released in the UK in the early part of next year. Software is already piling up for it, with 18 titles now available in Japan. Keep your eyes peeled for a special feature early next year.

### ATARI LYNX

The much talked about Atari Lynx will appear around Easter next year. It's certainly a stunning machine, and hopefully there'll be plenty of new software to back it up when it goes on sale. We'll be first with the reviews.



### SEGA MEGADRIVE

What more can we say about this great machine that you don't already know? It's going to be officially launched in the UK in April - here's!

### SUPER NINTENDO

The Super 16 bit Nintendo is released in Japan in July and promises to be the most powerful home machine ever seen, containing an incredible array of custom chips. We'll keep you posted closer to the date...



## THE SHAPE OF GAMES TO COME JUST SOME OF THE GOODIES YOU'LL BE ABLE TO SAMPLE NEXT YEAR...

**STUN Runner** was snapped up by Donark about 2000 seconds after it made its debut in the arcades. They've certainly done the business with *Hard Drivin'*, but how will they get on with Atari's massive 3D monster? Only time will tell...

Activision have two film titles up their sleeves at the moment, *Die Hard* and *The Abyss*. Will they appear during 1990? Who knows...

**Robotron II** is released in the Cinema next year - and Ocean have got the rights to produce a computer game of the film. We can't wait.

The computer game of *Back to the Future II* should appear sometime during next year. As should the game of *Back to the Future III*.

Another film tie-in from Ocean is *White Breed* - the film sounds very promising, and the game has already been in production for six months!

Arcade conversions coming from Ocean are Data East's James Bond style spy game, *Secret Agent* and the brilliant two-player Double Dragon type combat game, *Shasheer Warriors*.

**Battle Command**, the follow up to *Carrier Command* is scheduled for a March release, and it should be a stunner...

The follow-up to *Realstar* is also planned - watch out for it!

*Hard Drivin'* extra track disks are released by Donark early next year and, later in the year, full track editor data.

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elite squad of mafia-busters.

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are the superb graphics"  
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Mirrorsoft have provided us with three Ant-Packs, each containing a copy of the Big Bug video "THEM!" and It Came From The Desert on the Amiga, as well as ten runners-up prizes of Cinemaware's latest cracker. One of these prizes could be yours so don't just sit there twiddling your thumbs and thwacking bluebottles with a rolled-up copy of The Sun - stick yer finger in the dial and, erm, dial!

## LINE TWO

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We've had a vast response to our Micromedia PC Engine lines, so we've decided to hold each comp open for another month! If you couldn't get through before, this is your big chance. One of these fab consoles plus two of Micromedia's games could be yours, so what are you waiting for? Get on that blower!

## LINE THREE

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ENGINE!!!**

Yep, this is the other Micromedia PC Engine line! Again, one of Micromedia's PC Engines, and two games of the winner's choice are up for grabs. So if you want one of these little big consoles get your digit stuck in that dial doubleplusquick!

## LINE FOUR

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Five copies of American Pro Football and five of Cloudmaster, both for the Sega Master System, are up for grabs, courtesy of those highly generous (and absolutely loaded!) Virgin Mastertronic folk. All you have to do to be in with a chance of winning one is to ring our Hotline number and answer those questions!

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Pegasus		•	•	•	•	•	•	•	•	•
Rack 'em				•	•	•				
Serve 'n' Rally				•	•	•				
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— AMSTRAD — Turb & 286 —  
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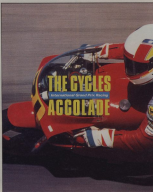
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## THE RATINGS

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/objects? 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+** C+VG HIT! An outstanding game that shouldn't be missed.

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

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

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

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

**1+** Ugh! Boring sewage that's guaranteed to make your team gutter three up.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who tries for out-of-pocket sensations, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

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

### GORDON HOUGHTON

Ex-ZIP!-ed Editor who loves games of all sorts, but blasters are tops in his books.

### PAUL RAND

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



## REVIEWS SPECTRUM

CHASE HQ	88
CABAL	80
SUPER WONDER BOY	80
SPORTING TRIANGLES	74
PICTORMAN	80
FIST II	83
HARRIER ATTACK	85
THANATOS	85
CHAIN REACTION	85
OPERATION THUNDERBOLT	80
AMSTRAD	
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## C+VG HIT! REVIEWS

### CHASE HQ 88

Ocean's arcade conversion is brilliant on the ST and Amiga - but even more astounding on the Spectrum!

### F29

### RETALIATOR 40

Super realistic graphics and plenty of action make this the best Amiga flight sim ever.

### CABAL 86

Lots of death and explosions make the CGA version of this a right good treat.

### DRAGONS OF FLAME 76

Advanced Dungeons of Dragon has never been this much fun. An Amiga hit!

### IT CAME FROM THE DESERT 88

Dimension's latest is undoubtedly their greatest! Best big bugs on the Amiga.

### INDIANAPOLIS 88

Absolutely, positively, undeniably the best road racing game ever!

### DYNAMITE DUX 116

Terrific Sega Master System conversion of the wacky arcade hero! Am up.

### PSYCHO FOX 121

Cute 'n' crazy platform action made for another Sega HIT!

### RAMBO II 123

The latest Megadrive release - a winner of a combat game starring old fdy himself.





### ▲ A few more bumps and he's locked!

The Police radio crackles into life as you speed down the freeway in your black turbo Porsche. "This is Randy from Police headquarters. Suspicious multiple man-down heading west out of the city in a white British sports car. Intercept and arrest." Pausing only to flick a flashing red light on top of the car and switch on the police wipers, you stick your foot to the floorboards and belt through heavy traffic to catch the criminal before he escapes.

And so begins Ocean's conversion of the brilliant Turbo police chase arcade game, which gives the player the chance to join a team of the Police force which makes Miami Vice look ordinary. Chase HQ.

The specialised skills you need to be a hero in the elite branch of the cops is obviously the ability to zoom through traffic at high speed, knock down villains driving very fast cars and slash them off the road before they reach the state line and freedom - if you can't do that, it won't be long before you're slung out of the lane.

At the start of each level you're given the description of the felon and the car he's driving. After that it's time to leap forward the wheel of your car and weave through the traffic in hot pursuit. The highway twists and turns, and you've got to avoid hitting other cars (which slows you down) if you're going to catch

the speeding villain within the time limit. Sometimes there are forks in the road, and an arrow gives you a few seconds' notice as to which is the quickest route - miss the right one and valuable time is lost as you tear down the longer road. It's at times like this when you wonder whether to use one of your three turbo to give you an extra boost of speed, or whether to save them for when you find your quarry.

When the criminal's car is in sight, extra time is added and you've simply got to run it off the road by repeatedly smashing into it. Every time you hit the villain's car, one point is added to the damage meter at the left of the screen. When the meter is full, he slows right down, giving you the chance to pull up alongside and bust him.

After that it's back to head-quarters to wait for the next mission - an extra laugh at last driving an even faster car!

I love the accurate version of Chase HQ, and am pleased to see that Ocean have transferred the game to the ST, Amiga and Spectrum perfectly.

On ST there's plenty of speech, great sound effects and music, and colourful and effective 3D graphics. More importantly, the gameplay is superb, tough enough to keep you glued to your screen as you race after the elusive next car, yet highly addictive as you always seem to get just a rise to follow



BY OCEAN

# HAS



### ▲ The best ever Spectrum arcade conversion!







# CHASE HQ



▲ The 64 version of Chase HQ.



with every go.

The sounds and speech are lost on the Spectrum version, but the graphics, although monochromatic, are fast, smooth and very impressive instead, with great sound effects, highly effective HUD and substantial graphics making this the most astounding Spectrum game for years.

**JULIAN RIGNALL**

**AMIGA £24.99**

**GRAPHICS 89%**  
**SOUND 94%**  
**VALUE 92%**  
**PLAYABILITY 95%**

A stunning conversion of the all-action crash-frog, smashing, car-trashing police chase game which contains all the thrills and spills of the original masterpiece.

**OVERALL 93%**

**ST £19.99**

Looks virtually identical to the Amiga version, contains slightly more speech and is just as playable. If you're a speed freak, don't let this pass you.

**OVERALL 93%**

▲ Don't take the wrong road!

**C+VG  
HIT!**

**SPEC £9.99**

Simply astonishing. All the features of the available game come together in the smoothest, fastest, most exciting Spectrum game ever in years. If you're my vote for Spectrum Conversion of the Year - if you like it, you should be locked up!

**OVERALL 97%**

## UPDATE

C64 and Amibased versions are expected since we've seen nothing of them yet, but hopefully they'll be just as good as the other versions.

# WHAT'S THE SCORE?

MicroProse's action games feature a depth of realism, excitement and strategy rarely seen before in computer entertainment.

## TWO SCORE GOLD PIECES

Pirates, played by over a quarter of a million square miles, offers unparalleled gameplay and adventure on the high seas.

## SCORE TO SETTLE

Airborne Ranger's fast-paced action challenges your skills and reflexes over a dozen missions deep behind enemy lines.



## WHAT'S THE SCORE?

Soccer was the world's first true football simulation – from indoor league to World Cup Final, it's just like the real thing:



**MICRO PROSE**  
SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

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DESCRIPTION	QUANTITY	UNIT PRICE	TOTAL	DESCRIPTION	QUANTITY	UNIT PRICE	TOTAL
<b>ANTENNAE</b>				<b>SPECTRUM CASE</b>			
ANTENNA 100W	1	150.00	150.00	PLATE	1	2.00	2.00
ANTENNA 200W	1	300.00	300.00	SCREW	100	0.10	10.00
ANTENNA 500W	1	750.00	750.00	WASHER	100	0.10	10.00
ANTENNA 1000W	1	1500.00	1500.00	SPRING	100	0.10	10.00
ANTENNA 2000W	1	3000.00	3000.00	WASHER	100	0.10	10.00
ANTENNA 3000W	1	4500.00	4500.00	SPRING	100	0.10	10.00
ANTENNA 4000W	1	6000.00	6000.00	WASHER	100	0.10	10.00
ANTENNA 5000W	1	7500.00	7500.00	SPRING	100	0.10	10.00
ANTENNA 6000W	1	9000.00	9000.00	WASHER	100	0.10	10.00
ANTENNA 7000W	1	10500.00	10500.00	SPRING	100	0.10	10.00
ANTENNA 8000W	1	12000.00	12000.00	WASHER	100	0.10	10.00
ANTENNA 9000W	1	13500.00	13500.00	SPRING	100	0.10	10.00
ANTENNA 10000W	1	15000.00	15000.00	WASHER	100	0.10	10.00
ANTENNA 15000W	1	22500.00	22500.00	SPRING	100	0.10	10.00
ANTENNA 20000W	1	30000.00	30000.00	WASHER	100	0.10	10.00
ANTENNA 30000W	1	45000.00	45000.00	SPRING	100	0.10	10.00
ANTENNA 40000W	1	60000.00	60000.00	WASHER	100	0.10	10.00
ANTENNA 50000W	1	75000.00	75000.00	SPRING	100	0.10	10.00
ANTENNA 60000W	1	90000.00	90000.00	WASHER	100	0.10	10.00
ANTENNA 70000W	1	105000.00	105000.00	SPRING	100	0.10	10.00
ANTENNA 80000W	1	120000.00	120000.00	WASHER	100	0.10	10.00
ANTENNA 90000W	1	135000.00	135000.00	SPRING	100	0.10	10.00
ANTENNA 100000W	1	150000.00	150000.00	WASHER	100	0.10	10.00
ANTENNA 150000W	1	225000.00	225000.00	SPRING	100	0.10	10.00
ANTENNA 200000W	1	300000.00	300000.00	WASHER	100	0.10	10.00
ANTENNA 300000W	1	450000.00	450000.00	SPRING	100	0.10	10.00
ANTENNA 400000W	1	600000.00	600000.00	WASHER	100	0.10	10.00
ANTENNA 500000W	1	750000.00	750000.00	SPRING	100	0.10	10.00
ANTENNA 600000W	1	900000.00	900000.00	WASHER	100	0.10	10.00
ANTENNA 700000W	1	1050000.00	1050000.00	SPRING	100	0.10	10.00
ANTENNA 800000W	1	1200000.00	1200000.00	WASHER	100	0.10	10.00
ANTENNA 900000W	1	1350000.00	1350000.00	SPRING	100	0.10	10.00
ANTENNA 1000000W	1	1500000.00	1500000.00	WASHER	100	0.10	10.00

## BUDGET

BY TYPE OF SUPPLY ITEM

DESCRIPTION	QUANTITY	UNIT PRICE	TOTAL	DESCRIPTION	QUANTITY	UNIT PRICE	TOTAL
ANTENNAE	1	150.00	150.00	PLATE	1	2.00	2.00
ANTENNAE	1	300.00	300.00	SCREW	100	0.10	10.00
ANTENNAE	1	750.00	750.00	WASHER	100	0.10	10.00
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ANTENNAE	1	4500.00	4500.00	SPRING	100	0.10	10.00
ANTENNAE	1	6000.00	6000.00	WASHER	100	0.10	10.00
ANTENNAE	1	7500.00	7500.00	SPRING	100	0.10	10.00
ANTENNAE	1	9000.00	9000.00	WASHER	100	0.10	10.00
ANTENNAE	1	10500.00	10500.00	SPRING	100	0.10	10.00
ANTENNAE	1	12000.00	12000.00	WASHER	100	0.10	10.00
ANTENNAE	1	13500.00	13500.00	SPRING	100	0.10	10.00
ANTENNAE	1	15000.00	15000.00	WASHER	100	0.10	10.00
ANTENNAE	1	22500.00	22500.00	SPRING	100	0.10	10.00
ANTENNAE	1	30000.00	30000.00	WASHER	100	0.10	10.00
ANTENNAE	1	45000.00	45000.00	SPRING	100	0.10	10.00
ANTENNAE	1	60000.00	60000.00	WASHER	100	0.10	10.00
ANTENNAE	1	75000.00	75000.00	SPRING	100	0.10	10.00
ANTENNAE	1	90000.00	90000.00	WASHER	100	0.10	10.00
ANTENNAE	1	105000.00	105000.00	SPRING	100	0.10	10.00
ANTENNAE	1	120000.00	120000.00	WASHER	100	0.10	10.00
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ANTENNAE	1	450000.00	450000.00	SPRING	100	0.10	10.00
ANTENNAE	1	600000.00	600000.00	WASHER	100	0.10	10.00
ANTENNAE	1	750000.00	750000.00	SPRING	100	0.10	10.00
ANTENNAE	1	900000.00	900000.00	WASHER	100	0.10	10.00
ANTENNAE	1	1050000.00	1050000.00	SPRING	100	0.10	10.00
ANTENNAE	1	1200000.00	1200000.00	WASHER	100	0.10	10.00
ANTENNAE	1	1350000.00	1350000.00	SPRING	100	0.10	10.00
ANTENNAE	1	1500000.00	1500000.00	WASHER	100	0.10	10.00

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**Bulging** - that's the only word to describe the contents of Yob's Christmas mailbag. I bet Santa Claus didn't get as many letters as I did this month. If you fancy telling me what software an' stuff you got for Christmas, drop us a line at **YOB'S MAIL-BAG, C/O, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

### MR STINGYPANTS

Dear Yob,  
I bought a 'various computer magazine', and saw some posters for some software, and said to my dad that they looked like good games. But he said no, because he reckons that you shouldn't buy a game that doesn't show graphics on the posters because the graphics are probably bad. Do you think this is right?

Liam Campbell, London #17  
YOB: Take no notice of your dad, he probably just said that because he's too much of a skinflint to buy you any games!

### KONIX QUANDRY

Dear Yob,  
I've been thinking about purchasing a Konix console as its specification looks wonderful, but reading your console mega-book, I am very surprised to hear that at the moment it doesn't have very much software support, as I am in two minds whether or not to buy one. Do you think I should wait a while to see

what comes up? Maybe you could make the decision easier for me by giving me some more information on the machine.  
Ian Simons, Woboch, Cambs  
YOB: I wouldn't hold your breath waiting for the Konix console to arrive on the scene, it's been held up (again) and probably won't make an appearance until the Spring at least. What a bummer, eh?

### BILLY THE TELLY

Dear Yob,  
I am a musician and I seem to have been misquoted. The words "Assault! Not Please don't!" seem to have been misread from all Sega adverts and this is getting me down as it was I who putted the (immortal) words. Please correct the error.

Your reward on completion of our contract will be a vast temple full of gold and other valuable goodies. Many thanks.  
Billy The Farmer, Newcastle-Upon-Tyne  
YOB: (Simey!) Did you see

that? A talking television set! Hang on, if you're a telly who are you called Billy the Farmer? ha, ha, don't tell me...

### MAD ANDY

Dear Yob,  
I am writing this letter to warn your readers about the dangers of computer incompatibility.

When Trudy, my talking donkey, originally suggested that I should buy a D081 I jumped at the chance. Its 1K side-ways RAM buffer chip originally attracted me, and its MIDI ports allowed me to compose more songs for Kyle, my singing budgie. Imagine my anger when I found that my 801 version of "Black-Alexander Waterman Quality Music Synthesizer" wouldn't fit in the tape recorder, never mind head!

However, the story does have a happy ending: Trudy was butchered (sorry, veggie!) and with the profit from her sales to a well-known hamburger chain I was able to buy an 801 which, as you

know, is completely compatible with the PC Empire and the Megadrive! As Prince would say, "Yellow Smiley offers me X". Andy and his animal menagerie, Steve, Sunny PB I really don't an ST. Forget your YOB! Steve, is there a dealer in the house?

### SEGAS ARE SUPA

Dear Yob,  
I am writing to you on my very last sheet of paper in the world, to ask you if there are any Sega magazines which have Sega reviews (apart from your brilliant mag). If so could you please tell me where you get them from.  
Richard Horder, Tunbridge Wells, Kent



**YOB:** Why not by the C+VG Complete Guide To Computers? It's absolutely full of bursting with reviews of practically all the Sega stuff which you can get your hands on, as well as scores of hints and tips for the machine. I'll back up your manager if you want, regret it. (Miss ping, Yob...)

## HUH?

**Dear Yob,**  
Warning all your computer owners out there! Be on the lookout for a boy named Ben Bellows, also known as 'Caver Sasakia Billy'. He lives on the White City Estate. If he is far near your computers he will either deactivate them with his bad breath or if that doesn't do it, he will eat it. He works with Acorn, Atari's House of Illusion. I would not write who he is from because if he finds out who did it he would do my mother's eyes.  
**YOB:** Yes, well, moving swiftly on...

## GETTING RESULTS

**Dear Yob,**  
Please please please could you publish some compo results. It's ages since you did

It would be good for everyone who entered the drawing comps (like the Staseneals one) to see the winning entry. Peter Young, Brian, Simon... with **YOB:** [laughs] It would be an ideal if the projects photographs from the last compo is here.

## CONFUSED OF SE22 WRITES...

**Dear Yob,**  
In December's Mailbox You had a letter from Marco Vain, Steve saying he had just finished writing a computer game on the C64. I would like to know what you mean by writing a computer game on the C64? Can you make your own games on computers? Or just which programs, and how do you do it? If not, what does he mean, as I have some brilliant ideas (for games) I mean.  
By the way, C+VG is great - keep up the good work! George Flannix, Luton, Kent, UK.

**YOB:** May I suggest that you throw your computer in the bin, buying your head seventeen times against a brick wall and become a plumber.

## SECRET COMPOS

**Dear Yob,**  
I've a great idea for a C64. I'm a great shoot 'em up fan and I think C+VG is an excellent way to show. Well, I'll get straight to the point, I'm going to be just about ten days' released at Christmas - it is, what day? Also, is there going to be an 8-bit version if so, the near future? Last but not least, I'm a great Sega and Osborne fan and, as far as I'm concerned, I'm going ahead? What's looking at Ghosts and Ghosts in your magazine? (I heard that on the top-left hand corner was Arthur was a bit of a mess). Well, it was this a week from compo or what?  
Paul Cooper, Birmingham, UK.

**YOB:** Steve was to be the winner for the best-ups on the Ghosts and Ghosts spread. I don't know whether it was his fault or not, but blame her anyway.

## DYSLEXICS OF THE WORLD UNITE

**Dear Yob,**  
Please could you send me some information on computing? I am in desperation in

the highest grade. I will pay any price I can afford. I don't want to be a failure because of the fame, it's because I know it's the kind of job I would be good at. I am in the fourth year of secondary school and I plan to do two years of college (7 - **YOB:** Hear it's a list of subjects I am doing for GCSE's: Information Technology, Modular Science, Biology, English Literature and English Language History).  
Could you tell me what are the more important for high grades are?  
Peter O'Leary, London, UK.

**YOB:** I sent a letter like this to Mr. Pignat but he ignored it. **YOB:** For a start, I think a good start in spelling and basic grammar techniques would come in handy. And what's the point of applying two years' sticking bits of coloured toilet paper to a piece of cardboard? I can assure you that Jan didn't ignore your previous letter - he had it framed and reads it whenever he's feeling depressed.

## HOW DID YOU SCORE?

- 20pts and less: A completely and utterly hopeless loser with no brains at all. Go away and become a train spotter.
- 21-50 Just utterly hopeless. Read C+VG and find out more about computer games or be a thick buff for the rest of your life.
- 51-100 Pretty thick. But it's nothing that a regular dose of C+VG can't remedy.
- 101-150 Average. You know quite a bit about computer games, but not enough to bluff an expert.
- 151-200 Above average. A pretty smart dude who knows his stuff.
- 201-250 Smarter boots. You take your gaming very seriously.
- 251-300 Ultra-smart clogs. He should you can win friends and influence people with your vast knowledge of computer games.
- 301-350 Mega-brainiac supreme. People know who to come to when they want to know about computer games.
- 351-399 An utterly brilliant computer games genius with a brain the size of a planet, although some would call you a smug-as-know-all, apply for a job at C+VG now!
- 400 Congratulations - you're the biggest ruddy cheat in the universe.

## ANSWERS TO THE C+VG MEGAQUIZ

1. White, 2. Three, 3. US Gold, 4. Helweg, 5. Monopoly, Scrabble, Trivial Pursuit, Pictionary, Cluedo, 6. Operation Thunderbolt, 7. Rainbow Warrior, 8. Nintendo, 9. The Last Ninja, 10. Action Game, Adventure Game, 11. Sega Master System, 12. Sega Megadrive, in America it's called the Gen-

- esis, 13. NEC, 14. Mario Bros, Super Mario Bros, Super Mario Bros R, Donkey Kong, Donkey Kong II, Mario was the bad guy in Donkey Kong Jr., 15. TurboGrafx, 16. Space Harrier, Fantasy Zone, 17. Lyco, 18. Game Boy, 19. The Lyco has a colour screen, the Game Boy is black and white, 20. Three, 21. Mario, 22. New Zealand Story, 23. Pac-Man, the Pac-Man, PacMan Jr, 24. Luigi, 25. Dynamite Duel, 26. Silver Wolf, his housekeeper is called Maria, 27. Gears Men, 28. Drex, 29. Bydo, 30. Ghosts 'n Goblins, Ghosts 'n Goblins, 31. Eight (or nine if you're a Sega owner), 32. Peter, 33. Light, 34. Three, 35. Two, Stunt and Speed Wrecks, 36. Ferrari Testarossa, 37. Ferrari F40, 38. Porsche, 39. A disk drive, 40. A disc, 41. True - the first games released on the C64 were cartridge games, 42. America, 43. S&S, 44. In an Amiga, 45. It didn't fit properly causing it to wobble about and the machine often crashed because of it. Fix it by sticking some blue tack on the bottom to stop it moving about, 46. Star Wars, Empire Strikes Back, Return of the Jedi, the C64 game was Jedi Arena and it was crap, 47. View to a Kill, Living Daylights, Live and Let Die, Licence to Kill, 48. Predator, Red Heat, Running Man, 49. Rambo, Rambo II, Rocky (on the Sega), 50. Uncontrollable, Highlander, Indiana Jones and the Last Crusade, 51. Indiana Jones and the Last Crusade (Action Adventure), Indiana Jones and the Temple of Doom, Indiana Jones and the Last Kingdom, 52. Allen, Alena, Smashwars, Ghoulbusters II, 53. Daley Thompson's Decathlon, Daley Thompson's Super Test, Daley Thompson's Olympic Challenge, 54. Laser disc, 55. Sega, 56. Atari, 57. Polygons, 58. Atari, 59. Nintendo, 60. Green Beret, 61. Continental Circus - a typing error resulted in the English language machines being made with the wrong name on them!, 62. Automatic gear change, 63. Rainbow Islands.

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Take the controls of a plane that even the USAF's top guns won't see until the next century! Eighteen months of painstaking research into two of the USA's most revolutionary Advanced Tactical Fighters now pays off in this - the ultimate flight simulation. Choose between the Lockheed F22 and the Grumman F29, an array of battle environments and dozens of various tactical missions.

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**MR. HELL** Get your chopper airborne and save Mr. Hell through HELL with danger, earn your money to buy new weapons as the fire-pots is used, clearing your path to paradise. The Madly takes more and coming. Play smart, steer right, hold up the light!

**P-47** Take your World War II lightning P-47 Thunderbolt dog-fight enemy jets, blow away the enemy air force, hit ground installations, and blast your way to victory in this stunning recreation of the 1940s dog-fight.









# PLAYMASTERS

Happy Christmas! With the Yuletide haze looming large on the horizon, I thought I'd try and get together as many tips as possible on new and old games, so you can get out the games you've bought during the year (and maybe even last year!) that you might not have played all the way through to the end. Just give them another crack. So it's pages and pages of POKEs and mini tips all the way! If you've got some tips I'm sure you will, with plenty of time to play all these new games you'll get for Christmas, send them in to me at: **PLAYMASTERS, C-VIG, FRISBY COURT, 30-32 PARK RANDOM LANE, LONDON.**



**SOFT SAU.** If you've got one of the best of the month, you'll win 100 Quicks worth of software for your computer. See you! And have a Happy New Year!

## SEGA ACTION FIGHTER

On the title screen, enter your name as SPECIAL and you'll start the game with A, B, C and D and will be invincible in many shots. You can still crash, though, so take care when you drive along the ground.

## NINTENDO LEGEND OF ZELDA

Danny Stevens of Stratford, London has a neat tip. Just enter your name as ZELDA and you begin the game on the second quest.

## KUNG-FU

Another Danny Stevens tip, this time to help you beat that highscore. If you

high kick every seventh grasper you get a 5000 point bonus. If you shake a grasper off he doesn't count as one - so make sure you hit or kick eleven men before you high kick.

## AMIGA BATMAN THE MOVIE

Grant Maclean from Glasgow has an interesting tip. I don't know whether it works (as some strictly go has walked off with the office copy of the game - but I'm sure there's no harm trying. When the screen with both the Batman and the Joker appears, type in JAM, keeping each key depressed for a couple of seconds before going onto the next one, and then keep pressing the M key until the screen turns upside down. When you start the game press F10 and you automatically advance a level.

## C64 BATMAN THE MOVIE

When you clear the first level, reset the computer and load up the second level. Get killed, rewind to the start of the second level and press play. The second level starts again, but you have unlimited lives for the rest of the game. Good one that - thanks to Gerard Morris of Belfast for that.

## POWER DRIFT

When you're going over a hill, stick in the middle of the road and you won't get hit by other cars as they always stick to the left or right hand side of the road.

## GHOSTS 'N' GOBLINS

Now that the great conversion has been released on budget, I thought it was high time I listed out these old POKEs from my collection - they're great fun. First of all load the game, then reset the computer (either a reset switch, or a carriage with a reset should do the trick) and type in one of the following POKEs. Don't try too many at once or the game will crash.

- POKE 2040,0 to raise the time limit to nine minutes
- POKE 3921,0 for infinite time
- POKE 7088,0 to disable zombie collision detection
- POKE 7088,1 to turn zombies into spitting plants
- POKE 7088,11 to make zombies disappear as soon as they appear
- POKE 7088,18 to make

zombies into giants  
POKE 7088,28 to make zombies carry you about (fantastic!)  
POKE 2275,282 to make the game really fast (even more fantastic!)  
When you've entered your POKEs, type POKE 2129 to reset the game.

## SPECTRUM VIGILANTE

Here's a useful tip from Marcus Tanslow of Hoedge Hill, Birmingham. Start the game in gobby colour mode and commence playing. Then press as many keys as you can at once. This takes you to the aggressive table. Wait for the menu to appear, then press 1 to restart the game with infinite lives for all four levels.

## ST

## SNOOPY

Having trouble getting hold of that elusive Skunk? Well, read the following complete solution from David Beer who lives in the lovely town of Newquay (great in-roads there!) in Cornwall, and things should become much easier.

Pick up the food bowl and go right. Give the bowl to Charlie Brown, wait and eat the food. Go to the hut, pick up the typewriter, use and give letter to Charlie Brown. Eat cookies and use the cookie jar to catch the frog. Get umbrella, and use it to walk under the rain cloud and get the ball. Kick the ball onto

# Gazza's SUPER SOCCER

*Paul Gascoigne*



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the river, pick up the coin and jump over barrels and fall. Save the coin into the well.

Jump back across and get bailout. Jump back and land! Jump the balloons. Get the pump. Pump up Lucy's gas-bling pool. Fill pool with hose water. Get frog in jar and scare Lucy by letting the frog loose.

Pick up horse and take it to the tree with the kite. Get pump and pump up the forest. Jump on horse to get the kite. Go to the rain cloud with the kite, rain the kite, rain to Charlie Brown. Follow him, pick up the key, use key in school lockers. Get blanket and give it to Linda. You've completed the game, hurrah!

## STRIDER

Pause the game with the F4 key, then hold down the HELP key, left SHIFT and 1 key together. Unpause the game and press 1, 2, 3, 4 or 5 to start on any of those levels.

## ALL FORMATS

### ROBOCOP

If you're having trouble with Ocean's biggest-selling game of the year, take heed of James Garbar from Acworth in Nottinghamshire - he's got some advice that'll buy for a dollar.

#### LEVEL ONE: THE STREET

The most important thing to remember is not to rush through the levels - you only get into all sorts of trouble. Always crouch down when criminals run towards you, then hit them.

If there are gunmen on the pavement, simply crouch down again and fire and they'll be unable to get you. The man dressed in blue are a real pain, so when they jump towards you, hit them when they're within punching distance just before they land. And don't give them a chance to fire at you.

At the end of the level is

EO-208 - he approaches when the last man is killed. Fire as he comes towards you, then jump when he fires downwards at you, and open fire as he retreats. Keep doing this manoeuvre until the machine is destroyed.

#### LEVEL TWO: THE HIGH-DEBOUT

The criminals fire from high platforms, so try and knock them out fast. Watch out for the chainsaw men, as they try and jump on you, and be careful of the door which slams down.

If you're having trouble with the criminals who fire out of windows, jump up onto crates to avoid their fire, then quickly leap off and fire back. The van is the final obstacle on this level - try and approach it with at least some three-way fire bullets. It only takes a couple of shots to get rid of the man riding on top, and once they're eliminated, shooting the van enough times to blow it up is easy.

### PHOTOFIT

This section can get very confusing. The best tactic is to concentrate on one side of the face - for example, if you're matching the ears, just try and match the right ear, rather than looking at the face as a whole.

#### LEVEL THREE: THE JUNK YARD

The main problem here are the giant magnets and the car crushers. To get past them easily, just position Robocop so his gun just touches the contacts, and when it starts to just above head height, rush under it.

To stand a chance of beating the giant crane you need the magic gun, so when you get it be careful not to waste it all on standard villains - punch them to save bullets. Stand on the left of the screen, and let rip when the crane approaches.

### HOSTAGE SECTION

The way to succeed here is to aim just to the right of

the villain at about chest height and keep firing. He eventually walks into the firing line and drops dead.

#### LEVEL FOUR: NARCOTICS FACTORY

Keep an eye out for falling beams, and stay alert since the criminals attack from all angles in big groups - be especially careful they don't come out of the doors in front of you.

The end of level guardian is another crane. It's useful if you can save some magic shots like on the previous level. If you have run out, just go to the extreme left of the screen and keep jumping and firing.

#### LEVEL FIVE: OCP

As well as criminals, you also have gun turrets firing at you, which should be taken out as quickly as possible.

The guardian is a green EO-208 - he's tough and you need to fire and dodge quickly to survive. Just jump when he shoots and fire back whenever there's an opportunity to do so.

### THERMOGRAPH PHOTOFIT

Like the other photofit, concentrate on one half of the face.

#### LEVEL SIX: OCP

The gun turrets shoot at you from higher levels, but they're a lot easier to take out. Look at the foreseeable before you attempt to cross them, they come on in predictable patterns, so it's easy to sure out when it's safe to cross.

The best way to deal with the robot bombers is to kneel and fire before they start chucking explosives around. Watch out for criminals and gun turrets when you're travelling up in lifts - they tend to fire at you. Don't be afraid to always back down again if things are hot.

Another EO-208 lies in wait at the end of the level. This one only needs a few accurate hits before it explodes.

### FINAL STAGE: PRESIDENT HELD HOSTAGE

As with the other hostage stage, stay just to the right of Dick Jones and he should walk into your line of fire - although take a little more care here as he moves left and right faster than the previous villain. Just remember to keep following him with your gun sight and you should be able to hit him.

Good luck - and stay out of trouble.



# C64 POKES BO

Here's the biggest list of C64 POKEs ever, kindly sent in by Colin Taylor of Anfield, Liverpool. If you've got a C128, all you have to do is load the game, then reset the machine keeping your finger on the Commodore key on the bottom left of the keyboard. If you've got a C64 you'll have to get hold of a reset switch or a cartridge with a reset switch to get the POKEs to work. Again, load the game, and then just press the reset switch, enter the POKEs, pressing return after each one, and then type in the SYS number and press return again to restart the game with your selected changes.

1988 UNLIMITED LIVES POKÉ 2438,D SYS 20001  
 708 DEGREES UNLIMITED LIVES POKÉ 2398,173 SYS 2128  
 708 DEGREES UNLIMITED MONEY POKÉ 1178,96 SYS 2128

ACTION BIKE UNLIMITED LIVES POKÉ 1867,47 SYS 12918  
 ANCIPTAL UNLIMITED LIVES POKÉ 1878,173 SYS 18284  
 ATTACK OF THE MUTANT CAMELS 255 LIVES POKÉ 1162,258 SYS 4288

BACK TO REALITY UNLIMITED LIVES POKÉ 2018,173 SYS 18384

BACK TO REALITY STOPS SPRITE COLLISION POKÉ 2037,96 SYS 18384

BALL BLASTA UNLIMITED 8478 POKÉ 8128,173 SYS 2980

BIG MAC UNLIMITED LIVES POKÉ 8170,258 SYS 18072

BLACK HAWK 255 LIVES POKÉ 4288,258 SYS 2182

BMX 88 UNLIMITED LIVES POKÉ 12807,2 SYS 4288

BMX 88 SPECIAL POKÉ 2277,258 SYS 4288

BMX 88 SPECIAL POKÉ 2277,258 SYS 4288

BOMB JACK UNLIMITED LIVES POKÉ 8112,3 SYS 2182

BOMB JACK 8 UNLIMITED LIVES POKÉ 7082,258 SYS 32712

BRAIN STORM FREEZES SCORE POKÉ 14550,173 SYS 82384

BRAVESTARR UNLIMITED TIME POKÉ 14550,173 SYS 2288

BREAKTHRU UNLIMITED LIVES POKÉ 8847,3 SYS 2288

BUCK ROGERS UNLIMITED LIVES POKÉ 38782,258 SYS 32788

BUG BLASTER UNLIMITED LIVES POKÉ 18780,234 SYS 18288

CATABALL UNLIMITED TIME POKÉ 25132,96 SYS 4288  
 CAULDRON 2 288 PUMPKINS POKÉ 28122,258 SYS 22772

CAVELAND UNLIMITED LIVES POKÉ 28788,96 SYS 11488  
 CHALLENGE OF THE ROBOTS UNLIMITED LIVES POKÉ 28788,96 SYS 18284

CHILLER UNLIMITED LIVES POKÉ 22887,173 SYS 80788

CHINA MINER UNLIMITED LIVES POKÉ 22778,2 SYS 22772

CHUBBY GARBLE UNLIMITED MEN POKÉ 2612,73 SYS 2684

CHUCKIE 833,258 LIVES POKÉ 18821,258 SYS 14884

CHUCKIE 833,2 UNLIMITED LIVES POKÉ 24877,1 SYS 18288

CODE HUNTER UNLIMITED LIVES POKÉ 8788,173 SYS 4708

COKE BAKERY UNLIMITED LIVES POKÉ 28882,127 SYS 23284

COMMANDO FASTER GAME POKÉ 18482,96 SYS 2128

COMMANDO UNLIMITED LIVES POKÉ 14821,2 SYS 2128

CURSE OF SHERWOOD UNLIMITED LIVES POKÉ 8484,2 SYS 17428

CYLU UNLIMITED LIVES POKÉ 28428,173 SYS 48182

DRACONUS UNLIMITED FIRE POKÉ 8428,173 SYS 2088

DROPCONE 255 BOMBS POKÉ 2018,258 SYS 1088

DRUD 255 LIVES POKÉ 28271,258 SYS 8728

EBLON UNLIMITED LIVES POKÉ 2811,173 SYS 23284

EBLON UNLIMITED LIVES POKÉ 7427,173 SYS 2882

EBLON UNLIMITED GRANADES POKÉ 8888,173 SYS 2882

EBLON UNLIMITED AMMO POKÉ 2881,173 SYS 2082

FALCON PATROL UNLIMITED LIVES POKÉ 18705,258 SYS 18884

FIGHT ALL INVADERS POKÉ 18884,18 SYS 18884

FIGHTING WARRIOR UNLIMITED LIVES POKÉ 7887,188 SYS 48778

FLYING SHARK UNLIMITED LIVES POKÉ 7888,173 SYS 2882

FORCE ONE 255 LIVES POKÉ 2802,258 SYS 2082

FROST BYTE UNLIMITED LIVES POKÉ 4288,188 SYS 2882

FRUITY LISTEN TO MUSIC POKÉ 24288,18 SYS 48182

GHOSTBUSTERS UNLIMITED LIVES POKÉ 28428,96 SYS 24278

GILLMAN'S GOLD UNLIMITED LIVES POKÉ 17882,2 SYS 28282

GREAT GAMA SISTERS UNLIMITED LIVES POKÉ 8787,173 SYS 2588

HAUNTED HOUSE UNLIMITED LIVES POKÉ 7888,234 SYS 8828

HAWKEYE UNLIMITED LIVES POKÉ 7488,173 SYS 22888

HAWKEYE UNLIMITED MESSAGES POKÉ 8188,188 SYS 23288

# ONANZA

HELMAN (25 GOLD) UNLIMITED LIVES POKE 8513, 173

573 16032

HENRY'S HOUSE UNLIMITED LIVES POKE 4063, 173

573 20260

HIGH NOON 250 LIVES POKE 14023,250 573 16264

HOVER BOWSER UNLIMITED LIVES POKE 20723,60 573

32760

HYPERBOLIC LISTEN TO MUSIC NO POKE 573 16407

HYPERCIRCUIT UNLIMITED LIVES 31352,250 573 26224

IMMOTOP UNLIMITED LIVES POKE 26224,251 573 26442

IRON ALPHA 129 LIVES POKE 15471,129 573 26684

JEEP COMMAND UNLIMITED LIVES POKE 26227,247

573 16364

KARNOV UNLIMITED LIVES POKE 22661, 160 573 22764

KARNOV UNLIMITED TIME POKE 26664, 160 573 22764

KENTILLA LISTEN TO MUSIC NO POKE 573 26664

KILLER WATT UNLIMITED LIVES POKE 42266,224 573

32760

KONG 250 LIVES POKE 12176,250 573 12126

KONG-FU MASTER UNLIMITED LIVES POKE 26142, 129

573 22760

LADY JONES UNLIMITED LIVES POKE 4063, 173 573

2027

LIGHT FORCE UNLIMITED LIVES POKE 17547,5 573

5713

LIVING DAYLIGHTS UNLIMITED LIVES POKE 4362,250

573 4222

MEGA APOCALYPSE INDESTRUCTIBLE PL. 1 POKE

20477, 173 573 22667

MEGA APOCALYPSE INDESTRUCTIBLE PL. 2 POKE

22222, 173 573 22667

MOTOR MANIA 129 LIVES POKE 2646, 250 573 8020

MUTANT MONTY UNLIMITED LIVES POKE 21647, 173

573 22222

MUTANTS UNLIMITED LIVES POKE 2671,250 573 4266

NEEMONS 250 LIVES POKE 2666,250 573 2766

NINJA HAMSTER UNLIMITED ENERGY POKE 2666, 173

573 16322

NINJA SHOOTER SIMULATOR STOPS CLOCK POKE

21262, 173 573 22666

ONE MORE BARRAGEMEN POKE 22622, 160 573 26264

OLI AND LISA UNLIMITED POWER POKE 2644, 160

573 7427

PAC MAN UNLIMITED LIVES POKE 5737,254 573 2264

PANDORA STOP TIMER POKE 1788, 0 573 2267

PANDORA PASTER "RAIND" POKE 2071,0 573 2267

PANTHER UNLIMITED LIVES POKE 7427, 160 573 4266

## GAME TIPS

PARALLAX UNLIMITED LIVES POKE 5736,25 573 313

PARK PATROL UNLIMITED LIVES POKE 26706, 161 573

2079

P.D.S. UNLIMITED LIVES POKE 26264, 173 573 26112

QUINTIC WARRIOR UNLIMITED LIVES POKE 8547, 173

573 2222

RED MAX UNLIMITED LIVES POKE 2647, 173 573 2264

ROBIN OF THE WOOD 250 LIVES POKE 26261,250 573

16261

ROLLAROUND UNLIMITED LIVES POKE 42222,4 573

70222

RYOGAR UNLIMITED LIVES POKE 6627, 160 573 2222

SABOTEUR 250 LIVES POKE 26222,250 573 20722

SABRE WOLF UNLIMITED LIVES POKE 26216, 173 573

2027

SCOOBY DOO UNLIMITED LIVES POKE 7426,25 573

2260

SENTINEL NO ENERGY DRAIN POKE 2666,25 573 16126

SHADOW BOMBER UNLIMITED LIVES POKE 22722,224

573 21222

SHADOWFIRE STOPS TIMER POKE 22186, 173 573

16264

SHYJET UNLIMITED LIVES POKE 27222,250 573 22222

SLAMBALL UNLIMITED LIVES POKE 2241,250 573 2266

SORCERY MOVE TIME POKE 26222,250 573 21764

SPACE HARRIER UNLIMITED LIVES POKE 6010, 173

573 2122

SPROGS UNLIMITED LIVES POKE 14212,25 573 2616

SPRO UNLIMITED ENERGY POKE 2011,25 573 4266

SPY HUNTER 250 LIVES POKE 26214,250 573 22762

STAFF OF KARNATH UNLIMITED LIVES POKE 2624,45

573 2260

STARQUAKE UNLIMITED LIVES POKE 2621, 160 573

2079

STARQUAKE UNLIMITED CLOUDS POKE 22621,250

573 2079

STARQUAKE UNLIMITED AMMO POKE 2626, 160 573

2079

STARQUAKE POWERS ENEMIES POKE 2624,25 573

2079

STARQUAKE PASTER GAME POKE 12242, 173 573 2079

STEALTH UNLIMITED LIVES POKE 22262, 173 573 22222

STUNT BIKE SIMULATOR UNLIMITED ATTEMPTS POKE

2222, 173 573 2264

TERMINATOR UNLIMITED LIVES POKE 26222,250 573

2074

TERRA COEMITA UNLIMITED LIVES POKE 26722,250

573 24279

TRAIN ROBBERS HORSE POWER POKE 12726, 173 573

2277

TRAP DOOR UNLIMITED LIVES POKE 7424,25 573

14222

UNDERWORLD UNLIMITED LIVES POKE 24244,25 573

22222

UP W DOWN UNLIMITED LIVES POKE 24722, 173 573

22760

THE SUN'S BEATING DOWN,  
ROCK 'N' ROLL MUSIC'S PLAYING . . .



# Beach Volley



#### BEACH VOLLEY

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WITHOUT THE RISK OF  
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It's time for Beach Volley –  
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Your team travels the globe from London to Sydney challenging all comers in the latest craze that is sweeping the beaches.

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## BATTLE-HAWKS 1942

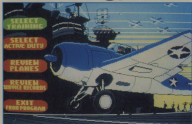
●Promotions are offered for successful missions are GADET (America only), ENSIGN (LIEUTENANT JUNIOR), LIEUTENANT, LIEUTENANT COMMANDER and COMMANDER. Japanese pilots are more likely to be promoted in rank than their American foe because they receive Campaign Medals only.

●Learn to fly the planes of each side efficiently before embarking on combat missions. While the Japanese planes are more maneuverable than their USA equivalents and armed with the deadly 20mm cannons, they lack decent armor and the Fiat torpedo-bomber has no forward-firing guns.

●Bombers are difficult to destroy as they fly in tight formation and concentrate combined firepower upon selected targets. Arrived with both front and rear-firing guns (usually) they are vulnerable to attack from the side when possible. One very effective way of dealing with them is to fly behind and slightly below the bombers - if correctly positioned their rear guns will not be able to rotate low enough to return fire and you can shoot them down at you leisure. However, this tactic is not recommended against torpedo-bombers as they fly very close to the water.

●Torpedo attacks generally do much more damage than dive-bombing because the warheads cripple vessels in the vital spot below the water-line. Japanese torpedoes are of a superior quality to the American ones - a carrier normally sinks after suffering three direct hits (one actually managed to sink an enemy destroyer with a single warhead). Extensive damage is inflicted if the torpedo is released at the last possible moment, when your plane is very close to the target vessel.

●It is sometimes worthwhile



to destroy the enemy Combat Air Patrol (CAP) before beginning a bombing run. During this time, your fellow pilots will attack the enemy ships and may be successful in eliminating some of the opposition. If they score hits all the better, as they will boost your chances of promotion and may even complete the mission for you! Another advantage is that burning vessels are less of a risk. There will obviously be more anti-aircraft fire the nearer you get to the ships, and it is here that you must be especially careful.

●Japanese pilots occasionally try kamikaze attacks against American ships. These strikes occur if (a) the Japanese are suffering heavy losses or (b) if their warheads have missed the American ships. Japanese pilots occasionally try kamikaze attacks against American ships. These strikes occur if (a) the Japanese are suffering heavy losses or (b) if their warheads have missed the desired targets. Sometimes, a Japanese pilot, before bailing out, will aim his plane at a vessel if badly damaged.

●Some pilots may differ from their classes as shown at the ready room. For

example, a squadron of veterans may contain a couple of pilots who are of top quality.

●If a mission is going badly, dive towards the ocean and fly around the ships, even if they are enemy. They will fire every available gun at you and, although you will have to run the gauntlet of AAA, so will any enemy planes which choose to follow you. As the AA guns are very inaccurate, they have a greater possibility of hitting their own aircraft.

●A good diving technique is to begin the dive as normal but turn to the rear gunner screen. The altimeter will spin around like crazy, much faster than usual, so long as you remain on this screen; do remember to pull out of the dive before you hit the ocean. This is an excellent tactic to employ when avoiding survivors or if you want to end your dive-bombing run. Unfortunately, trying this technique when diving simply results in a stall. However, if you fly level and switch to the rear gunner screen, any distant objects which you are heading for will be much closer when you return to the pilot's screen. Therefore any fleeing planes will normally be caught up by using this method until you are within firing range.

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Welcome to the Official UK Video Game High-score table, where the record scores are displayed. If you can beat them, why not send in your scores for: **HIGHSCORES, C-VG, PROXY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** If they're passed as genuine by our panel of experts, we'll include them in the high-score tables - and be prepared for instant fame!

## SEGA

**ACTION FIGHTER**  
8,300,000 Jay Brown, Barbary, Derbyshire

**ATERRIBO NEGAT**  
10,424,000 Kenneth Hone, Craig Hill, Luton

**ALPH AND LUIGI STARS**  
1,288,000 Ianina Vella, London

**ALTERED BEAST**  
608,000 Alan Pappas, Hockley, South

**ATRO HARBOR**  
1,210,000 Edward Greenham, Camerth, South

**ATRO ADVENTURE**  
268,000 Peter Rampton, Stafford

**BAWZ (PARK)**  
608,000 Tony Hooper, Colchester

**BLACK BELT**  
4,261,100 Henry Wood, Glasgow

**BOBBER RACE**  
1,170,700 M G Baker, St. Gwynedd, W. Glamorgan

**CALIFORNIA GAMES**  
RECALIPTRIC: 20,500 Alan McPherson, Giffnock, Glasgow

**FOOTBALL: 11 SPTS**  
Jonathan Goodwin, Chesham, Bucks

**3-2-1 (PAC)**  
B B Alan McPherson, Giffnock, Glasgow

**3-2-1 (PAC): 4 SPTS**  
Alan McPherson, Giffnock, Glasgow

**SMC: 118,000**  
Alan McPherson, Giffnock, Glasgow

**FLYING DISEN 1750**  
Anthony Lewis, Haverham, W. Midlands

**CHOPFIGHTER**  
1,488,000 Kenneth Hone, Craig-Hill, Luton

**DOUBLE DRAGON**  
818,000 Andrew Jackson, Jersey, Jersey

**FANTASY ZONE**  
12,880,100 Peter Rampton, Stafford

**FANTASY ZONE II**  
8,601,800 Alan Evans, Walsall

**LANDOUGHT TOWN**  
508,100 Conrad Hackett, Havant, Hampshire

**GLOBAL DEFENSE**  
521,100 Anthony Hunt, Walsall

**GRAT BASEBALL**  
20,011,000 Gammam, Bedford

**HUNTER**  
228,100 Martin Hunt, Brentwood, Essex

**MY HERO**

**11,170,000 Sean Hanna, Newry, Co. Down**

**SOFT RUN**  
53,120,400 Alan Black, Denderghout, N. Wales

**POWER STROKE**  
80,040,000 Paul Stokes, Aberystwyth

**QUARANT**  
2,170,810 Gareth Vella, Bristol

**RAMBO III**  
86,000 Neil Kelly, Ipswich, Suffolk

**RAMPAGE**  
801,800 David Sanders, Newport

**RASTAN**  
1,200,400 Ben Addison, St. Asaph

**RESCUE MISSION**  
871,400 Paul Stokes, Aberystwyth

**R-TYPE**  
4,308,000 John Broder, Etna, Ohio

**SEAFAR HUNT**  
3,088,000 Martin Jarvis, Stroudbridge

**SECRET COMMAND**  
3,288,000 Paul Stokes, Aberystwyth, Wales

**SHARON**  
1,201,000 John Mauding, Sunderland

**SPACE HARRIER**  
30,010,800 Alan Pappas, Hockley, South

**SPACE HARRIER II**  
12,000,470 Alan Black, Denderghout

**THUNDERBLAZE**  
2,868,700 John Mauding, Sunderland

**WOLFGANG**  
104,000 Philip Paxton, Southampton

**WONDERBOY MONSTER-LAND**  
11,000,000 William Wong, N. Queensland, Australia

**WONDERBOY II**  
308,100 Wai-Fai Wan, Brighton, S. Sussex

**WORLD SOCCER**  
314,000 Simon White, Writtle, MA

**ZILDOR II**  
894,000 Conrad Hackett, Havant, Hampshire

**MEGADRIVE**

**GOPELS AND GOSETS**  
118,000 Lee Quin, Essex

**SPACE HARRIER I**  
21,280,200 Peter Hill-Man, Chichester, Sussex

**THUNDERBLAZE**  
1,980,700 Julian Rignall, C-VG

# HIGH SCORES

## NINTENDO

**BALLS AND BATS**  
841,000 Scott Jenkins, Epsom

**CASTLE BLANCK**  
885,800 Lee Watkins, Dorset

**DUCK HUNT**  
1,008,000 Aaron Pearce, Bath

**SOFT**  
711 Damien Wynyard, Queensland, Australia

**ICE CLIMBER**  
600,000 Peter Stokes, Aberdeen

**KUNG-FU**  
708,000 Brandon Newman, Melbourne, Australia

**GRAVITY AND GOBLINS**  
600,000 Ian Bowden, Brandon, Devon

**GRAND**  
10,000,000 Julian Rignall, C-VG

**PRO-AM RACING**  
80,800 M C Warwick, Plymouth

**ROCK 'N' ATTACK**  
900,800 Ian Bowden, Brandon, Devon

**SPINX**  
SUPER MARIO BROS  
8,008,000 David Whitmore, Wokingham

**T&E GUN**  
100,000 M C Warwick, Plymouth

**GAMEBOY**

**SUPER MARSHLAND**  
271,000 Jonathan Davis, Warrington

**THE LEGS**  
271,000 Julian Rignall, C-VG

**PC ENGINE**

**ALIEN CRUSH**  
1,100,000 Steve Draxley, Gosport, Surrey

**ALTERED BEAST**  
768,100 Lee Waters, Derbyshire

**ORAN AND CHAM**  
1,578,000 William Wong, N. Queensland, Australia

**HELP BLUE**  
707,000 Steve Draxley, Gosport, Surrey

**DRUMMASTER**  
800,000 Bryan Bernard, Glasgow

**FANTASY ZONE**  
2,408,700 Julian Rignall, C-VG

**GALE III**  
1,408,400 Bryan Bernard, Glasgow

**GUARD**  
12,870,270 William Aaking, Brandon, Devon

**HILLS HARRIERS**  
160,210 Tony Latham, London

**ORONYE**  
448,800 Julian Rignall, C-VG

**PIR**  
1,118,000 Steve Draxley, Gosport, Surrey

**R-TYPE**  
870,000 Don Lee, Nottingham

**RECLAND**  
1,088,000 Julian Rignall, C-VG



**3rd Place**  
**SUPER WUNDERBOY**  
881,180 Graham Wong, Stockport

**THIN HILL**  
1,487,800 Julian Rignall, C-VG

**WOLFGANG**  
608,000 Anthony Barnes, Warwickshire, Derbyshire

**C84**

**ALTERBE NEGAT**  
300,800 C Maddocks, Middlesbrough, Cleveland

**AMFIBIOUS**  
664,800 Graham Gurgan, Co. Down, N Ireland

**ARMALITE**  
30,475,400 Danny Gagliem, Woking

**BATMAN - THE MOVIE**  
876,400 Giuseppe Aranda, Bel. Gov.

**BLAZZAR**  
200,000 Jack Howarth, East

**BLAZZAR**  
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200,000 Jack Howarth, East

**BLAZZAR**  
200,000 Jack Howarth, East

# HIGH SCORES



**EL AMARANTO**  
503,400 David Letwin, Milton, Hampshire

**EL BOWEN**  
1,074,000 Gaspari Amant, Belgium

**THUNDERBLADE**  
2,044,100 J M Clayton, Ryton, Tyne & Wear

## ST

**AFTERBURNER**  
21,540,000 Louis Maloney, Birmingham

**ACEN SYNDROME**  
804,800 Andrew Stamp, Portsmouth, Hants

**AL FIERO BEAST**  
473,000 Gary Lee, London

**ALTO**  
590,000 Janni Rigault, C.V.10

**ARABIAN'S**  
507,000 Janni Rigault, London

**BAL**  
1,814,400 Stephen Simpson, Olney

**BECKLASH**  
1,400,000 James Grant, London

**BEYOND THE ICE WALLS**  
1,89,400 Richard Jeffrey, Hackney, Bucks

**BLAZEBLOCKS**  
1,473,000 Richard Hester, Hockley, Essex

**BLOOD MONEY**  
189,000 Innes Murray, Peterborough, Cambs

**BUBBLE BOBBLE**  
8,345,700 Colin Tacey, Colchester

**BUGGY BOY**  
107,348 Colin Francis, Colchester

**DRAGON KING**  
104,026 Michael Bell, Crawley, West Sussex

**ELIMINATOR**  
642,904 Tommaso Spinosa, Portsmouth, Hants

**EMPIRE STRIKES BACK**  
590,100 Ian Fisher, Puckley, F.I.146, Bucks

**FLYING SNAKE**  
4,200,000 Tom Evans, Chesham, Bucks

**FORGOTTEN WORLDS**  
58,000 Timothy Hedger, Peterborough, Cambs

**GHOSTS AND GHOSTS**  
9,090,880 Andrew Dowling, London

**HE**  
105,100 Miles Amerson, Devon

**HAVE WARRIORS**  
17,000 Craig Sutherland, Scots, Scotland

**HOMAN JONES AREAS**  
8,000 Richard Coward, New Thorpe, Nottingham

**LED STORM**  
808,800 Richard Davis, London

**LICENCE TO KILL**  
80,100 Timothy Hedger, Peterborough, Cambs

**NEW ZEALAND STORY**  
408,787 Stephen Simpson, Olney, W Yorks

**OPERATION WOLF**  
308,200 Aaron Kramer, Moray, Shire

**OUTRAN**  
3,617,800 Gerald Evans, Montgomery, Dyfed

**PACING**  
217,826 A Reelers, Huddersfield, Yorkshire

**PAPERBOY**  
20,000 Ian Jumpen, Birmingham

**RED HEAT**  
100,840 Philip White, Bradford, W Yorks

**RETURN OF THE JEDI**  
100,000 Ian Fisher, Puckley

**ROBOCOP**  
401,200 Aaron Kramer, Moray, Shire

**RYFEG**  
501,000 Tommaso Spinosa, Portsmouth, Hants

**SIX AMMS**  
2,000,000 SJA, Milton Massey, Lancs

**SPACE WARRIOR**  
5,447,100 Ben Kay, Sheffield

**STRANGLER'S**  
528,000 Stephen Simpson, Olney

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838,510 Richard Davis, London

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**VENGE**  
1,705,800 Andrew Stamp, Portsmouth, Hants

**VENOM'S**  
312,700 Janni Rigault, London

## AMIGA

**AFTERBURNER**  
54,89,480 Ramon de Gilo, Holland

**BARBARIAN II**  
818,760 James Spraggan, Greenock, Scotland

**BATMAN - THE MOVIE**  
5,007,600 Martin Allsup, Burton-on-Trent, Staffs

**BLOOD MONEY**  
1,111,000 Tim Lohane, Co. Cork, N Ireland

**CAS FLE WARRIOR**  
885,281 Lee Wiley, Israel

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478,000 Martin Allsup, Burton-on-Trent, Staffs

**DRAGON**  
587,378 Mark Scholker, Wintona, South, Hants

**DRAGON**  
18,280 Stu Toney, Chislehurst, Essex

**DRAGONATOR**  
218,817 Daniel Spraggan, Greenham, Holland

**FORGOTTEN WORLDS**  
628,000 Justin Edwards, Great Gonerup

**FRYERS**  
38,824 Andrew Ashpops, Epsom, Surrey

**HYPER**  
3,171,778 Maurizio Longo, Portugal

**HOMAN JONES AREAS**  
71,000 Ramon de Gilo, Holland

**LED STORM**  
374,478 Steven Howard, Lowestoft

**LICENCE TO KILL**  
38,873 Lee Wiley, Israel

**NEW ZEALAND STORY**  
208,801 Mark Blackie, Strathclyde, London

**OPERATION WOLF**  
1,021,100 Jodi Park, Clayton, Kent

**PACMAN**  
21,286,600 South-east Manitoba, Adams, Ontario

**PAPERBOY**  
107,180 David Preece, S Gray, Kent

**RICK CANNON**  
744,500 Casey Gatchler, Westbury, W Yorks

**ROADSLAMMER**  
1,817,800 Alan Black, Duxford, N Hants

**ROBOCOP**  
104,000 Martin Allsup, Burton-on-Trent, Staffs

**ROBOCOP II**  
1,000,400 Martin Allsup, Burton-on-Trent, Staffs

**SPACE WARRIOR**  
1,088,000 Alan Black, Duxford, N Hants

**STRANGLER'S**  
280,482 Kevin Griffiths, Walsley, Bedford

**TITANIC**  
280,000 Martin Hill, Slingsby, Lincoln

**SUPER HEROES**  
20,118,600 Richard Shaw, Hay-on-Wye, Notts

**SWORD OF SOGAS**  
847,200 Cam Bates, Woodwell, Plymouth

**TEST DRIVE**  
800,400 Alan B. Gains Hill, Swanwick, Notts

**TEST DRIVE II**  
214,100 Peter Price, Poulton-le-Ferry, Lancs

**VENOM'S**  
300,700 David Preece, S Gray, Kent

## SPECTRUM

**AFTERBURNER**  
66,850,000 John Britton, Epsom, Kent

**BATMAN - THE MOVIE**  
5,004,000 Paul Hickey, Carlisle, Cumbria

**CRASH CARS II**  
300,100 Philip Dakin, Epsom, Surrey

**DOUBLE DRAGON**  
640,447 John Britton, Epsom, Kent

**DRAGON KING**  
1,100,000 M C Walsak, Plymouth

**FIRELY**  
1,445,000 Robert Preston, Warrington, W Cheshire

**FORGOTTEN WORLDS**  
628,000 John Britton, Epsom, Kent

**LAST BLOOD II**  
888,000 Steven Symonds,

**Clayton, Somerset**

**NEW ZEALAND STORY**  
207,000 Peter Barnes, Colchester, Essex

**OPERATION WOLF**  
1,021,000 Martin Hill, Slingsby, Lincoln

**OUT RAN**  
3,617,800 Gerald Evans, Montgomery, Dyfed

**PAKING**  
217,826 A Reelers, Huddersfield, Yorkshire

**PAPERBOY**  
107,180 David Preece, S Gray, Kent

**RICK CANNON**  
744,500 Casey Gatchler, Westbury, W Yorks

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8,000 Richard Coward, New Thorpe, Nottingham

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408,000 Philip Dakin, Epsom, Surrey

The Seven Gates of

# Jambala



ATARI ST



AMIGA



## THE SEVEN GATES OF JAMBALA

Escape from the caves of Jambala in this fun-filled jump and run game with stunning graphics and sound.

You will face a labyrinth of caves which not surprisingly hide a host of inhabitants, good and bad, treasures, puzzles, magic spells and many hidden screens.

If you are lucky enough to find all 7 pieces of the missing magic wand and reach the last city you will finally have the chance to escape from the labyrinth.

A fascinating voyage of discovery through an unknown world of fantasy.

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AVAILABLE ON  
AMIGA £34.99  
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# F29

BY OCEAN

## RETALIATOR



If you've ever wondered what it would be like to fly a fighter plane of the 21st century, here's your chance to find out in Ocean's *F29 Retaliator*. Set in the year 2010 and based on current and predicted advances in technology, *F29* gives the player the opportunity to take a seat in the cockpit of either a Lockheed F29 Advanced Tactical Fighter or a Gauntlet F29 Multi-Role Fighter and fly 90 different battle scenarios.

The title screen is where it all begins. First the player inputs his name into the pilot's log and selects one of five ranks, effectively selecting the difficulty level. As with all good flight simulations, the pilot's performance is saved from game to game, and the pilot remains active until killed in action, or retired.





FIGURE 1: Mission briefing screen

AMIG that you can choose which aircraft and which scenario to fly. There are four total war zones: Arizona, a test range where you're given the chance to try your luck in a live hostile environment simulation without the danger of actually coming down; the Middle East; the Pacific Ocean and Europe, the toughest of all theaters; a free option, and one which really helped rise from my little Mills to Zulu Alert, an aerial combat practice option where you start in the air, have unlimited ammo and a whole squadron of enemy aircraft to bring down. It's basically an all-action shoot 'em up and is great fun, even if you don't score any points.

Once you've chosen a scenario and armed your plane, you can fly a mission. The



FIGURE 2: Mission briefing screen

choice is dependent on your rank and how many missions you've already flown. Since promotion is up to the player, you can change rank any time; it's possible to go straight into a very tough mission, but I wouldn't advise it. I was shot down within minutes!

As your pilot progresses through the war, extra secret missions become available - and the outcome can win or lose the war!

Sounds good? It is! If it is astounding just to look at, with the fastest, smoothest, most detailed and realistic 3D graphics seen on the Amiga! There are simply hundreds of ground features - cities, complete with skyscrapers for you to fly around, roads, railways, tank platoons, oil refineries,

factories, churches, missile bases - the lot goes on. And the cockpit interior graphics are tremendous, giving a thoroughly convincing impression of being there.

But it's the sheer depth that makes F29 the best combat flight simulator I've seen. The variety of missions is incredible. From the test range where the player has the opportunity to practice every angle of battle combat - (air-

ing and flying, tanks, trains and military and industrial installations, to complex real-time scenarios involving all sorts of multi-intellect, bombing, reconnaissance and aerial support duties - and that's only the beginning! There are over 90 varied and interesting missions in all, giving enormous testing appeal.

F29 Rebelator is the absolute apex in flight simulation, and sets the standard by which others will be judged. Fly it and believe it.

**JULIAN RIGHALL**

AMIGA	£24.99
GRAPHICS	94%
SOUND	88%
VALUE	94%
PLAYABILITY	97%

Featuring the most realistic 3D graphics seen on the Amiga and 90 different missions that offer hourly months of stimulating air combat, F29 Rebelator is simply the best flight simulator yet.

**OVERALL 96%**

## UPDATE

Our ST version should be available by the time you read this. The static graphics aren't as good as the Amiga version, but the ST is even so slightly faster. Look out for it.



**COMPO**

# I'D BUY THAT FOR £400!

WIN YOUR OWN  
ROBOCOP-ETTE  
WITH OCEAN

These Ocean guys are dead chuffed with themselves. Why? Because their game of that totally HARD movie, *Robocop*, has been topping the Gallup charts all summer year - in fact it was at number one for over six months, 'and that makes it a chart-busting, gun-toting, crime-crunching record breaker,' as Roy Castle would say!

So to celebrate, they're giving away a fabulous Tony Omnibot 2000 worth 400, which can't actually hold an automatic pistol or thump rubberies like Robocop, but is still a lot of fun. The Omnibot is a fully programmable domestic android, equipped with a moving head, an articulating toppling arm and it's own integral cassette deck which can store program data. It runs from a remote control, you use a built-in microphone, so next time your Auntie Mabel comes over for tea, you can have a little saying the Omnibot over to her, switching on the mikes and saying, "Please put down your crossbones! You have 20 seconds to comply!" She's bound to see the funny side.

As well as the Omnibot, Ocean are also uncrunching three rubberies-up with a copy of the *Robocop* video (recently released on sale) through with an Ocean programmable film ad as the start, and a copy of the game. There's that for general-out!

Now, what we want you to do is answer the four Robo-coppy questions on this page, bang your answers on a postcard or sealed-down envelope and send it off to us: **THE "DROP IT, COME QUIETLY AND STAY OUT OF TROUBLE" ROBOCOP, C-95, PROPERTY COURT, 30-32 FARRINGTON LAKE, LONDON, E6R 3AU.** Get your entry in to us by 31st of January or there will be... trouble.

## ROBOQUESTIONS:

1. Who is the actor who plays Robocop in the movie?
2. What is Robocop's original human name?
3. What is the name of the psycho megarobot which has it in for Robocop?
4. In which American city is Robocop set?





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THE BEST CONVERSION OF ANY  
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ACE MAGAZINE • DECEMBER 89

BY GRAND-SLAM THALION

# SEVEN GATES OF

# JAMBALA



▲ G-TRAP! A breathing fire monster rises from the deep!

A wizard isn't a very good wizard if his wand is uncharged, and guess what? Yours has been inadvertently smashed into little pieces.

Seven is full whack for no apparent reason, have been hidden around the world of Jambala. Now, Jambala is a big place, made up of seven levels each containing seven zones, all absolutely jam-

packed with enemies, and as you have a poor spell-casting skills and a pudgy purple outfit.

Somewhere within each group of seven stages is a mega-boss which guards the entrance to the next level. Requiring several shots before it dies, this monster doesn't sit back and let itself be stuffed up, ordering its

slaves to throw fireballs at you in an attempt to pain you from your five lives.

When all the pieces of the wand have been found, the time is on to fix them all together in their proper order before someone sees your purple clothes and insults you into a life of seclusion.

The latest game to come from the GrandSlam/Thalion alliance (the first one we saw being Chambers of Step-Lin), Seven Gates of Jambala is a collect 'em up not dissimilar to the likes of Super Mario Bros in gameplay. Scrolling left to right as all the boss collect 'em you do, this is a playable, addictive game which, although looking only average, has loads of super moves and bottles of all-important additive quads.

PAUL RAND

▼ Popping with a trailer.



## UPDATE

Amiga and C64 versions of Seven Gates Of Jambala should be arriving in two shades of a Camel's hump, priced at 24.99 and 9.99 respectively. Expect similar gameplay to the ST game, with the C64 sporting less-detailed graphics than the 16 bits.

SCORE	LIFE
0000	00
GOLD	ST
0000	E19.99
GRAPHICS	89%
SOUND	80%
VALUE	71%
PLAYABILITY	78%

Another game leaping on the Super Mario bandwagon. But there's enough here to satisfy most lovers of the game with its addictive pick up 'n' run action.

OVERALL 71%

# THE COMPUTER GAMES ARE HERE!



# THE EDGE

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The Edge, 35/36 Southampton Street, London WC2, England. Tel: 01-831 1601

# LEVIN WORLD



"Great fun, colorful and addictive too. Overall rating: 87%."

A. Smith  
Amiga Format (January issue)

"It's one of the best 16-bit exploration games around. It gives combination of platform and arcade adventure action. Overall rating: 81%."

Computer & Video Games  
January issue

"Levinworld is a lot of fun! Overall rating: 78%."

Phil King, C&VG (January issue)

A game created  
by Blue Byte



Available on ST and Amiga

Screenshots from Amiga Version

**UBI SOFT**  
Entertainment Software

# GET YOUR MISSING HOLOGRAMS!

If you are a regular reader of C+VG, you should now be in possession of one Holoholder and four Holograms. How do you fill those four missing slots you ask? Simple - you buy just three and get an amazing Ghostbusters II hologram FREE!

All you have to do to get your missing Holograms is fill in the form below telling us which Holograms you would like. Enclose a stamped addressed envelope with your name and address on it and we'll send you the holograms you're missing - it's as easy as that!!

Complete Hologram holders from 1989 C+VG are sure to become collectors items, so make sure you have the complete set!!!

Please enclose 99p (if cheque or postal order made payable to Computer and Video Games) for the three Holo-previews you're missing, and tick the box to choose which FREE Ghostbusters II hologram you want. Please allow 28 days for delivery.

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I have enclosed a 99p cheque/postal order made payable to Computer and Video Games. Please send me the three Holograms ticked below and my FREE Ghostbusters II Holo-previews, which is also ticked:

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Holo-preview 1: Xenon II

OR

Holo-preview 2: Interphase

#### NOVEMBER

Holo-preview 3: Power Drift

OR

Holo-preview 4: Power Drift

#### JANUARY

Holo-preview 7: Chase HQ

OR

Holo-preview 8: Op Thunderbolt

#### THE FREE HOLOPREVIEW I WANT IS:

#### DECEMBER

Holo-preview 5: Ghostbusters II

OR

Holo-preview 6: Ghostbusters II

\*Subject to availability

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Twinworld is just the kind of place you'd expect to find a cute, porcupine-like hero called Ulopa. Isn't it of course it is. Ulopa is the son of the last King of the Darken line, a ruling family who wisely watched over a peaceful and prosperous people (called Caspards) for centuries.

Simply, the Darkens got lazy, allowing a horrible beast called Mador to slaughter them and steal their magical,

Each landscape contains an upper and lower world, which you have to hop between to find the correct route to the amulet and a warp down. On the way you can pick up some handy treasures for points, extra lives and potions, discover secret rooms and kill or avoid opponents. Some of them - like triffids and even Grately-style dragons - take plenty of shots to kill. At the end of every fourth level you come



▲ That mouth leads into the upper world.

# TWIN WORLD

protective amulet. Only Ulopa survived, sneaked away by his father's faithful servant, Tharn. When Mador tried to destroy the amulet, it flew up in his face, scattering 20 pieces around the kingdom. Once he realised sharing was Ulopa swore vengeance, and set off to recover the missing pieces of amulet.

Before waving a fearful goodbye, Tharn imparted some silly magical tricks to the wee hero, allowing him to shoot powerful fireballs from his eyes. Finding coloured potions (they're everywhere within the 23 landscapes) allows Ulopa to select one of three eye-wearers, which quickly dispatch Mador's meddling minions and allow him to get further.



▲ Ooh! A treasure room stowed a treasure room packed with goodies, sometimes guarded by big dragons. This is the place to pick up all those handy extra points.

If there's something you don't have, just summon a seller and he'll usually give you what you want at a reasonable price. There are also plenty of bonus objects to be had. For example, if you leap too far, the fall kills you, picking up a parachute means

### BY UBI SOFT

you can jump any distance, and you'll simply float to earth. Other handy goodies include bigger jumps and other enhancements.

Twinworld is a great combination of platform and arcade adventure action. The control method and map design are both excellent, allowing you to progress just that little bit further every game - you soon learn which gaps are too big to jump, and re-appearing the same territory doesn't get boring. In all, it's one of the best 16 bit exploration games around.

GORDON HOUGHTON



### UPDATE

An ST version, using copies of jet-setter fun, is being converted to the ST at the very moment. PC, C64 and Amstrad versions will be available sometime next year, but early there are no plans to convert Twinworld to the Spectrum.

AMIGA £24.99

GRAPHICS 79%

SOUND 74%

VALUE 78%

PLAYABILITY 87%

Date graphics, excellent animation and pleasant tunes are just a sliver for Twinworld's great playability - check it out.

OVERALL 81%



# 100%

## DYNAMITE

### AFTER BURNER



#### SHARE... BATTLE... BOLLIT

**AFTERBURNER** — You've played the arcade smash — now experience the white-knuckled action of a superbowl dogfight at home! Using your tear-seeking missiles and laser anti-SPARK fire, can you be top gun again? (supercool) owner?

Experience brain-busting 6-frames, bonus battling with the bag-jamming pack and even... can with your robot, lock on your target and FIRE!

Experience the glory of an individual of 256K performance on. This game has been manufactured under license from Sega Enterprises Ltd, Japan.

### LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Nemoto used all his magical powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Nemoto's growing powers, the arcade gods used all their wiles to bring you, the Last Ninja, across the edge of time and control your arch-enemy once more. His army is this frightening and insidious modern world bringing nothing with you save your intelligence, wit and cunning and a burning desire for vengeance. Will this be the final battle? Can you slay the Nemoto once and for all?

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### WEC LE MANS



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Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Nissan's all in driving simulator reproduces all the elements of the famous race with every twist and turn of the track.

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### DOUBLE DRAGON



Skilled programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in both computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the docks, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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# GALAXY FORCE 2

## BY ACTIVISION

In this conversion of the big Sega arcade game, the player has the job of flying five missions over four different alien planets and through one level of enemy-infested space, with the sole objective of destroying the controlling computer nerve centre on each one.

Starting with 1,000 units of fuel which counts down throughout the mission, extra energy is given at strategic points on during each level, as well as from your mother ship which waits for you at the end of each level. The battle is depicted in second-person perspective 3D, each level becoming more difficult than the last.

Galaxy Force II in the arcades is a fun, challenging blast through space, with impressive graphics and sound effects. And while the presentation of the original has been lifted surprisingly well to the ST, the home computer version is too simple to warrant

▼ **Missed!** What a lovely day...



▲ **Hot!** That'll speed 'em long-term play. Although the space section is a bit on the naïf side, with no real feeling of movement due to the lack of a rolling landscape, once you hit the caverns your mini-arc screen comes alive with some of the most effective 3D seen in an ST shoot 'em up. Sprites are detailed and move around the screen well enough, and sound, although produced by the ST's own square-wave sound chip, lends atmosphere to the game.



▲ **Wow!** These bouncy rocks are a right 'un!

However, it took us about six hours to complete the game - the trick to completion is simply to blast loads of bad dies in order to rack up a huge energy level, after which you can't fail to progress to the later stages. And once you've completed it, the game soon loses its appeal.

**PAUL RAND**

### UPDATE

Expect Amiga, Spectrum, Amstrad and C64 versions very soon indeed at the usual prices - take a look before buying them.

**ST** **£19.99**

**GRAPHICS** 83%  
**SOUND** 71%  
**VALUE** 48%  
**PLAYABILITY** 58%

Although the graphics and 3D routines are excellent, the gameplay severely lacks challenge and it's very easy to get off the way through the game in one sitting.

**OVERALL** 55%



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INFOGRADES





# CABAL

BY OCEAN/SPECIAL FX

Ever felt the need for a spot of psychotic, no-holds-barred death and destruction on a grand scale? Well Ocean's conversion of the fab Cabal coin-op has all that and more.

The scenario, if that's what you can call it, entails one or two crack commandos sneaking behind enemy lines with the objective of doing as much damage as is humanly possible. The enemy stronghold is made up of five war zones, each containing four areas. Packing a powerful sub-machine gun and mine

and personnel grenades, the heroes simply have to destroy a set number of a targets on each screen before moving onto the next.

There are loads of things to blast - foot patrols, tanks, military personnel carriers and helicopter gunships, each armed with devastating artillery which includes galling guns, grenades and bombs. When some enemy targets are destroyed, bonus items such as supplies of grenades and mega-machine guns are left behind and can be picked up by the player

and added to his armoury.

After every four screens you confront a huge armoured

**C+VG  
HIT!**

### UPDATE

Not just Amstrad, ST and Amiga owners, for your versions of Cabal should be in the shops now. Amstrad should 'it' gulls merchants can look forward to a game not dissimilar to the Spectrum game but with better colour, while the 16 bit conversions should faithfully resemble the coin-op in both graphics and gameplay.

iron-spraying military vehicle which requires many direct hits before it explodes, clearing the path to the next zone.

Finding that the simultaneous two-player option of the arcade game has been dropped is a disappointment, but it's thankfully made up for by stunning gameplay which requires great hand-to-eye reflexes to get rid of the badies while, at the same time, avoiding the frightening return fire being sent in your direction - the action is amazingly frantic!

Cabal is an addictive blast which is best likened to Operation Wolf (but without the scrolling). Fans of the coin-op will be well chuffed with the conversion, as will arcade addicts who crave for a bit of meat in their games.

PAUL RAND

C64	£9.99
GRAPHICS	79%
SOUND	74%
VALUE	84%
PLAYABILITY	85%

A fab conversion of a playable, if socially unacceptable, arcade machine. Even with the lack of the original's simultaneous two-player action, Cabal is packed with gameplay which should more than satisfy the Rambo-esque blood lust within you.

OVERALL 85%

SPEC £8.99

Although C64 Cabal relies more on its frenetic gameplay than fancy graphics, busy choice of colour and "teachable bullet syndrome" make for a poor Spectrum conversion. Recommended to arcade addicts with 20/20 vision only.

OVERALL 62%



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# FUTURE WARS



BY DELPHINE

Cleaning windows isn't the ideal qualification for the job of saving mankind. True, there's the occasional danger of being thirty floors up in high winds, but the most hassle you usually get is from your boss.

Not any more. It's the future, and an alien race called the Oragnons is slowly wiping out all the earth colonies. The final part of their plan involves travelling back in time and corrupting earth's history - they want to rub out every last trace of humanity. This is the goal you stumble on, incidentally discovering a Chronoport for time travel, you're whisked off to the Middle Ages before you can drop your plastic bag. Zap.

The action is entirely mouse controlled, with six basic operations accessed from a menu. Once you de-

▼ **"When the alien's attacked Me-he! Turned-out nice again!"**



Use circle keys on joystick

▲ **Can't I magic flag?**  
Other the colder combinations ("operate lever" to shake it), it's a reasonably flexible way of exploring the environment.

Saving the world is where most of the fun lies. Exploring time zones and solving puzzles in the style of a LucasArts

film adventure game is challenging but enjoyable. Even so, the new Cinematic system has a few teething troubles. For a start, too often you want to perform an action, only to be told "come a little closer", instead of the game doing the hard work - as it does in Indy or Maniac Mansion, for example - you'll get to work your way round its little faults, and this can become very annoying.

Other minor niggles include the scarcity of adequate commands and the difficulty level: you have to save the game on every other screen because there are so many occasions on which you can fry, drown or get gobled up for just one wrong move. The problems aren't too tough, but sorting them out using the game's system is.

Apart from these little faults, Future Wars is an ex-

cellent thinker's game. There are a lot of ingenious puzzles, plenty of death, and a great scenario. The graphics are superb, with some detailed animation and cut-scenes, and the excellent sound effects create exactly the right atmosphere - whether it's the crunch of foot-steps on a forest floor or the electric buzz of a transporter. Worth checking out.

GORDON HOUGHTON

AMIGA £24.99

GRAPHICS	80%
SOUND	85%
VALUE	77%
PLAYABILITY	70%

Brilliant graphics and sound effects are let down by niggling faults in the Cinematic system. Even so, if you like mind-bending puzzles or you've enjoyed the LucasArts adventures, take a look.

OVERALL 79%

## UPDATE

Both ST and PC versions will be available soon, and there should be no major differences apart from less impressive sound effects and music.

You are inside the secret passage, and you're feverishly curious. You all automatically at the strange architecture of the walls ceiling which... (JUST A MINUTE!) GETTING LOWER





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## SILKWORM

It's not that long after months of negotiation with the Russians that a mad invasion of Afghanistan has

left us still under threat. There's no time left to cross the Nuke barrier so the battle has shifted to capture and plane. Non-stop shoot 'em up arcade action.



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Spain and Japan. Race hard, but watch out for other cars. Colliding cars are bad. And do watch the pit for fuel and repairs.



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The aliens just got enough. They're not going to keep their invaders being blown off computer screen anymore. So they've come down to Earth. Remember that the pitiful rule of war has been lifted for invading humans. Can you stop them? Somebody has to do it.

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Can you enjoy brutal enemy onslaught? Fight with hand, foot and dagger to rid the streets of the bums that rule your home town. A must-try arcade conversion.

COMING SOON!



COMING SOON!

## DOUBLE DRAGON II

Another two-player simultaneous martial arts showdown that Arcade has captured your girlfriend. It's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally into the air. Use whatever weapons you can find to stay alive.



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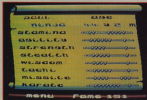
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# BUSHIDO

BY FIREBIRD



A. Go on - show them your jolly stick.



Rites was only hard in early feudal Japan. Not only did they have breeding writers and a strange class system, but they also had a severe dose of "Bushido". Bushido was the code followed by all warriors; basically, it meant if you lost a battle, you had to remove your innards with a sharp implement or retire to a monastery, where lots of people would laugh at you until you died.

Luckily, it's the 20th Century, and you're only playing a computer game based on the real thing. It's set in Shinobi Province, head-buttling ground for the Gend and Taira, two opposing clans. As one of the head honchos in the Gaira house, your mission is to send a lone fighter to infiltrate the Taira fortress and kick some enemy ass.

There are eight agents to choose from, from a Bushido Monk to a Mountain Warrior, all of whom have some balance between gale and aggression. They can be trained to master their own best skill and get handy at others. They also carry a magical belt, so that should they be mortally wounded, they're transported back to base to recuperate.

The fortress is split up into

five screen rooms which swirl (slightly) depending on the direction you go in. This allows a much more detailed character to be used, and gives the impression of having a large jolly area. What's even better you pick, feels very quick to move through the 3D environment.

The action is standard arcade adventure fare: kill people and search rooms for items which make progress a lot easier. There are also plenty of potions and special items such as wards, chests, and hidden exits to find, and these make the game good where it could have been mediocre. Combat is the only disappointment: it isn't really complex enough, even though there are a wide number of weapons with different hit points and control difficulties.

The music is very Zen-like in places, and even though it's not the most amazing tune ever, it manages to capture the right atmosphere without being irritating. Much the same could be said for Bushido as a whole: it's fast and playable - not as good as The Last Ninja 2, but still well worth looking at.

GORDON HOUGHTON

**UPDATE**

Other versions will eventually be available, but not even Superpower know when, where and how much.

C64 £9.99

GRAPHICS 78%  
SOUND 80%  
VALUE 74%  
PLAYABILITY 75%

A good oriental arcade adventure, just lacking the extra challenge that would put it in the same league as The Last Ninja 2.

OVERALL 78%

# TINTIN ON THE MOON



*Hello, Hello... This is Earth calling Moon Rocket... Hello, Hello...*

*Hello, Hello, This is Earth Calling Moon Rocket... Calling Moon Rocket...*

*That's what I have accomplished... I think!*



"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained consciousness. Everything seems OK, we are now taking over the controls of the rocket." Aloud the rocket, you will follow with Tintin and his friends, the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Batis, the traitor, who wants to make the expedition fail? Will you be able to find the suit-goggles to put out the fires, even while floating in zero-gravity (which isn't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and leaving your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Herge...

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INFOGRAVES

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# COM M M A N D O

BY ELITE

About four years ago, Core Amanda burst into the arcade. It's a vertically scrolling shoot 'em up in which the player guides Super Joe Crack, mega commando, on a mission to defeat an entire enemy army single handedly. The coin-op was very popular, and Elite snapped up the licence and released computer conversions, which made number one in December 1985.

Now, after all these years, Elite have got the licence out of the cupboard, blown off the dust and released 16 bit conversions...

The game is very straightforward to play. All you've got to do is guide Joe up the screen and blast everything that moves with your trusty machine gun. Joe's also got a limited number of grenades which he can lob at groups of soldiers, enemy vehicles and gun emplacements to take them out in one fell swoop.

There are eight different levels in all, each one ending with a fortress where Joe is confronted by hordes of oncoming soldiers - blow them all away and he can continue onto the next screen.

As Joe progresses through the landscape the mission gets more and more surreal, with soldiers hidden in bushes, an enemy airfield packed with buzzcopter-bombing soldiers and dozens of gun emplacements waiting to send the hero home in a wooden box.

✻ *Comic Book Magazine* on that job?



The Amiga conversion of Commando is almost a pixel-for-pixel copy of the coin-op - in fact the only difference is the music, which sounds very muffled, not at all like the strident arcade soundtrack.

However, the big problem is that the Commando style of game looks very basic when compared with newer software. The gameplay, although fun for a while, is ultimately limited, and it won't

take long before you go all the way through the game.

Those who adored the coin-op will obviously love this, but personally I think it's a bit pricey. After all, would you go and stick twenty quid into the arcade machine these days?

**JULIAN RIGNALL**

AMIGA £19.99

GRAPHICS 87%  
SOUND 71%  
VALUE 67%  
PLAYABILITY 73%

A speshal conversion of the ageing arcade machine which is effective in the short-term, but doesn't offer much in the way of lasting appeal.

OVERALL 69%

### UPDATE

A very similar ST version is out now, and apart from slightly inferior music is the same as the Amiga game. Commando on a budget - the CDi version is fairly good, but both the Spectrum and Amstrad versions are brilliant.



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▲ "Oh! Let's in the basement!"



▲ Excuse! No thing you very much!

# SUPER WONDERBOY

BY ACTIVISION

▼ This fellow's got some useful advice.

He may be up to his third adventure on the Sega Master System, but here on the ST everyone's favourite super hero Tim-Tam the Wonderboy has only just recovered from his forest-foraging exploits of two years ago.

While away on his travels, Tim-Tam's homeland has been invaded by a scourge of deadly snail, woodland creatures. No one knew the reason behind this rebellion of the animal kingdom: that is, no one knew until the Wonderboy's return. It turns out that the animals' master, Meku the dragon, is taking attack at the indolent slayer of his furry offspring all the hands of the kid with the shieldboard and crash helmet, and has sent a plague of foul fumes to wipe out the inhabitants of Wonderland. And wipe them out he will, unless you take control of Tim-Tam, who has swapped his shield-gear for a sword and a heart of stone, and go off in search of Meku to bring peace and justice to what is now a dangerous place to live.

Standing between Wonderboy and the liberation of his homeland is level upon level of arcade-adventuring



action, a change to the look and play of the original game. You begin in a small town, and must fight your way through villages, grasslands and underground caverns before you stumble upon Meku and your goal. Many of the facilities you encounter have some dash on their person, which can be collected once the creature has been sliced over the head. This money can be used in any of the multitude of shops found along the way, which sell items such as beer to increase your energy, limited but powerful weaponry (including bombs, fireballs and lightning bolts) and armour.

Waiting until some of the weapons brings you face to face with one of Meku's

guardsmen, all heavily armoured and capable of ending your journey and life very quickly. These monsters must be killed, as they possess the keys to each of the end-of-level exits.

Super Wonderboy is a fun piece of software with

heavy console influences (hardly surprising - it's already been out on the Sega System). It's not the strangest license this year by any means, but that shouldn't stop fans snapping it up.

PAUL RAND

### UPDATE

Amiga (198) will be slightly smoother and will sound better than the ST version, while C64 and Amstrad conversions will be more colourful than the Spectrum version, and just as playable.

**SPEC** £9.99

Although the graphics are monochrome, playing it as fun on the Spectrum as it is on the ST. Worth the pennies if you like this sort of game.

**OVERALL** 84%

**ST** £19.99

**GRAPHICS** 85%  
**SOUND** 81%  
**VALUE** 83%  
**PLAYABILITY** 86%

Wonderboy comes of age, offering better control, faster levels in an addictive console-style arcade adventure.

**OVERALL** 84%



# ORIENTAL GAMES



The crashing of bamboo shinai as the Kendo warriors do battle; the stamping feet and pounding flesh of the Sumo wrestlers vying for control of the ring; Kung Fu masters turning inner strength to powerful punches amidst a flurry of scissor-kicks; and the no-holds barred brawling of street corner Freestyle.



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For the Nintendo Entertainment System and Famicom, Sega Master System/Commodore game systems.

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## AMIGA TOP 20

1	(1)	Batman	Ocean	96%
2	(1)	Xenon II	Imageworks	94%
3	(1)	Strider	US Gold	93%
4	(1)	Continental Circus	Virgin	79%
5	(1,2)	Shadow o'z Beast	Psygnosis	76%
6	(1)	Powerdrift	Activision	69%
7	(8)	Kick Off	Anco	64%
8	(1)	Alien8 Beast	Activision	69%
9	(3)	F16 Combat Pilot	DI	76%
10	(1,1)	Falcon	Mirrorsoft	93%
11	(1)	Beach Volley	Ocean	80%
12	(1)	Hillstar	US Gold	76%
13	(1)	Space Quest 3	Activision	78%
14	(1)	APB	Domark	79%
15	(1)	Gunship	Microprose	87%
16	(1,8)	Lombard RAC Rally	Mandarin	83%
17	(1)	Shufflepuck Cafe	Domark	86%
18	(7)	Robocop	Ocean	90%
19	(1)	Speedy Assassin	Mastertron	33%
20	(1)	Nigel Mansell's GP	Alternative	75%

What a surprise - Batman swings straight to the top of the chart and is joined by US Gold's Strider conversion. A couple of new adventure titles make the top 20, but surprisingly the superb Indiana Jones adventure hasn't made it yet. Maybe next month?

### PG'S TIPS

**INDY ADVENTURE GAME:** All the thrills of the film! So good, even C+VG's die-hard Mastertron fan hooked!

**STUNT CAR RACER:** Super-racing simulator just hitting the shelves.

**GRANDS 'N' GHOSTS:** Tuff'n' hot arcade conversion from US Gold. A Christmas biggie for sure.

**OUTSIDE BET:** IT CAME FROM THE DESERT: William Conners' stuff - but will it be out in time for next month's chart?

## ATARI ST TOP 20

1	(1)	Stunt Car Racer	Microprose	94%
2	(1)	Strider	US Gold	93%
3	(1)	Continental Circus	Virgin	79%
4	(1)	Xenon II	Imageworks	94%
5	(1)	Paperboy	Elite	69%
6	(8)	Kick Off	Anco	64%
7	(1,1)	TV Sports Football	Mirrorsoft	87%
8	(1)	Centrefold Squares	CD5	66%
9	(3)	Promised Lands	EA	86%
10	(1)	Power Drift	Activision	81%
11	(1)	Ferrari Formula 1	EA	69%
12	(6)	Indiana Jones	US Gold	81%
13	(1)	Alien8 Beast	Activision	69%
14	(1)	Mansell's G P	Alternative	75%
15	(1,2)	Robocop	Ocean	90%
16	(1)	Computer People	Activision	81%
17	(3)	Bloodwyck	Imageworks	81%
18	(1)	Star Wars Trilogy	Domark	81%
19	(1)	Shinobi	Virgin	80%
20	(8)	Falcon	Mirrorsoft	93%

The incredibly playable Stunt Car remains over the line in first place this month, and about time too we say! Xenon II suffers the ignominy of being beaten into fourth place by Continental Circus.

### PG'S TIPS

**INTERPHASE:** Fast 3D cyber-punky strategy/busting action. Got to be a hit.

**HARD DARTW:** Completely brilliant conversion of Alan's stunt diving simulator.

**DAWDOLE'S:** The long-awaited 3D mega-quest should be out by the time you read this.

### OUTSIDE BET

**TOUCH OF SHIELD:** Intriguing 3D puzzle game from Microprose, which should attract a fair bit of interest.

### 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 FORMATS



▲ Altered Beast roars in at number nine.



▲ The super swordsman "strides" into fifth position.



▲ Cabal's arcade combat action wins it eighteenth place.



▲ Continental Circuit races into nineteenth place.

		GAME	COMPANY
1	(-)	PAPERBOY	ENCORE
2	(4)	BATMAN-MOVIE	OCEAN
3	(-)	MANSELL'S GP	MARTECH
4	(1)	CRAZY CARS	HIT SQUAD
5	(-)	STRIDER	US GOLD
6	(-)	BARBARIAN	KIXX
7	(3)	ROBOCOP	OCEAN
8	(-)	SHORT CIRCUIT	HIT SQUAD
9	(-)	ALTERED BEAST	ACTIVISION
10	(-)	GHOSTS /GOBLINS	ENCORE
11	(-)	POWER DRIFT	ACTIVISION
12	(19)	TOP GUN	HIT SQUAD
13	(-)	CONT CIRCUS	VIRGIN
14	(-)	WIZBALL	HIT SQUAD
15	(11)	MIG 29	CODE MISTERS
16	(-)	COBRA	HIT SQUAD
17	(2)	INDIANA JONES	US GOLD
18	(-)	CABAL	OCEAN
19	(-)	BATMAN 3D	HIT SQUAD
20	(-)	RAMPAGE	HIT SQUAD

**A**t last Crazy Cars gets shunted off the top spot - by an only slightly more deserving title. Batman makes an instant impact, as

# GAMES TOP 20

ANY	SPEC	AMS	C64	ST	AM
RE	●	●	●	-	-
N	●	●	●	●	●
ECH	●	●	●	●	●
UAD	●	●	●	●	●
LD	●	●	●	●	●
	●	●	●	-	-
N	●	●	●	●	●
UAD	●	●	●	-	-
SION	●	●	●	●	●
RE	●	●	●	-	-
SION	●	●	●	●	●
UAD	●	●	●	-	-
	●	●	●	●	●
UAD	●	●	●	●	●
MASTERS	●	●	●	-	-
UAD	●	●	●	-	-
LD	●	●	●	●	●
N	●	●	●	●	●
UAD	●	●	●	-	-
UAD	●	●	●	●	-

everyone expected and in fact the only real surprise is that after a month at the number nine position *Wings II* has dropped out of the chart to number 22!



▲ Resident or what? *Creddy Crazy Cars* - still up there.



▲ *Powerdrift* zooms into the chart in high gear.



▲ Ripcord! Don't let *Man* make the opposition senseless!



▲ Another senseless Rampage around the chart's bottom.

## C64 TOP 20

1	(-)	Paperboy	Encore	92%
2	(3)	Batman	Ocean	92%
3	(1)	Crazy Cars	Hit Squad	90%
4	(-)	Ghosts 'n Goblins	Encore	89%
5	(-)	Cabal	Ocean	87%
6	(-)	Barbarian	Klax	86%
7	(-)	Wizard	Hit Squad	82%
8	(-)	Power Drift	Activision	80%
9	(-)	Cobra	Hit Squad	78%
10	(17)	Top Gun	Hit Squad	79%
11	(-)	Strider	US Gold	85%
12	(5)	Robocop	Ocean	84%
13	(2)	Pitstop II	Klax	85%
14	(-)	Rally Cross	Code Meters	78%
15	(-)	Postman Pat	Alternative	70%
16	(-)	Tusker	System 3	85%
17	(4)	Indiana Jones	US Gold	80%
18	(-)	Shinobi	Virgin	80%
19	(-)	Altered Beast	Activision	73%
20	(-)	Mansell's GP	Alternative	71%

The re-release season is officially open, which means it's all change in the C64 chart this month. The Christmas classics also make an impact, but steady old Paperboy rides over them all to the top.

### PG'S TIPS

**SHUNT CAR RACER**: Just as good on the 64 as it is on the 16 bits - a major contribution to road unruly.

**MPH**: Great graphics make this arcade adventure something really special.  
**THALAMUS - THE HITS**: Compilations are gonna be big over Christmas, and this is the best one for the '94. Six stunning games for only 12.99.

**OUTSIDE BET**: **THE UNTOUCHABLES**: Excellent seven-part interpretation of the movie - a bit late in the day, though.

Half the games in last month's chart have been replaced by budget and re-release titles. Quite a surprise to see forty-centers Culf taking three top ten positions after months of obscurity.

### PG'S TIPS

**DOUBLE DRAGON 2: ON** translation of the cult arcade best 'em up around - bound to sell on its coin-op reputation.

**GHOULS 'N GHOSTS**: The cult arcade game comes to your favorite of 'em up in fine style.

**TURBO OUTRUN**: Conversion of Sega's updated racer looks set to repeat the success of its mega-crash predecessor in '87.

### OUTSIDE BET

**HARD DRIVEN**: Great conversion of Atari's arcade stunt car sim. Not as high-profile as Outrun, but deserves to do well.

## SPECTRUM TOP 20

1	(-)	Paperboy	Encore	83%
2	(1)	Batman	Ocean	92%
3	(2)	Crazy Cars	Hit Squad	80%
4	(-)	Mansell's GP	Alternative	75%
5	(-)	Short Circuit	Hit Squad	84%
6	(-)	Barbarian	Klax	82%
7	(10)	MIG 29	Code Meters	75%
8	(-)	GB Super League	Cult	77%
9	(-)	Soccer 7	Cult	75%
10	(-)	International Football	Cult	73%
11	(4)	T J Dizzy	Code Meters	75%
12	(-)	Top Gun	Hit Squad	83%
13	(-)	Ghosts 'n Goblins	Encore	88%
14	(7)	Robocop	Ocean	87%
15	(-)	Altered Beast	Activision	73%
16	(3)	Scooby Doo	Encore	75%
17	(5)	Enduro Racer	Hit Squad	84%
18	(17)	Batman 3D	Hit Squad	86%
19	(-)	Op Gunship	Code Meters	74%
20	(-)	Rampage	Encore	71%

### THE C+VG STAFF'S CURRENT GAME OBSESSIONS

**JULIAN RIGNALL**: GHOULS 'N GHOSTS (MEGADRIVE), STUN RUNNER (ARCADES), INDY ADVENTURE (PC), DORAEMON, EARTHSHAKER (PIN TABLE)  
**PAUL GLANCEY**: BALLOON FIGHT (NINTENDO), SUPER MARIO BROTHERS III (NINTENDO), DORAEMON (PC ENGINE), INTERPHASE (ST), CHAOS STRIKES BACK (ST)

**PAUL RAND**: SUPER MARIO BROTHERS III (NINTENDO), SIM CITY (AMIGA), SUPER MARIO BROTHERS III (AGAIN), HYPERFORCE (ST)

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# SPORTING TRIANGLES

BY GDS

Christmas games are always a year, and with it a horde of computer trivia games to keep the kids (and the gamers, really) amused after the turkey has been scoffed. The presents have become boring and the BBC's showing of *Only Fools and Horses* has finished.

*Sporting Triangles* is one such game. Based on the TV's quiz show hosted by smoggy, or silly, Rick Owen, the idea is to correctly answer your way through seven rounds of frustrating sports trivia. Each of the three players (computer players are added if there are less than three players) must first choose a specialised subject from the twelve available ranging from horse racing to ball sports. Should computer players be taking part in the quiz, the player is free to select the machine's level of intelligence from one of either

Perfect, Good or Average. The score located to the right of each question can also be passed here, and anything less between one second and whatever time is allowed.

*Sporting Triangles* is fast paced and, even though the questions themselves are obviously intended for sports fans only, the answer selection system gives lots of scope to cheat. I did - I still feel naughty. *Sporting Triangles* is a game which won't appeal to many people because of the subject matter, but if you're one of those types who watches every footy match, another tournament and athletics meeting on the telly, as well as some of the more obscure sports on Channel 4 late at night, rounds of trivia can be gleaned from this accurate quiz show too.

PAUL RAND



Computer throwing dice for GDS

### UPDATE

Old and 87 versions are also available, and both are as good as the other versions.

### SPEC

£9.99

As playable as the Amiga version, although loading time is a bit of a bugger. Graphics have transferred well, pixel-fall clues being easily recognizable. A playable sports trivia game but only recommended to ardent sports fans.

OVERALL 82%

### AMIGA £24.99

GRAPHICS 81%  
SOUND 84%  
VALUE 86%  
PLAYABILITY 85%

Slightly firmer for the series and of sport generally. If you are one of those fans, get your hands on *Sporting Triangles*, one of the most playable quiz games since *Trivial Pursuit*.

OVERALL 83%

### AMSTRAD £9.99

Mostly a good image of the Spectrum conversion, boasting all of the good points of the other two.

OVERALL 82%



▲ Lucky old GDS rolls a six.





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# SIM CITY



Working for a crumbling empire, out-dated code, and rusty budgets, if your city, how many times have you said "That one is done for a day and I'll make this work, they work?" Now, with *Sim City*, take the destiny of the world's greatest cities into your own hands. Design a new metropolis and growing city. Manage both urban and city finances in a dynamic real-time situation.

## SIM CITY



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Raise and collect taxes, balance your budget, manipulate property values. *Sim City* is also, it's loaded with innovation and detailed sound effects. Build roads, run airports, buy trucks, train, go. Build an airport, power by neighborhood, go super-fast, drive dinosaurs into space. Install nuclear power, storage facilities, emergency management and environmental.



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MAXIS

INFOGRAAMES



Three hundred years have passed since the Celgrym: when the gods arrived hoveled across the land of Kryin, their purpose to rid the land of all evil. They failed, and those mortals who lost everything in the onslaught turned to Takhisis, Queen of Darkness, for protection and revenge.

Reuniting the dragons which have laid dormant for centuries, the Queen and her army of Draconians sought to overthrow Kryin and the gods. With the news that the long-lost Disks of Mihakal have been found, Takhisis'



▲ "Not found you shortly! Now you're off!"

# D DRAGONS OF FLAME

only hope is to keep control of Wyrmslayer, the symbol of the gods, and diminish even more the belief in the immortals.

Standing between the Queen and total dominance of Kryin are the Companions of The Lance, a band of adventurers whose numbers include Goldmoon, first of a new breed of true clerics and keeper of the Disks Of Mihakal. Freed from captivity by the forest elves, they have been assigned the task of breaching the defenses of Takhisis' fortress, Pax Tharkas, freeing the princess Lilarand in whose possession lies Wyrmslayer, and liberating the slaves and captives in the castle. Doing so means revival of the gods and defeat of the Queen and her minions. You control the Companions in a sprawling computer RPG set across the land of Kryin, made up of mountains, forests, rolling grassland and, of course,

BY US GOLD/SSI

Pax Tharkas.

At the beginning of the adventure, the castle lies to the south, across a seemingly impassable mountainous area. Collecting the many helpful items along the way, you must find the characters able to enter you in "storming the battlements". As well as the many NPC's (Non-Player Characters), you encounter patrolling Draconian guards. When this occurs, the main Wilderness map screen switches to a horizontally-scrolling action view, in which all interaction, be it poking up objects, talking to characters or fighting monsters, takes place. At first you control the eight Companions of The Lance, each with their own strengths and weaknesses, with the option of adding to your band along the way. Some of your party are capable of producing magic using their energy-draining



## C+VG HIT!

but very powerful ancient artifacts, the array of available spells including fireballs, healing and even resurrection, should any of your characters die during combat. Once inside Pax Thurnas, the battle is on to find Laurana and Wymalayer and free the slaves. Caution is recommended however, as the fortress is a dangerous place with warriors, traps and two enormous red dragons waiting to meet you, greet you and eat you.

Although I have been generally impressed by the standard of all the Advanced Dungeons and Dragons games, *Dragons Of Flame* must rank as the best of the series - an action adventure in every sense of the phrase. The amount of powers which your characters possess is stunning, with a huge range of spells at the disposal of your mage-user and cleric, as well as a host of more powerful weapons, armour and magic items to help the more conventional fighters. The Wilderness map screen works well, allowing swift access through the land of Krynn, and the interaction screen is a marvellous idea, as well as being inhabited by



▲ "Claw on that, scaly-bottom!"



▲ A Dragon. Think it'll be friendly?

some charming graphics. Your characters, and the fiends (or foes) which they meet are all more than adequately detailed and animated, and it's also possible to use the graphically more impressive view as opposed to the flat, though still excellent map (although this is not re-

commended as it is very easy to get lost).

The amount of thought put into the design of *Dragons Of Flame* is apparent the moment you begin your quest, and it is a large, memory-hogging adventure, so regular use of the thoughtfully-included save option is advisable. Ultra-hard-line shoot 'em up fans may as well forget *Dragons Of Flame* and go and play the latest arcade blaster, but for everyone else who could do with a bit of a jolt to their gaming, as well as a first class look at how the computer RPG world is being, *Dragons Of Flame* is a game which you should seriously consider buying.

PAUL RAND

### UPDATE

Sadly, due to memory restrictions, no CGA, Spectrum or Amstrad conversions are planned.

AMIGA £24.99

GRAPHICS 77%  
SOUND 67%  
VALUE 88%  
PLAYABILITY 86%

The *Dragonance* saga continues in digital form with a top-class action-RPG, the emphasis being placed firmly on the action side of things. *Dragons Of Flame* is an extremely fine piece which offers many months of rewarding and highly enjoyable entertainment.

OVERALL 85%

PC £24.99

Again, only slight colour changes and the obvious drop in sound quality distinguish the PC game from the other 16-bit versions. Slaying RPG fun 'n' halts.

OVERALL 85%

ST £24.99

The only differences between this and the Amiga version are cosmetic, and even these are negligible. A computer RPG highly deserving of attention.

OVERALL 85%

# SAME



# "THE ULTIMATE DRIVING EXPERIENCE"

C & VG



## STUNT CAR RACER

"The tracks are superbly designed starting with a fairly straightforward but humpy oval and progressing to such delights complete with massive (8' I mean MASSIVE) jump & roller coaster track which has enough hills to turn the stomachs of the hardest drivers." - C & VG

"Quite simply Stunt Car is the best racing game you can see on a home computer - check it out." - C & VG

"Stunt Car is utterly brilliant and offers adrenaline pumping gut wrenching high speed action that will keep you engrossed for months - C & VG

"An action packed game that had us on the edge of our seats." - TGM

## RVF

The motor bike simulator of the Honda 750 RVF. Race on Clubman and world famous tracks.

"A near perfect blend of simulation & action" - ACE

"Amazing graphics" - CJ

"If this, as MicroProse maintain is the shape of the Arriga games to come then everybody should buy an Arriga now" - CJ



90% TGM

93% C & V



C+VG  
HIT!



A DIVISION OF MICROPROSE SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos., GL8 8DA.



# PICTIONARY



▲ A three minute pencil-pic is no picnic.

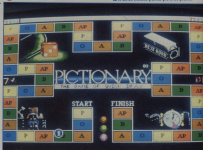
The original Pictionary is really just a souped-up version of a party game people have played for years, with nothing more elaborate than a pencil and a piece of paper. Yesterday the board-games lobby the computer game.

The basic idea is this: one member of a team of players (the picturist) is told to select a word from a word-card which they then have to draw on screen. If the rest of the team manages to guess what it is, they get to throw the dice and advance the team counter around the board. If they don't, you stay where you are, and serve you right for having no artistic skills. Between two and four teams can take part and whoever makes it to the finish first is the winner.

The drawing area works a bit like a mini graphics package with icons for drawing straight and curved lines, squares, circles and boxes, all arranged around the screen. If you want, you can even jazz up your basic drawing with colours, different patterns and broken lines. An extensive options menu lets you alter the time limit, re-name your teams and save pictures you're really proud of. Anyone worried about their pixel power can even practice drawing.

If after that you still can't draw to save your life, don't despair. An alternative game for up to four players lets you take turns guessing what masterpieces the computer has produced. If you're on your own, this is the only way to play a solo game.

Whether you'll want to be another thing, chess computerised board-games don't



match up to the playability of the original, and Pictionary, unfortunately, is no exception. For one thing, unless you're a real dandy hand with a graphics package, drawing on screen is more of a pain than a loan; you tend to end up drawing freestyle.

Worse than this though, is the ultimate freedom of playing a full game. It's just not enough fun to keep guessing what someone else has drawn or struggling to draw such abstract concepts as "parole" for more than a couple of games. It shouldn't be top of your Christmas pressie list this year, especially at the price.

GORDON HOUGHTON

### UPDATE

Pictionary is available now on the major three-bit formats, for £74.99 cassette and £13.99 disk.

### AMIGA £24.99

The game as the ST version in every respect, except the computer's slightly quicker to draw pictures and the music is more annoying. Buy the board game - it's much more fun.

### OVERALL 38%

ST	£24.99
GRAPHICS	41%
SOUND	15%
VALUE	30%
PLAYABILITY	36%

One, instantaneous sound effects and purely functional graphics presentation wouldn't matter if the game was addictive. It isn't, unless drawing pictures is your only aim in life.

### OVERALL 38%

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# BUDGET

## FIST II MASTRONIC

The legend continues! This time around, our ancient Oriental stum finds himself taking on the might of the evil Wizard and his henchmen. In this fast-way scrolling arcade adventure you'll beat 'em up, you must journey through a mystical land, acquiring the skills necessary to finish the devilish deeds of your foe.

The original producers of this sequen to the game which started the karate bender-gon rolling in the guise of Way Of The Exploding Fist took the logical step forward and introduced a cutout into the proceedings as well as hanging onto the tried, highly successful karate fighting format, introducing lots of never-before-seen baddies in the process. Although beat 'em up such as Fist, etc are rather stale these days, and despite the fact that Fist II is displaying more than a few laughier lines after three and

**SPEC £2.99**

The game is the same as the C64 version, and although the graphics are monochromatic they're better defined.

**OVERALL 85%**

**C64 £2.99**

Although showing its age, Fist II is an enjoyable beat 'em up containing weighty adventure overtones, sporting in a more satisfying challenge than its predecessor.

**OVERALL 81%**

a few years, the game is well worth the asking price, for totally different games merging slowly to form a challenging and enjoyable game.



## KELLY X 16-BLITZ

As Kelly X, you must make a lot of cash for yourself on a galactic low-road, blowing away tonnes of radioactive containers, as well as the rogue dumpers who stand on dispensing the stuff in your quadam.

Viewed in first person, perpective 3D, it's Masters why as you take on the 3D filled vector graphic fire balls, dodging debris and laser fire as you go. Although it's graphically above average, Kelly X lacks any long-term addictive qualities due to its inevitably repetitive gameplay.

**AMIGA £4.99**

A mediocre 3D shoot 'em up, lacking any lasting interest due to a mixture of poor presentation and tedious gameplay.

**OVERALL 41%**



## ROAD WARS 16-BLITZ

Now what could be a more pressurable experience than rolling your balls down a long playway? That's the object of Road

Wars. Mastertronic's re-release of the Melbourne House arcade conversion. One or two players take their metallic spheroids for the ride of their lives down a seemingly endless road, shooting at or avoiding the likes of landmines, energy walls, rogue



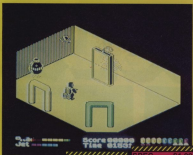


## CHAIN REACTION ENCORE

This budget re-release, originally from Cure!, has nothing whatsoever in common with the worst-selling Dana Ross disc of the same name. Well, perhaps it does. They're both dire.

Some Green Party member has gone and dumped eighteen radioactive canisters throughout a seven-story nuclear treatment plant, endangering the lives of all the staff who work there. Not very environmentally friendly, wouldn't you agree? What's more is you have 30 minutes in which to collect the canisters, make them safe and

Some Green Party member has gone and dumped eighteen radioactive canisters throughout a seven-story nuclear treatment plant, endangering the lives of all the staff who work there. Not very environmentally friendly, wouldn't you agree? What's more is you have 30 minutes in which to collect the canisters, make them safe and combat the robot security system which has, purely by chance, gone haywire.



Chain Reaction is a particularly awful piece of software. Farcical, chunky sprites, gaudy colour and a lack of anything to do other than collect the canisters results in a game best buried in concrete bunkers for the next 13,000 years.

<b>C64</b>	<b>£1.99</b>
A awful colour, ineffective 2D and dull gameplay make Chain Reaction one to miss.	
<b>OVERALL</b>	<b>32%</b>

<b>SPEC</b>	<b>£1.99</b>
Mainly monochrome, with just a hint of conservatively-placed colour. The game is still a pile of old waste matter, though.	
<b>OVERALL</b>	<b>38%</b>

satellites and, of course, the opening plays.

We thought Road then was rubbish when it was first released, and even at its now "giveaway" price lag the same feelings apply. The graphics look good, especially the digitised piano at the top of the playing area, but play itself reveals nothing more than completely pointless tedium.

<b>ST</b>	<b>£4.99</b>
If looks good, it sounds good, but it plays very badly indeed with the end result that the game lacks any addictive qualities whatsoever.	
<b>OVERALL</b>	<b>28%</b>

## DRUM STUDIO SMASH 16

Ever fancied yourself as a top drummer, but can't afford the hundreds of pounds which most decent drumkits cost? There is a cheaper solution, in the form of Drum Studio, released at £4.99 from Smash 16.

Twenty genius-sounding sounds are stored in the program, accessed by pressing the function keys. As only ten such keys are present, the sounds are held in two banks of ten, switchable by the press of a button. A recording facility is included to let you write your masterpiece and save it to disk, while pressing the space bar reveals a demo song to give you an idea of the capabilities of the utility.

Drum Studio can't be regarded as a serious help to the home musician. The sam-



pled sounds are a little scratchy and there is no option for inverse control (only keys are used). Still, at £4.99 budding Rock, Axlton and Waterman can't complain. It's a fun little package which should at least annoy the hell out of them and dead, and that's what drumming is all about, isn't it?

<b>AMIGA</b>	<b>£4.99</b>
Want to produce the next No. 1? It's doubtful you'll do it with Drum Studio, but you'll have a lot of fun trying!	
<b>OVERALL</b>	<b>66%</b>

# BUDGET

## LOST CAVES PLAYERS PREMIER

You're lost in a treacherous Underground Cave system and, seeing as the Thunderbirds are long starting in a game of their own, it looks as though you're going to have to find your own way out.

If you think that's easy, think again. Before the exit to each of the sixteen caves which, ten diamonds must be collected. And out to star you is a gang of ferocious guardsmen, laying for blood and not happy at you being there.

Lost Caves is a straightforward Boulderdash clone, nothing more, nothing less. Games such as this used to be deemed budget fodder but, with the much more playable Boulderdash I and II both available at the same price as this, you're better off going for the originals.



**AMSTRAD £2.99**

Sub-standard Boulderdash clone which lacks any improvements over earlier, better attempts at this game style.

**OVERALL 42%**

## JOE BLADE II SMASH 16

It's now 1955, the year which some would say began the end of the world - and it looks as though she could be right. Gangs of vicious hoodlums are terrorising the public, so Joe has been drafted in to sort 'em out.

Disposing of your prey requires a well-jump-kick to the face, ducking up the points bar (leaves left behind). Also found walking around are spies who are wired up to explosive devices. Tackling these spawns up one of the sub-games included, which consists of trying out a number of

**ST £4.99**

Perhaps too similar to the original, Joe Blade II nevertheless contains all the addictive qualities of the previous game with generally better graphics to boot.

**OVERALL 84%**

strange symbols into their correct order.

Joe Blade II is a lot of a let-down after the first game, play being a bit too similar to the original. That said, there are big graphical improvements this time around, with



sprites and backdrops looking almost like cartoons. If you enjoyed the Joe Blade and are looking for more of the same, get your hands on the look-alike. And everyone else, you get it too.

## JOE BLADE SMASH 16

Joe's been sent to infiltrate an enemy POW camp and retrieve the hostages held there. To do so, he must make use of everything he finds, be they keys, extra ammo for his single shot gun, food and even enemy uniforms to disguise himself with.

This horizontal shooter is as good now as it was when it was first released - its new 256K makes it a shoo-in.

**ST £4.99**

A enjoyable arcade collect 'em up well suited to this new budget range.

**OVERALL 90%**



**SCORE** ○○○○○○○○

**TIMER** 20.00

## SPEEDBOAT ASSASSIN 16-BLITZ

Take to the water in an ultra-powered speedboat and, with the assistance of an allied cargo shipper, regain control of four of the world's busiest ports. Every thirty seconds or so, the laptop attempts to dock with you, passing on more powerful weapons with successful docking. At the end of each level is an enormous tanker which, after many direct hits, explodes, allowing you to go on to the next harbour.

Pace Microsystems. They started the cruise for £4.99 budget 16-bit software yet they are the ones who are doing the most extraordinary stuff. Speedboat Assassin is, in the strict, and much, more, example of games. Much of the game can be completed

**ST £4.99**

A very well RoadBlaster-type game based on water. It looks colourful, but the 3D doesn't work very well and the gameplay is very poor indeed.

**OVERALL 33%**

By simply travelling along one straight line, but when it's time to dock with the helicopter there is a whirling great time in front of you, just waiting to blow you to kingdom come. Graphics are awful, the boat looks ready to take off when you open the throttle - and objects look like they're going backwards when you're at top speed. Speedboat Assassin is an extremely poor example of a RoadBlaster/Live And Let Die type game which isn't even worth its minuscule price tag.



## THANATOS ENCORE

Thanatos is a hefty green dragon who takes nothing more than rescuing damsels in distress and beating white armies along the way. And what's best? For, he crosses the land in a fair stealer in need of assistance, and there's a whole legion of soldiers guarding her.

Using large dragon sprites throughout the game, Thanatos is impressive. The joystick is impressive, but only the white stick item, but they're animated well enough. Play itself is rather

simple, but if you fancy the idea of taking on the guise of a mythological creature, battling against the odds on a mission of mercy, you could do worse than shell out a couple of quid for this.

**SPEC £1.99**

The huge dragon sprite somewhat overshadows the quite repetitive shooting action, which will appear to melt for a week or so.

**OVERALL 69%**

**AMSTRAD £2.99**

Again, slower than Speedy Thanatos, but the same rapid 'lock' the Spectator's nightmare.

**OVERALL 67%**

**C64 £1.99**

Apart from slower speed of play, the game is exactly the same as the Spectrum version, and similar comments apply.

**OVERALL 68%**

## HARRIER ATTACK ENCORE

This is more than slightly past its sell-by date, isn't it? Well over five years ago, Harrier Attack found its way. Spectrum screens across the nation and that with howls of adulation. As pilot of a Harrier jump jet, the player must run the gauntlet of a barrage of enemy gunfire from land, sea and air, in search the friendly ground carrier on the other side of the country.

**C64 £2.99**

A complete and utter pile of losh. Horrible, garish colours, juddery scrolling and ghastly gameplay combine to produce a game guaranteed to leave both you and your C64 feeling very ill indeed.

**OVERALL 15%**

What made Harrier Attack so successful in its day was its deceptively simple game-

**SPEC £2.99**

This crumbly old title has aged badly. Its simplistic gameplay, utterly dire graphics and appalling sound effects make it one to avoid at all costs.

**OVERALL 26%**

play, plus the fact that there weren't that many games around at the time. Fortunately, time waits for no tin of peas, and looking at the



game is 1989 it's very disappointing. Awful, juddery scrolling, 160% user-defined graphics, dinky sound effects and lousy playability may have been acceptable back in the early eighties, but now? Take it easy, please.

# 1 BATMAN

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# IG

# 2

## Strider from US Gold

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Get through all this and return to Moscow to face the Grand Master of the Red Army.

Wouldn't you wish the other game you got with plenty of action and nothing around any means going to make this!

**Amiga Format**



### Strider

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# GET ONE FREE!

# 4

## Turbo Out Run from US Gold

Get ready to put your foot to the metal pedal to the floor, because Out Run is back!

The game takes you on a 4 stage wild action scenario. Doing a Power Fall you'll battle bumper to bumper with good guys and bad guys, 3D cars, Pinballs, Bomb engines and like girlfriends. Different scenes will take you through congested city streets, over snow and icy mountain peaks and across sun-baked deserts.

Drive the time and experience and get the manual or audio guide for information.

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# IT CAME FROM THE

BY MIRROR-SOFT/CINEMAWARE

Everyone's flocking to the usually quiet (if a desert town of Lizard Breath, California, a meteor has landed nearby and some of America's most renowned and respected geologists have congregated in the hope of discovering its extra-terrestrial secrets.

Greg Bradley is one of those docs. He's not unknown to the townsfolk: in fact, his girlfriend Dusty works for the local radio station, KIBUG. He too came here to look at the rocks, but as word stories began spreading throughout the area, they started with the local drunk babbling on about "ants the size of danged houses" which he claimed to have spotted near the site where the meteor crashed. Doubt turned into dismay, however, when one of Greg's workers brought him a glowing rock, which, when tested, revealed heavy radio activity levels. Reports poured in of

▼ The pub, dental office and grocery store.



# THE DESERT



badly mutilated cattle and unusual tracks in the soil, as well as ever-increasing sightings of giant insects. The community is worried, worse still, they're relying on Greg to rid their town of the star-legged termites!

If *Come From The Desert* is the fifth Interactive Movie from Cinemaware, and certainly traces the theme of classic films with an interpretation of the big bug genre of low-budget productions, the most feature of all being *Them!*

▼ Reversing in the family epid. casualty ward.



The first problem for Bradley is to get the doubting mayor to actually believe the rumors of the enormous insect infests by collecting four pieces of conclusive evidence in the form of rock samples, tape recordings, creature fluids and body parts. Once the existence of the ants has been established, the task of discovering the whereabouts of the queen ant, which is spawning out children at a lightning rate, must be tackled. By listening to local gossip (some of which is surefire, some of which is plain lies), interrogating townfolk who claim to have come face-to-face with

The player is cast as Dr. Bradley, whose unenviable job it is to rid Leonard Beach of the threat posed by the giant ants. As with the other titles in the series, *Come From The Desert* relies on a balanced mixture of strategy and arcade play to convey the events. The battle begins on June 1st, with only two weeks to go before the ants multiply at such a rate that they overrun the town and rampage across the entire US of A.

4 The old timer suggests a view approach - from the air!

the creatures and studying attack sites, an idea as to the location of the queen's nest can be formed, allowing Bradley to make his bid and save Leonard Beach.

In the meantime, the warlike ants attack the town - you must combat them using the resources made available to you by the mayor, and he is convinced of the peril. The army, police force and townsfolk are at your disposal, groups of which can be deployed to areas of insect infestation. As well as humans, tanks and planes are available to assist in ant annihilation. And if you think that there's quite enough to attend to already, Bradley must also contend with the panic-stricken inhabitants of Leonard Beach, who aren't immune to a spot of knife-fighting and dangerous driving.

In the past, each Cinemaware game has been more memorable than the last (with the possible exception of *SD&L*), and *Come From The Desert* keeps with the tradition. Storing on three disks, and requiring at least a mega-byte of memory, it's a large, very involved computer movie that's packed with the sort of aesthetic excellence which makes Cinemaware's titles stand out from the pack. Beginning with a sampled vocal introduction lasting around twenty seconds, the game bridges the gap between arcade action and strategic planning more successfully than any of its predecessors, requiring hard detective work and military-style battle planning, not to

mention a mean joystick aim when you stumble across one of the half-dozen or so action scenes. It's tough and challenging, and it's certainly taking plenty of time before you manage to defeat the army of gi-ants!

*Come From The Desert* is one of the best games yet seen on the Amiga. If you haven't got a 1-meg upgrade for your machine, here's a perfect excuse to go out and buy one. If you have, don't miss this under any circumstances.

PAUL RAND

## UPDATE

Helping by the new edition to convert previous Cinemaware titles to other machines, if *Come From The Desert* looks unlikely to appear on the SF and CD before this time next year, if at all. A PC version should be with us sometime in the near/far future, though.

AMIGA £29.99

GRAPHICS	95%
SOUND	93%
VALUE	91%
PLAYABILITY	94%

Superb graphics, sound and gameplay are all part and parcel of this stunning Cinemaware masterpiece. Don't miss it.

OVERALL 95%



Don't lose over at restaurant - you're likely to lose your dinner. Use your size gloves.

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Do you already own a computer?  
 Yes, which one? \_\_\_\_\_  
 No



▲ **Resound Karaphot!**

the game by every possible route should stretch the game's lifespan a bit.

With each new level you get a new set of scenery graphics to scroll over, but

gums, a droid which flies in front or behind, and two "out-riker" cannons which can be powered up into mighty laser beams, a bit like the ones in *Razon II*. A fully beweaponed

ship is quite a spectacular sight and it can torch more aliens than I've had hot dinners this week, though it's by no means invincible.

The graphics throughout the game are nothing short of superb (especially those sub-aquatic boss aliens, which really are out of this world). Big, metallic spaceships and colourful backdrops pack out the screen. BUT (and this is a very big "but") while the sprites are large, the playing area is comparatively minute, which means dodging bullets and missiles AND keeping off the scenery is *Bloomin' difficult*, not to mention being just a wee bit aggravating.

*Darius Plus* isn't a bad game, by any standards though. In fact it's pretty addictive stuff, but, myself, I continued playing more to see the graphics than to relish the destructive delights of the gameplay. And that's not quite the way it should be, I think.

PAUL GLANCEY

# DARIUS

BY THE  
EDGE

**T**his three-screen-of-constant-cash-up was never a big hit in the arcades, partly because not many arcade owners could afford such a gigantic cabinet, but mainly because it just wasn't anything special in sideways-scrolling shoot-'em-up terms.

Luckily for The Edge, the Amiga blaster market is rather less competitive than the coin-up blaster market, so anything with pretty graphics, noisy sound effects and a madhouse of gameplay is bound to do well. And that's about where *Darius Plus* fits into the universal scheme of things.

Basically it's one of those mega-space shoot-'em-ups, with mega weapons making for mega kill factor. Your mission of no-mercy starts in sector one of 28. The sectors fan out and as you complete one you get a choice of two to tackle next, so completing



the alien hordes stay more or less the same in their appearance and attack patterns. Taking them out makes very heavy demands on the old fire button finger, but you can tilt your ship out with a powerful array of extra weapons.

By flying into spiky lasers, you can build up four weapon systems - the ship's main

### UPDATE

BT and a bit version should be on the shelves very soon. The BT version is going to look surprisingly similar to its Amiga counterpart, but of the Spectrum and Commodore versions, we know nothing.

## PLUS

AMIGA £19.99

GRAPHICS 90%

SOUND 84%

VALUE 70%

PLAYABILITY 70%

Better to look at than to play, but *Darius Plus* has enough action for experienced blasters to get their teeth into.

OVERALL 79%

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# GOLDEN JOYSTICKS

Which games do you think are the best this year? Here's your chance to tell us as we take votes for the Golden Joystick awards, the computer games equivalent of the Oscars. Just look at the different categories and choose YOUR favourite games of this year. Please make sure your nominations reach us by Jan 15th, as after that day we'll be compiling all the awards which will be published in the April edition of C+VG.

As a special bonus, the first form pulled out of the mailbag after the 15th will win its sender a software goodie bag worth over 100 and a C+VG t-shirt! So get your thinking caps on and send your form to: GOLDEN JOYSTICKS, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

**BEST COIN-OP CONVERSION**

.....  
**BEST NON-COIN-OP LICENCE (FILM, TV, CHARACTER, etc)**

.....  
**BEST SIMULATION**

.....  
**BEST ORIGINAL GAME**

.....  
**PROGRAMMER OF THE YEAR**

.....  
**SOFTWARE HOUSE OF THE YEAR**

.....  
**GAME OF THE YEAR**

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Reviews by Julian Rignall  
Editor of C & VG.

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A. "Goodness... Start yer engines!"



B. A comparison with a better pack. The car in a light spot.



C. Winning past the grandstand at 200 mph.

Since just after the turn of the century, drivers have raced the oval track in the Indianapolis 500, a motor race (so called because it's staged on Indianapolis Motor Speedway Track) and for it's 500 miles long. Now the simulation gives you license to drive the Indy, and without even the risk of getting all on your knuckles.

Unfortunately, any road racer which takes itself so seriously that it bills itself as a "simulation" is one of those games with a mouse-operated wind tunnel, an air-driven pit crew, and all the speed and thrills of a 70-Mph "Mr. Chuggalug" pedal car. Indianapolis 500 has those sorts of options too, but the difference is that they complement the fastest, most exhilarating and most realistic driving action I have EVER seen outside of an actual race.

You start your practice or qualifying lap in the pits, where you're given the option to linear with anything from the composition of the rubber on your tires to the rigidity of the roll bars. All the customizing features have some effect on your car's performance, and hence your driving style—it's up to you to experiment until you've got the optimum settings then save them to disk for future use.

If, like me, you're after thrills first and a physics les-

son afterwards you'll more than likely roll straight out onto the track. I was a little surprised to find that there's no provision to let you use a mouse to steer, but fortunately the response from a joystick or the keypad is perfectly adequate. I found it best to use the cursor keys, as it's easier to reach the keys activating the turbo boost and cruise controls. Gear change is automatic, but you can go into reverse by holding down the deactivate key.

Indianapolis 500's most outstanding feature is undoubtedly the astounding 3D graphics what you're treated to as you scorch around the oval. The level of detail can be set to suit the capabilities of your PC, but playing the game on a 10 MHz VGA machine graphics slowed me to a crawl at the speed and smoothness with which trees, farmers, buildings, signs and even a huge grandstand can actually see its supporting beams! I want the cockpit. I mean, you may have thought the graphics on the ST version of Hard Drive! and Gumb Car Racer were good... I thought they were good, but this is an entirely different plane of existence!

The other vehicles are superb, solid-looking models of Indy cars are so realistic that when you crash into one,

## BY ELECTRONIC ARTS





bits of bodywork fly off and scatter on the track if you do crash, you don't just disappear or suddenly stop as in other race games. In fact, you actually spin off, and you can keep spinning until you either lose momentum or regain control of the car by steering into the skid.

One of the most fun features of Indy is the ability to stop the action at any point and replay the last 30 seconds, viewed from various positions above and around the track, and from inside or behind your car. The practical use of this is of course to help you study the best line to take through a corner, or how a certain adjustment to the car affects the way you drive. However, I found it was great fun to dive into other cars at full tilt, then watch the resulting smash from an angle! The realism of the graphics make it look like those snippets of "Motor Racing Disasters We've Enjoyed This Season" that Murray Walker reads to embolden viewers to every race in a while.

Not only does Indianapolis 500 look good, it plays good, too. The other cars drive very competently even if a beginner's race, so getting to the front of the pack, and indeed, just getting a decent lap time is down to lots of practice and hours of customising. But

every hundredth of a second is worth it. Now back to Detroit in the studio.

PAUL GLANCEY

## UPDATE

There are no firm plans for other versions as yet, but there's bound to be one hell of a demand for other 16-bit versions, as Electronic Arts say, "Consider them un-aided".

PC £24.99

GRAPHICS	98%
SOUND	74%
VALUE	96%
PLAYABILITY	96%

The best race game you'll see outside of an arcade. If you haven't got a PC, consider buying one. If you have, get your hands on this at all costs.

OVERALL 96%

# C+VG HIT!



A. Whizz! The Pease-Chevrolet zooms past.



A. Arrrrrr! A computer crashes into the North-Copsey!



A. Duper! A three-car pileup just outside the pit lane!





BY OCEAN

# OP



# THUNDERBOLT

Last year Ocean's conversion of Operation Wolf took the Christmas Charts by storm, and this year the sequel, Operation Thunderbolt, looks set to do the same.

Based on the Turbo comp-op in which features a pair of soldiers (referred to) in machine pistols, Operation Thunderbolt casts the players as two soldiers of fortune who are on a six-level mission to rescue hostages from a hijacked plane, which has been forced to land deep behind enemy lines.

The action starts with 3D level in which you run down a road, picking off hordes of foot-soldiers and helicopters with your on-screen cursor before they have a chance to open fire and wreck down your energy bar. Careful shooting is the key here since you have limited amounts of ammunition.

If things get too hot you can always give yourself a little breathing room by letting rip with a flamethrower, which clears the area for a couple of seconds.

As you progress through the level, extra weapons can be picked up by shooting boxes and items on the ground - these include rapid fire, laser sights and extra rockets, energy and life regenerators.

Real is an Operation Wolf-style horizontally scrolling level in which your mode soldiers and vehicles are present to give you extra firepower.

Subsequent levels switch between 3D and horizontally



▶ A perilous line of death.

scrolling, depicting a hazardous trip through the jungle, a ride over water in a speedboat, a hazardous dash across the enemy airport and finally the storming of the plane itself. This is easy to play, with passageway running everywhere - shoot them and you lose energy - and bodies leaping out from all angles. Get to the end of the plane and shoot the hijackers and you complete the mission.

Although some might say that Operation Thunderbolt is less fun than the impressive range of past versions are the current. The gameplay is action-packed with loads of things to blast - I've never seen so many up-sets on screen as often it's a very tough mission, and takes a lot of practice before you can even get past the first level without using the continue op-

tion if you're playing solo - having a friend handy is advisable.

Novices might find Operation Thunderbolt too tough, but if you're a fan of Operation Wolf style games and are after a challenge, try this out.

JULIAN RIGNALL

## UPDATE

We've seen stamps of the 16-bit conversions of Op Thunderbolt and despite some slightly jerky sprites, all the action of the original is in there, and the ability to use the mouse makes the game more than playable than the 8-bit games. Watch out for it!

▶ Take out the chappies

## AMSTRAD £9.90

GRAPHICS	88%
SOUND	81%
VALUE	78%
PLAYABILITY	83%

Key tough, but highly addictive. Definitely one of the top Amstrad arcade conversions around at the moment.

## OVERALL 80%

## SPEC £8.99

A great conversion with more firepower on screen than ever before. Get down to the software store and check it out. Double quest!

## OVERALL 80%

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MASTERS OF STRATEGY



# NYEEEAGH! SLASH!

## WIN VIRGIN'S GHETTO BLASTER AND BE A NINJA WARRIOR WITH STREET CRED

Cast your minds back... Backback... In test cases, which revealed a choice of Virgin Mastertronic's latest Turbo colour-SD conversions, Ninja Warriors. To say we thought it was hot would be a bit of an understatement, really, as the ST and Amiga versions came out of the reviewing chamber with a C+VG HTI each - 89% and 88% respectively.

Now then, to celebrate the launch of Ninja Warriors, these mad-dog cybernauts at Virgin have somehow got

hold of the Ninja Warriors arcade music on compact disc, and they want to give away these exclusive items to one C+VG reader. \*Only one CD! Surely the Brixton Boys can do better than that? Are fear you shirk. Well, actually, they're quite a bit more generous than that, and just so the winter can listen to those grooving sounds whenever they go, Virgin are throwing in a top quality ghetto blaster with built-in radio, cassette deck AND a compact disc player! For what?

As well as all this ("What? There's MORE?!" - astonished reader) Virgin are going to give away copies of the game to fifteen runners-up, is there no bottom to their generosity?



### HOW TO WIN

Dead easy really. Check out the questions below, and rub your forehead vigorously until the answers occur to you. Then, quickly find a biro and a postcard (or sealed-down envelope) and write your answers down. Stick on a stamp and send it to this address: THE "BANG! TM SOUND FOR A SLASH" COMPO, COMPUTER AND VIDEO QUACK, FRECKY COURT, 38-40 FARRINGTON LANE, LON. DCR, EC1R 3AG. Get your entries in by January 31st or we'll send someone around to slit your gizards.

### QUESTION TIME

- 1: What colour clothing are Ninjas usually caught wearing?
- 2: Name three other home computer games in which Ninjas take a starring role?
- 3: What's the proper "Oriental" name of those star-shaped weapons that Ninjas like to keep about their person and lob at nasty people?

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ANOTHER RAINBIRD CLASSIC



SCREEN SHOTS ARE REAL.



MASTERS OF STRATEGY



# UGH

**GRAPHICS** 84%  
**SOUND** 85%  
**VALUE** 82%  
**PLAYABILITY** 87%

**OVERALL** 86%

**C**heerily chegg-  
 here's a game that's a  
 little different. Rather than  
 taking you in the starring  
 role as a big muscle-bound  
 hero, or as the space pilot,  
 Q\*bert puts you in control of  
 a gorilla whose job it is to  
 swing his way along a low-  
 zonerily scrolling land-  
 scape, bashing and  
 dooging as many badies  
 as possible.

There are plenty of  
 power-ups to collect as you  
 swing through the trees,  
 and all sorts of weird and  
 wonderful jungle creatures  
 to thump into oblivion. The  
 going is tough, but it's  
 great fun and is very addic-  
 tive to boot. Make sure  
 you've got a pocketful of  
 coins before you start  
 playing.





# CAL 50

**B**lasting fabulous graphics and gameplay, Cal 50 is a superb vertically scrolling shoot 'em up which plays similarly to Ikarus Warriors, but is miles better.

It's a game of mayhem and destruction as one or two players guide commandos deep into enemy territory with the sole objective of causing as much grief to the enemy as possible by blasting them with a wide variety of machine guns, rockets and missile launchers.

There are loads of enemy soldiers, gun em-

<b>GRAPHICS</b>	89%
<b>SOUND</b>	87%
<b>VALUE</b>	81%
<b>PLAYABILITY</b>	88%

**OVERALL 87%**

placements and vehicles to blow up, and there are the obligatory giant end-of-level vehicles to overcome.

Anyone who enjoys a good shoot 'em up should love this - check it out as soon as possible...





## WORLD CUP '89

Tennis's latest is a really neat football game which combines excellent graphics and great gameplay to produce one of the best arcade football games yet seen.

It's a tricky game to play, with a multitude of different shots available to the player, but since you can string together moves that make Brazil look like Fourstars Flowers on a bad day!

The computer teams are tough, and it can get frustrating trying to break down the opponent's defenses - and the computer has an annoying tendency to score late winning goals! But that's football. Drive, if you're after a challenging soccer game, don't miss this.

GRAPHICS	82%
SOUND	78%
VALUE	81%
PLAYABILITY	85%
<b>OVERALL</b>	<b>83%</b>

## WORLD MASTERS



**W**orld Masters is a real golf game from Sega, and it's terrific! Just all you've got to

do with it is preview the hole, then if it's all to the left with a behind the player view to make the shot. To

judge the power of the shot you have a spring loaded trigger which you pull back and release. The more you pull back, the further the shot.

Timing is important, however. There's a meter on the screen with a pointer that goes up and down while you're making the shot. Anyway while it's in the middle of the meter and your shot goes straight on at least as to right as the shot shows. Left or right sets the ball veering accordingly. Putting is similar, only you have to take into account the slope of the green.

World Masters is really the best golf game around at the moment. The slick graphics and the ease-of-use of play make it a real fun sports game everywhere - and look out for it when it hits the Magazine.

GRAPHICS	88%
SOUND	81%
VALUE	80%
PLAYABILITY	87%

**OVERALL 85%**







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you as soon as you get the hang of it and soon becomes frighteningly addictive.

Options for two players to play against or co-operate with each other add extra appeal, and the end result is a puzzle/shooting game which you just can't stop sticking coins into. Play it at your peril.

GRAPHICS	68%
SOUND	57%
VALUE	88%
PLAYABILITY	97%
<b>OVERALL</b>	<b>92%</b>

# PANG



PLAYER-1

# BLOCK HOLE

Imagine a cross between Progressive Breakout, Space Invaders and Tetris. Now you have some idea of what Block Hole is about.

You control a space ship that moves horizontally along the bottom of the screen, firing bricks. Down from the top of the screen, step by step, come waves of irregular shapes. What you have to do is make these shapes into rectangles and squares by firing bricks at 'em. When this happens, the whole shape disappears. However, if you don't manage to do it in time and any part of the shape touches the bottom of the screen, you lose a life.

It sounds a bit dull, but rest assured that it grips





A cute and silly little game just hitting the arcades at the moment is Pang, a strange sort of shoot 'em up.

The player controls Pang, a little chap who can run left and right across the bottom of the screen and shoot upwards. Around the screen bounce a host of big balls. Shoot them and the break in half, creating smaller balls. Shoot the halves and they break into two smaller balls, which can be shot and destroyed. Since touching a ball results in the loss of a life, the action is pretty hectic, with Pang running about like a maniac dodging a myriad of spheres.

Fortunately there are plenty of extra weapons to pick up, but they don't stop the game being very intense. The going is tough, but if you're prepared to stick with it, there are plenty of rewards to be had. Give it a go.

GRAPHICS	78%
SOUND	77%
VALUE	72%
PLAYABILITY	79%
<b>OVERALL</b>	<b>78%</b>



## ► ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, the place where all of Britain's coin-op records top are displayed. If you're a record breaker, why not get famous by sending in your scores to: **ARCADE HIGHSCORES, C-VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Our panel of experts will look at your scores, and if they're judged to be genuine, they'll be included in the table. One of a couple of scores questioned by The Panel this month is a claim of 937,790,000 on Robotron, sent in by Chris Ford of Lancing. You'd have to play the game for more than six days solid to achieve this - or perhaps there's a cheat? Another, 94,171,190 on Ghosts 'n' Ghosts, sounds dodgy - how on Earth did you get that, Duncan George of Teyford? Another cheat? Perhaps both of you would like to write in and explain how you got these scores? If not, prepare to face the wrath of The Panel...

**1942**  
12,150,000 Colin McWhirter (CAMC), Ballymena, N Ireland  
**AFTERBURNER**  
2,955,000 John Stawek, Erith, Kent  
**AQUA SYMPHONY**  
68,012 S Colin McWhirter, Ballymena, N Ireland  
**ARCADE**  
1,476,760 Stewart Bell, Macclesfield, Cheshire  
**ARCADE**  
203,500 Martin Deem, Portsmouth  
**ATOMIC ROCKET**  
74,101,420 Stephen Brown, Lancing  
**BATTLE RANGERS**  
18,880 Wilson Lau, King's Lynn, Norfolk  
**BLASTERBOMB**  
3,339,740 GDD, Portsmouth  
**BOOMBLACK**  
68,670,808 Gary Harrod, Poole  
**CAROL**  
4,335,000 John Stawek, Erith, Kent  
**CHASE HQ**  
11,788,000 John Stawek, Erith, Kent  
**CHILDREN**  
345,700 Martin Deem, Portsmouth  
**CRASHFIGHTERS**  
329, James Alan, London  
**DANGER**  
4,263,680 Keith Bradley, Beckenham, Kent  
**DEMON WORLD**  
1,307,200 Martin Deem, Portsmouth  
**DOUBLE DRAGON**  
899,000 Colin McWhirter, Ballymena, N Ireland  
**DOUBLE DRAGON II**  
885,800 John Stawek, Erith, Kent  
**DRAGON BREED**  
817,833 Simon Rowan, London  
**DRAGON SPIRIT**  
885,850 James Mome (JAM), Weston-Super-Mare  
**DYNASTY WARS**  
1,337,660 Gary Harrod, Poole

**DYNASTY WARS**  
864,100 Peter Amer, Clewton, Avon  
**FINAL BOSS**  
505,910 Alan Ware, Shenfield Essex  
**FLYING SAUCER**  
11,847,800 Tim Walker, Brighton  
**FLYING SAUCER**  
3,398,000 Gary Harrod, Poole  
**FORGOTTEN WORLDS**  
5,007,880 Gary Harrod (GHD), Portsmouth  
**GRAND BB**  
1,878,870 Chris Ford (CAF), Lancing, W Sussex  
**GULLAVY FORCE**  
3,275,860 Alan Ware, Shenfield Essex  
**GAUL WARS**  
78,000 Anthony Shilton (ASL), Tynes, Essex  
**GENIE WINGS**  
1,106,840 Martin Deem, Portsmouth  
**GOBLINS 'N' GOBLINS**  
1,974,700 Simon Linnick, N Ireland  
**GRAND W**  
74,100 Alan Ware, Shenfield Essex  
**GULDMAN ARE**  
793 G Gary Harrod, Poole  
**H&H-108**  
88,658,320 Martin Deem (MD), Portsmouth  
**HAUNTED CASTLE**  
388,320 Gavin Davis, Swansea  
**HELL FIRE**  
207,000 Julian Pignat (JLP), Southampton  
**HOT CHASE**  
370,040 Alan Ware (AWA), Shenfield  
**HELL WARRIORS**  
1,333,380 Martin Deem, Portsmouth  
**KING OF BEERS**  
187,000 Michael Pearson (MP), Leamington, Warwickshire  
**LEGION HERO TOMA**  
208,000 Chris Ford, Lancing  
**MARBLE MACHINES**  
208,340 Martin Deem, Portsmouth  
**MAN EVENT**  
5,480,880 Tim Walker, Brighton

**MAR**  
3,000,000 Robin Levy (RLV), Essex  
**MARSH**  
1,076,400 Martin Wynne, Canterbury, Kent  
**NEW DEADEND STORY**  
3,000,000 Martin Deem, Portsmouth  
**HELL WARRIORS**  
258,100 TCD, Ballymena, Antrim  
**OPERATION THUNDERBOLT**  
388,300 P O Porter (POP), Lancing  
**OPERATION WOLF**  
1,981,100 Neil Kelly, Lancing, W Sussex  
**OSGYPH**  
471,640 Alan Ware, Shenfield Essex  
**OUTRAN**  
58,000,110 Peter Amer, Clewton, Avon  
**OUTRAN TURBO**  
32,000,000 Anthony Shilton (ASL), Tynes, Essex  
**PAIGLAND**  
4,898,870 Martin Deem, Portsmouth  
**PARADISE**  
1,475,890 Chris Ford, Lancing, W Sussex  
**POP**  
283,700 Colin McWhirter, Ballymena, N Ireland  
**POWER DRIFT**  
5,798,820 Morris Wilson (MW), Lancing  
**PRISONERS ISLE**  
1,805,800 Gary Harrod (GHD), Portsmouth  
**QUEST**  
8,878,700 James Washburn, Essex  
**REPTIL EGGS**  
1,881,800 Colin McWhirter, Ballymena, N Ireland  
**METAL X**  
884,950 James Mome (JAM), Weston-Super-Mare  
**RAINBOW ISLANDS**  
401,300 Michael Pearson (MP), Essex, Gloucestershire  
**RAINBLASTERS**  
1,200,000 Stu, Matten Woodley, Essex  
**ROBOCOP**  
4,811,400 Tim Walker, Brighton  
**ROCK 'N' RAGE**  
899,800 J Stevens, Cranford, Essex  
**SMART DRAGON**  
286,370 Colin McWhirter, Ballymena, N Ireland  
**SECRET AGENT**  
876,320 Adam Davidson, Manchester  
**SHADOW WARRIORS**  
203,800 Gary Harrod, Poole, Dorset  
**SHAG LEP'S ROAD**  
11,826,000 Fico Pavesi, Manchester  
**SHOGUN**  
504,060 Jeff Pignat (JLP), Devon, Devon  
**SHOGUN**  
1,817,660 Jeff Pignat (JLP), Clewton, Avon  
**SHOGUN**  
2,446,000 Robin Forsberg, Scotland, Scotland  
**SHOGUN**  
1,817,660 Gary Harrod, Poole  
**SHOGUN**  
2,378,780 Gary Harrod (GHD), Portsmouth  
**SPLATTERHOUSE**

408,000 Adrian Smart (AA), Hereford  
**STRIDER**  
21,400 James Clark, Dabney, Essex  
**SUPER CONTRA**  
1,888,000 Gavin Davis, Swansea  
**SUPER RANG-ON**  
853,700,814,870 Martin Deem, Portsmouth  
**JUSTI**  
28,911,000 Martin Deem, Portsmouth  
**JUSTI**  
884,81,300,000 Martin Deem, Portsmouth  
**JUSTI**  
24,058,000 Martin Deem, Portsmouth  
**SUPERSAM**  
2,170,780 Gary Harrod, Poole, Dorset  
**TERRA FORCE**  
507,700 Shaun Osborne (SO), Kent  
**TETRIX**  
178,908 Jeff Pignat (JLP), Devon, Devon  
**TIGER ROAD**  
1,740,000 Fico Pavesi, Manchester  
**THUNDERBOLT**  
8,804,700 Craig Pavesi, Faversham, Kent  
**TOCROW**  
14,820,440 Martin Deem, Portsmouth  
**TRILIXION**  
1,880,800 Gary Harrod, Poole, Dorset  
**TWIN COBRA**  
2,517,860 Martin Deem, Portsmouth  
**UNWARRIORS**  
1,333,810 Gary Harrod, Poole  
**WARRIORS**  
881,400 James Mome (JAM), Weston-Super-Mare  
**WARRIORS FIGHT**  
218,500 James Mome (JAM), Weston-Super-Mare  
**VULCAN VENTURE**  
848,600 Colin McWhirter, Ballymena, N Ireland  
**WARRIORS II**  
1,880,270 Paul Stokes (PS), Devon  
**WARRIORS III**  
487,700 Adrian Smart, Chappell-à-Fort, Cheshire  
**WELLY**  
1,400,800 Gary Harrod, Poole  
**WINDING ROAD**  
2,08,007 Julian Pignat, Southampton



# THEY'RE BACK...



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# ADVENTURE

Why oh why do these so-called adventurers keep getting stuck? Who knows? Well, here's Keith Campbell - he's got all the answers to your problems, and has all the latest adventuring news.

**N**obody has ever written with a single clue for *Intelligence*. Could this be because these games are custom-made enough to have purchased a very game up ago through their books and reviews at the local game? At Robert Marston's *Clangor* is relatively building up, and can't get over the electrical fence without getting tired. "There is a book which accompanies the game and it's supposed to help you, although that is debatable," he writes. "In it, he lists simply metamorphoses into a bird and flies over the fence, but no matter what I type I can't get him to change." Hmm... who could it?

Tormod Uggstad of Nansen in Norway has a whole bunch of trivia questions. In Manhattan - San Francisco how can he get into the Private Club, and what should he do in the shop? Tormod is also having trouble with King's Quest I. He can't get into the well with a bucket of water, and he doesn't know what to do in Calama. In Gold Road, he can't find Jack.

Now here's an obscure oddie that I'd not heard of until Paul Brown wrote from Cardiff, lamenting the fact that he's stuck on the planet Tankoo with two young women. The two women concerned are not so much stuck up there on the planet with Paul, as stuck in the game too! The adventure is *Quest For Eternity*, released by Argus Press Software in 1984. When Paul passes the switch, he's told something happened, but he doesn't know what! Can anyone out there help?

Is there a Module A in

Manhattan New York? Colin Divilly of *SBMag* has listed Modules F and G, and remarks that there must be a Module A, although he can't find it. And what is he supposed to do with the statue in Trinity Church that he had slay?

Adventure's not that long from one version to the other, and quite a headache for an adventure player! It seems that *Marvellous Mance* is one of these, the Martin Nixon comment was a clue pointed in the October issue. Put the ring in the hole on top of the Madwoman's orb, and here it. "The problem is that on my Amiga game there is no hole in the orb anywhere," complains Sharon. So how do Amiga owners get round this one? And how can Sharon get into Julia's room, and where is Len's room?

Knightsman is baffling Chris Wells, who cannot get past the second room. Who can help him?

Sandra van Tongeren of Haren in The Netherlands, has a game she's considering tentatively with a magnet, or even possibly taking to the vet to be put-down! It's *Melanie Marston from Luccas*, in which Sandra has found her way to the swimming pool, but cannot get the key out of the chandelier. And she can't get anyone to go into the pool to pick up the radio - "It's too wet!" they all say. Who can save this game from the fate Sandra has in store for it? "Oh, here's something rather funny to try in *Prince Quest I*," adds Sandra. "Drop clothes." However, well whatever turns you on, Reader!

How do you get past the



swore in the tunnel under the shack?" asks Wayne Dillan of Upernivik. Wayne is playing *Legend of the Island*, and is also trying to get past the glowing sphere.

Recently, *Five Kingdoms* wrote questioning the use of the pool in *Space Quest I*. "The pool is of no importance. Try moving towards the back of the cave and off to the left," advises Mark Kendall of St. Albans. But Dennis Hardy doesn't quite agree. "Tell Ron to drink from it to find out what it is for. But he should remember to save the game first!" Have many adventures

reading this column have tried a Home Games adventure? By that I mean a commercially produced game sold by mail order from the author's home. If you're familiar with *Tantra Software*, perhaps you can help Paul Millard, who wants to know how to escape the hat, how to build a bridge, and the use of the idol in *Shipwreck*. And in *Palace of Tyrant* from the same source, Paul doesn't know what to do with the parchment, or what to do with some gold coins he's come by.

Paul Handy of Sheffield bought an Amiga to complete

# URE

ment No.64 a few months ago, but has now given up playing adventures on his old computer. "It's not even worth having it repaired, I'm enjoying adventures on the Amiga so much," explains Paul. But there's one in which his involvement has grown to a habit! "Is it possible to pass the bolts of forked lightning in *Beyond Zork*?" he asks. "Where is an instrument to draw a glyph with, and how may I take the helmet from beneath the dead stallion?"

Personal Nightway is becoming something of a personal nightmare in Helpme terms! Latest sufferer is Nick Robinson of Keworth. He can't get into the passage - it's either locked or Muzon won't let him in. He can't get into the main because of its dead fly, and he's not got enough cash to get his film developed. Worse still, just when he thought he was making progress receiving Lady from the left, Alex rapped him on the way out. Look in the clues section, Nick - at least a few of your problems will be answered!

Marciano Bartoloni supplied the detailed tips in the clues section, but he, too, is stuck in Personal Nightway. Like Nick, he doesn't have enough money to get the film developed. He doesn't know what to do with the certificates he found in the Beggar's wife, and can't get into Ivy Cottage without getting caught. A few more clues, please, all you PNI players, and we shall soon be able to build up a complete picture of the sinister goings on in the village of Tynsham Cross!

Don't forget - the Adventure Helpme is here for your benefit! The more readers who write in, the more interesting, varied, and numerous these pages will be! The address is: Keith Campbell's Adventure Helpme, C/VG, Pilsey Court, 30-32 Farningdon Lane, London EC1N 3NU. And if you enclose an SAE, you can be sure of a personal reply!

## HOME GROWN

In an attempt to make a bit of space in his computer cabinet, Ian (Faigie) Brown is offering *The Minscraff* (MSB Spectrums - reviewed last month) at a special price of £1.99 until the end of January. The address is: 1 Amanda Road, Clive Park, Leicester LE2 9HW.

## SPELLBREAKER

A venturey wanking hints, tips, and solutions for adventures, as well as reviews and personal interest features, would be well advised to take a look at *Spellbreaker*, a fanzine edited by Mike Bratton and now in its seventh issue. Mike's Crown adventures are well supported, as are most other commercial titles.

In both A4 format, *Spellbreaker*'s 40 pages are attractively presented, and appear during the third week of every month. Each issue costs £1.25 including post-ops, and from £10.12 issues can be ordered in advance, from *Spellbreaker*, 19 Magpie Place, South Parks, Glenrothes, Fife KY6 1EQ.

## ROLE CALL

Lin (Mick asked: "Is Hobbe's map any use?") a few weeks ago, about the game journey. "I suggest that Lin should listen more closely to the shopkeeper in Laros. Or simply cut a glance at the map and then taking a closer look at it after crossing the stream," suggests Peter Johstrup, of Hillrup in Denmark.

Is there a vampire in Pool Of Kalliam, or what? Patrick Hales was asking its whereabouts a couple of months back, but Jim Laver writes to say he has finished the game without coming across it. Jim reckons it was killed off before the game even started! Go into the cross shaped building in the graveyard, and you'll find an ornate coffin with bones around, and a piece of paper referring to entry 43 in the Adventure's Journal. That entry describes the fate of the vampire, says Jim.

Jim also has some words of comfort for Lars Prgamon. The stone Lars needs to

find's Tale III are under the gold plug in the middle of the loop. To move it, three lines are needed, found in each of the three towers. Jim is offering maps for both Bard's Tale I and II. If you want to take him up on his kind offer, send him an SAE to 100 High Street, London Colney, Herts AL2 1HN.

It seems we can't get away from Bard's Tales this month! Craig Sutherland has been playing Bard's Tale I on his ST for months, and says "...it's so frustrating!" He can't find the Review Book, even after searching every place on the map, nor can he get past the iron gate in front of Kylean's Tavern.

But deep inside Kylean's

tavern, Jim Slopcer is wandering around trying his hardest to get out! He has reached a warning in the maze relating to a "ring at the tail south of serpent way" and wonders if he can progress from there, hampered as he is by the stars!

And moving on a couple of games, Mike, of Cabernetia, in New South Wales desperately needs help in Bard's Tale III. He is stuck in the K-mine's workshop, and wants to know how many times he should turn the right key and the left key.

Finally, where is the silver triangle Doro de Brucklers of Antwerp in looking? You've guessed it - Bard's Tale I is the game!



# CLUES A

## ADVENTURE CLUES A-Z

Here's the latest bunch of clues to help with readers' previous unanswered problems, with help from Jim Laver, London Colney, Kenneth Gibbs, Netherlands, Massimo Bartolena, Savignano, Italy; Tom Matley, Tyntun, Dominick Mandi, Garywood, and adventurers too numerous to mention who explained how to defeat the spider in King's Quest III.

**INDIANA JONES AND THE LAST CRUSADE:** Look in the pocket of the uniform in a chest upstairs in the castle, to release another witness.

**KING'S QUEST I:** Ignore the mastroroom and the elf's house until you have a lead. A wonder will carry you over the river, jump as it flies past. The mastroroom will make you smaller.

**KING'S QUEST III:** To kill the spider, cast a spell to transform yourself into an eagle, and then fly towards the spider.

**SMASHED:** Fly the lattice to safety, and drop it. **SPACEQUEST I:** Have a few drinks in the hot air balloon at the Ulfena Falls! Give the golden egg to the troll on the bridge.

**WORM IN PARADISE:** To sit in the seat of power, stop the train by blocking the orb with the cork. The cork can be found in the bottle which may be purchased from the temple bar in the pleasure dome.

## PERSONAL NIGHTMARE

With some useful tips from Massimo Bartolena of Savignano, we start into what is proving to be a most complex and difficult adventure.

**TO FREE JUDY:** Go into the crypt under the churchyard. Don't forget to check the corners near the big cross. Go east until you reach the corner. Quickly open the door behind the coffin, and enter behind the vampire girl's pig. You are now in Ironyville Cottage. Go up to the landing, and UNPILAR your SHOES. Enter the bedroom, examine ALICE, get the key, and look under the bed. Then go back to the landing, drop the eggplant and climb it, open the loft door, and go up! Get a jug, fill it with water, emptying on out, and free Judy.

**TO ARREST TONY DONALDSON:** On the first night go into the pub kitchen between midnight and 7 am. Put the plug in the hole. Lock

in the washing machine. Look in the trousers. Get the key, and go to your bedroom and sleep. In the morning, go to Tony's room first, look under the pillow, get the diary and unlock it. Find the policeman who is probably near the post office, and give him the diary.

**TO OPEN THE SAFE IN THE REGISTRAR'S OFFICE:** Read the date on the painting.

## MANIAC MANSION

Here's the low-down on those tricky problems in Maniac Mansion, thanks to Stefan Lander at Overmars in Belgium.

**BATHROOM:** Open the curtain. Use the mirror faucet handle on the water faucet, and turn it on. Now go to the library. Let Bernard fix the phone with the tools. Pick up the phone and use it - dial the number you found in the bathroom.

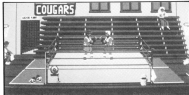
**GARAGE DOOR:** Use the Shrink-Matic machine to gain enough strength to open the garage door.

**GLASS JAR:** Fill it with water and put it in the microwave oven.

**LIVING ROOM:** Let Bernard open the old-fashioned radio. Pick up the radio tube. Go to the mad scientist's room and put the tube in the socket. Read the wanted poster. Turn on the radio and use it. Dial the number found on the poster for a call to the Space Police.

**TAPE:** Give it to the green tentacle when he's in his room.

**YELLOW KEY:** It is found in the rooms of green tentacles. It will open the trunk. For a surprise, try using it to start the car.



# Z





**SEGA** FROM *Virgin*



"DO ME A FAVOUR...  
PLUG ME INTO A SEGA"

# MEAN MACHINES DYNAMITE DUX

**B**in, the unlikely hero of Dynamite Dux, is chased off for two reasons. One: his girlfriend, Lucy, has been kidnapped by the wicked goblin Achaacha. Two: he has been turned into a fluffy blue duck who bears a remarkable resemblance to Woody Woodpecker.

The only way to rectify the situation is to slink over to Achaacha's abode, rescue Lucy and then gently persuade the evil one to change Bin back into human form by kicking his head in.

This involves negotiating five horizontally scrolling worlds: Down Town, Japan, Chicago, Texas and Achaacha World. Each of these is packed with Achaacha's weird and wonderful army, which in-

cludes bouncing dog heads, ninja moles and living flames which spit out smaller fires at Bin.

Bin has certainly got his work cut out, but is a pretty good fighter - one press of the fire button lets rip with a punch that kills a baddie stone dead. If the fire button is held down longer, Bin works up a mega-punch, his fist becoming huge as he whacks large numbers of baddies into oblivion. There are also weapons lying around which can be picked up and used against the enemy, including stones, bombs, machine-guns, bazookas and "Apantaw Missiles".

At the end of each level is a big baddie which requires lots of hits with an extra wea-



pon before it dies, leaving the route open for Bin to progress to the next level. On the final level Achaacha himself - blow him away and true love can prevail, and Bin can at last return to human form...

I loved Dynamite Dux in the arcades, and the Sega version is the spitting image, combining superb, colourful graphics and highly addictive gameplay to give one of the best Sega games around. The only thing missing is the simultaneous two-player option, but it doesn't really matter when the game is as much fun as this.

JULIAN RIGNALL



SEGA £24.95

GRAPHICS 90%  
SOUND 78%  
VALUE 86%  
PLAYABILITY 91%

Beautifully-drawn sprites, great backdrops and addictive gameplay all come together to make a brilliant Sega game which will appeal to both old and young fans alike.

OVERALL 90%



you, as that informer, begin an international vendetta against the Mafia with two goals in mind: rescuing the girl AND wiping out the bad guys in each town.

Dead Angle is an Operation Wolf-style shoot 'em up, the player taking on the might of organized crime across the three Mafia-infested cities of Napoli, New York and the heart of the illegal alcohol racket, Chicago. Armed with a single-shot submachine gun, each of the cities, making up a total of six areas, must be cleared of the allotted number of hoodlums. The playing area scrolls in eight directions, with the main character seen as a back-view line drawing. Once all of the criminals have been shot, the boss of each area appears on the scene, and must be shot several times before he hits the deck. Life-force is depicted by an energy bar, depleted every time the enemy scores a direct hit on the player. Throughout the fight, fire and life appear, the amount of which revitalizes the energy bar. Sub-machine guns can also be picked up, their ammunition lasting only for a limited amount of time.

While Dead Angle is an enjoyable twist on the Operation Wolf theme, playability suffers because of slow, jerky scrolling. The enemy sprites, although nicely drawn, are



also affected animation-wise due to the rocky screen movement. Despite these annoyances, Dead Angle remains a fun blast, with a lot of floods to send packing and bullets flying at a ferocious pace. One of the bosses looks exactly like Blake Carrington from Dynasty, which is rather amusing, and there's a cracking end-game sequence which makes the whole thing worthwhile. I recommend you have a look at Dead Angle before shooting out any cash, as many people could be put off by the scrolling. If you can survive the buggy presentation though, you'll find an addictive game simply itching to get out.

PAUL RAND



<b>SEGA</b>	<b>£24.95</b>
<b>GRAPHICS</b>	<b>67%</b>
<b>SOUND</b>	<b>69%</b>
<b>VALUE</b>	<b>63%</b>
<b>PLAYABILITY</b>	<b>70%</b>
<p>What could have been an addictive, fast-action Mafia shoot-out dotes its copy beat with jerky scrolling which many will find unacceptable. To see a much-loved classic, try before you buy.</p>	
<b>OVERALL</b>	<b>68%</b>

# DEAD ANGLE

1980's America was a dangerous place to be if you wanted a drink. Prohibition was in force, but that didn't stop the Mafia running an illegal liquor trade. One man double-crossed the big Sicilian families by squealing to the cops, so they broke into his house, beat him up badly and strangled his fiancée as a precaution against him going to the boys in blue again. You can't keep a good villain down, though, and



▶ SEGA

# MEAN MACHINES

## BASKETBALL NIGHTMARE

When the inhabitants of Mean Machines took an argument, they didn't fight it out with their fists—they got worked up, the words are poured out, the arguments are made on the battlefield of words.

One of the reasons you play a few computer games and become hooked on the game of Mean Machines Basketball is the sound effects, which are reminiscent of the best basketball players and the squeak of their feet on the court. The ball is a small round orange ball, the opposing team by wearing purple with the ball and being peggy it into the basket in the other team's half of the court. Two points are scored for

each successful shot, with scoring always being awarded in a full-court air-raid sequence.

Basketball Nightmare is an unorthodox form of the game, with the players' feet being held off-camera. The direction is set, with each player off the left with their own particular color, always the same in the same direction. The game has a fast pace and scoring continues with little delay, but the computer opponent when someone seems to attempt a high jumper of the score jumps off and how the ball into the net, and the always successful, what!



Maybe that Basketball Nightmare is a poor, rather the game, involving game

My busy introduction will provide gamblers with the result that the game can mean's not your opponent to hit.

PAUL RAND



SEGA £24.95

GRAPHICS 48%

SOUND 54%

VALUE 38%

PLAYABILITY 60%

Playing Basketball Nightmare is about as enlightening as the workbooks that you're up against, with dull gameplay and history games ruling the day.

OVERALL 42%





▶ SEGA

# MEAN MACHINES PSYCHO FOX

Charlie Fox has gone mad. Crazier, in fact, being chased incessantly by packs of slavering hounds is a strain on the nerves. Anyway, in his rabidly psychotic state, Charlie decides to run through the seven levels which make up his forest home, thumping all the animals which get in his way. Each level consists of three areas, and Charlie must reach the very last level before he wins the respect of the huntsmen and he can go back to killing slothens in peace.

The woodland creatures are scary and varied, except for one lion - none of them want to be punched by Charlie. Contact with one of these animals means the loss of one of his three lives.

The fox has a couple of tricks up his sleeve, one of them being his best friend Jimmy the Crow, the other, his trusty Transformation Stick. When found, Jimmy sits on Charlie's back, jumping at the hounds when the fire button is pressed. The Transformation Stick, which

is also hidden, allows our furry friend to change into a different animal.

Everything about Psycho Fox is cute and just a bit scary, but the gameplay is tough and challenging, with a brilliantly balanced difficulty level that lets you get just a little further into the game, if you're a perfect game designer, remembering what some thing about the Nintendo's Super Mario Brothers, don't miss this.

PAUL RAND



SEGA £24.95

GRAPHICS 90%

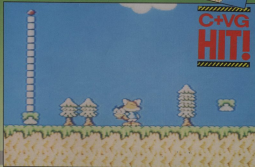
SOUND 79%

VALUE 82%

PLAYABILITY 85%

Psycho Fox features expert graphics and lots of tough, but highly addictive platform action which should keep you occupied for some considerable period of time.

OVERALL 85%

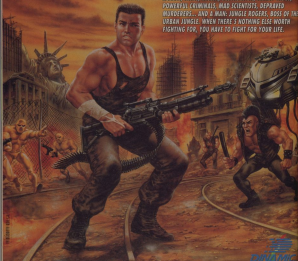


C+VG  
HIT!

# AFTER THE WAR

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SOFTWARE **USD**





▶ SEGA

# MEAN MACHINES

# RAMBO III



////////////////////  
**C+VG  
HIT!**  
////////////////////

quiver and make the heavy artillery in a 3D section. This bit's quite spectacular, and taking out a missile-firing Hind helicopter with a single arrow is very satisfying. Tackling the tanks is a little trickier but not beyond the abilities of an ex-Green Beret like me.

I like my work, and my associates in this game are possibly the most testing and enjoyable combat action I've seen since that last big mission. It looks great, the weapons make nice, loud, violent noises, and there are some cracking musical scores running in the background (that's not usually a feature of jungle warlets, but, eh, I'm not complaining).

**PAUL "SLY"  
GLANCEY**



Hey! Don't push me! I said don't - ah, new look what you've done - jugged me and left when I was about to take out that pair of "senary" squaddies with a single arrow!

Johnny Rambo's the name, releasing Mike to the gally. Well, more specifically, I'm looking for my old commander, Colonel Traudman who's been locked up by the godless oppressor somewhere behind "senary" lines. To liven things up a bit, there are six "senary" em-

placements to take out on the way to Old Trudy Boy's (that's what me and the lads at Fort Hovelside used to call him) prison cell.

So, off I go, armed with my trusty M-16, my trusty bow and explosive arrows, my trusty sack of time bombs, and my trusty blade between my trusty teeth. The blade is pretty useless, so it's best to hold down the trigger and spray for lead left, right and centre. The arrows are only effective on next targets,

because for full effect the bowstring has to be pulled right back (which takes time). The time bombs are best kept for blowing up bunkers and machine gun towers.

After the first level, subsequent scenes are ruzzes. They're simple enough, but the exit doesn't open until a quota of prisoners have been rescued from their cells, or enough helicopters and cables have been blown up.

In between levels, it's time to rummage through the old

SEGA £31.90

**GRAPHICS 83%**  
**SOUND 86%**  
**VALUE 86%**  
**PLAYABILITY 83%**

*Tip-toeing combat game with loads of stealth info. Not exactly in keeping with the Christmas spirit, though.*

**OVERALL 85%**

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Believe, or this is brilliant, a first-class arcade adventure which is the first comic licence ever - you'll be busy to miss it. **CRASH SMASH.**

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What more could anyone ask for in a shoot-'em-up. Operation Wolf, simply is The Business." **CRASH SMASH.**

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Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab. **SINCLAIR USER.**

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# THE COORPS-



WE GOTTA LEAVE  
TO THOSE TRENCHES...



ENGAGE ENEMIES!



ENEMY'S BEACON  
LOCKED... TEN  
MILES TO THE  
WEST!



HAPPY HELP -  
I SEE IT, BARRIS...

THE CLEARING  
IS AWAY!



CONFIRM  
YOUR LIGHTING  
IS AT ALERT!



GLADY FRONTIER -  
SET UP A  
PERIMETER...

LIEUTENANT  
IS UP TO  
SUPPORT!

I THINK I CAN  
HANDLE THINGS FROM  
HERE. THANK YOU,  
SERGEANT...



MAINTAIN YOUR  
ON POINT...  
LARGE-SIZE, SERGEANTS.  
GO LEFT - SEE WHAT  
YOU CAN FIND.

KEEP IT TIGHT -  
CHECK FOR  
LINE DRIFT.

I DON'T THINK WELL,  
BE GETTING MY LIEUTENANT...  
OVER HERE...



TO BE CONTINUED...

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Talbot, Queen of Darkness, and her Darkspawn hordes have overrun much of the homeland of Krynn, even the alien wastes of Qualinesti, nations in their remote, to the east, struggle in the edge of defeat. It is only the remaining Companions of the Lance that can halt this wave of tyranny before Krynn is consumed by evil. Freed from captivity by an alien magical volcano, the Companions under the guiding direction of the Cleric Goldmoon and bolstered by their success at recovering the mystical Elderks of Wobank, now they prepare to deliver to the gods and vanquish the insatiables of Krynn against the power of Talbot.

The Companions must work swiftly through this treacherous land, overcome all strange but cunning companions and evil allies to the capital substance of the Dragonian forces. The conquests ahead will finally fall, but there is one last chance to face the loyal dragon held in Part Thirteen and join together to restore the long lost peace of Krynn to the world. In the final, rolling plains of unending resistance to the players of darkness sweeping over Krynn.

A DRAGONLANCE ACTION GAME

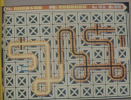


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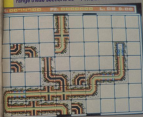


## PIPEMANIA EMPIRE/ LUCASFILM

While US Gold were concentrating on Lucasfilm's adventure and simulation software, Empire managed to snap up this 16 bit puzzle game which is wowing them in the States. Basically, you play a plumber who has to build a pipeline. Simple, eh? Well not quite. You have to build the pipeline out of random oddments of piping sections which are fed to you on a conveyor belt. You have to arrange these sections so

as to contain a flow of water which is slowly seeping through the pipeline and of course, if you spill any it's a GAME OVER. We've played an American version of the game and our conclusion was that this could be the next Tetris. However, Empire plan to make a couple of superficial alterations, so you'll have to wait till next month for the full review. Take our word for it, though, it's gonna be HOT!

**RELEASE: EVERY  
FORMAT IMAGIN-  
ABLE, END OF  
JANUARY  
PRICE: TBA**



## WILD STREETS TITUS

And who says we never look at Amstrad software? Here's a glimpse of Wild Streets, a beat 'em up from across the Channel which isn't looking too bad at all, really. Walk through the more unsavoury areas of the

city, dealing a hefty blow to all and sundry. The locals probably won't take an immediate shine to your actions, but don't worry, they'll soon change once they cast their eyes on the black leather which you've brought along for a spot of fresh air.

**RELEASE: ST AMIGA  
PC C64 AMSTRAD  
SPECTRUM, DECEM-  
BER  
PRICE: TBA**



## VAUX HURIKAN

Before any of you teardropers start dribbling into your pint glasses, this game has nothing whatsoever to do with the brewery of the same name. In Vaux, you are a futuristic black market trader who, to make ends meet, must do a few dodgy deals throughout the galaxy, with the ultimate aim of making enough wonga to buy up the entire trad-

ing empire! Programmed by the creator of 16 bit Cyberaid, Tony Cooper, and featuring multi-directional scrolling, a 3D dosing procedure and, of course, lots of things to shoot, pick up and sell, Vaux looks to be a cut above your usual shoot and collect 'em up.

**RELEASE: ST AMIGA,  
JANUARY  
PRICE: ST AMIGA,  
£24.95**



## F-19 STEALTH FIGHTER MICROPROSE

We've seen it on the C64. We've seen it on the PC. We even saw the first pictures of the real thing on telly the other night. And now, Microprose's award-winning simulation of the USAF's top secret fighter jet is almost ready to fly into the homes of all you ST-owning combat pilots out there! Take to the skies and bush out the Russians in the infamous "invincible" plane, utilizing all the features which were available in the PC version. It might not do much for East-West relations, but F-19 Stealth Fighter should have you brushing the terrors of the Red Army with the best of them.

RELEASE: ST, SPRING  
PRICE: ST, TBA



## NEBULUS II HEWSON

Pogo, the small, green frog-like star of Hewson's hit Nebulus returns to the land of Naz and its many towers. Inhabited by some of the nastiest nasties imagin-

able. Sixteen of the tall, cylindrical buildings are waiting for Pogo to liberate. This time with the help of a helicopter and an armory of extra weapons. Slides, levers, ropes and similar such obstacles stand between Pogo and completion of

his goal, and with graphics as good as the ones shown in this screenshot, who could blame you for wanting to have a crack at it?

RELEASE: ST AMIGA, MAY  
PRICE: ST AMIGA, TBA



## VENDETTA SYSTEM 3

If you think that the graphics in Vendetta owe a little to the style of the Last Ninja games, then it'd come as no surprise to hear that it's the latest release to come from the System 3 stable. The hero's gun-hand has been kidnapped, so bail to hire the Professor to their aid. Trained in paramilitary skills, you decide to bypass the services of the police and take on the heavy mob single-handedly. Not only do you get to beat up bad-  
guy in beautifully drawn 3D locations like the one in the screenshot, but there's also a Ferrari F40 to pose around in. And who says that vigilante-ism doesn't pay!

RELEASE: C64, JANUARY  
PRICE: C64, TBA

## STARFLIGHT ELECTRONIC ARTS

Think of a computer RPG set in space. Consider the dimensions - 270 star systems, 800 planets, 1.3 million locations per planet. Contemplate having to command a six-man crew made up of some of the most alien aliens this side of Ursa Minor. And then cry when an enemy ship turns you into coons 'cos you were too busy thinking. This has been out for a while on the PC, but PC owners will soon be able to play Starflight II.

RELEASE: AMIGA, C64, DECEMBER ST, JANUARY  
PRICE: ST AMIGA, C24.99, C64 £14.99

## RENAISSANCE IMPRESSIONS

Who needs conventions of the latest multi-player, hydraulic-everything coin-op when you can take Space Invaders, Asteroids, Centipede and Galaxians, add a few new features and bang them all in one box in time for the post-Christmas sales rush? That's what Impressions have done with their latest release, Renaissance. Up to four players can take part simultaneously while Dave Whittaker music blasts out in the background, warping your brain enough to make you forget that you've just forked out nearly twenty quid on this...

RELEASE: ST AMIGA, JANUARY  
PRICE: ST AMIGA, £19.99



123 101



### STATUS

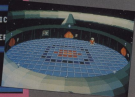
DATE: 03.03-01-4620  
DAMAGE: NONE  
CARGO: 25 %  
ENERGY: 85.00  
SHIELDS: DOWN  
HEAP: UNARMED



CAPTAIN  
SCIENCE OFFIC  
NAVIGATOR  
ENGINEER  
CORN OFFICER  
DOCTOR

SS  
STARFLIGHT

OBJECT: PLANET ORBIT: 3  
GRAVITY: 11.00  
PREDOMINANT SURFACE: GAS  
ATMOSPHERIC DENSITY: THICK  
TEMPERATURE: ARCTIC - TROPICAL  
GLOBAL WEATHER: NONE



## JACK NICKLAUS GOLF ACCOLADE

Drag your caddy along to some of the world's top 18-hole courses as you take on the persona of that golfing great Jack Nicklaus in Accolade's sport sim, officially endorsed by the man in question. Viewed

in second-person perspective 3D as seen in this server-impressive ST screenshot, pit your golfing skills against trees, bunkers, long grass and choppy winds. Oh yeah, and try to sink the ball in those 99th holes while you're at it.

RELEASE: ST C64 AMSTRAD, DECEMBER  
PRICE: ST £24.99, C64 AMSTRAD £9.99



## POWER BOAT ACCOLADE

After dashing with aircraft and cars, Accolade have now moved onto the water with their latest simulation, Power Boat. Negotiate a variety of wetlands, including Miami Beach and San Francisco Bay, in one of a selection of well-mean speedboats, dodging the

harads (and the other sailors) while keeping a watchful eye on your instruments and gazing lovingly at the impressive 3D graphics. Test Drive it with an outboard motor? At least you'll not have the lux on your back!  
RELEASE: PC AMIGA ST C64, LATE JANUARY  
PRICE: AMIGA PC £24.99, C64 £9.99

## CYBERBALL DOMARK/TENGEN

These Tengen arcade conversions are being knocked out at a fair old rate! The next one to appear will be the computer adaption of the American Football coin-op with a twist - the game is played by 20-foot tall robots instead of humans! 2022 is the year, and violence on-pitch has overtaken that in the stands. Watch as both teams mash each other into piles of scrap metal as they battle to win control of the 350-pound, explosive football. If you're a lover of the sport, and if Ten-



gen's previous conversions are anything to go by, await Cyberball with breath-a-tated.  
RELEASE: ST AMIGA PC C64 AMSTRAD

## AQUANAUT PRISM LEISURE

This just missed out on a review this issue because of lack of space, so we thought we'd better tell you that it's an underwater arcade adventure in three parts which pits you (the equivalent of the title) against nasty aliens who have moved into the lost city

of Atlantis. First you have to find swim through mutant sea beasts to find Atlantis, then you have to use high explosive to "evict" the aliens. It's an engaging sort of game from the programmers of The Kristal which is worth looking out for. **RELEASE: ST AMIGA, NOW**  
**PRICE: ST AMIGA, £24.95**



**SPECTRUM, JANUARY**  
**PRICE: ST AMIGA £19.95, PC £24.95, C64 AMSTRAD SPECTRUM £9.99**

## EAGLE'S RIDER INFOGRAMES

It's the 21st Century and nobody's happy. It's hardly surprising though, the human race is having to fight it out

ALCOR



in space with the usual bunch of psychopathic cyborgs who want to take over the universe. You, as Captain Steve Jordan, have to zip through space at light speed in a stolen spacecraft, the Eagle, towards the Cyborg home planet

and destroy it. It's not the most original of plots for a 3D shoot 'em up, but it looks quite good doesn't it? Review's coming/insert soon.

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



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