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THE CASE AND DISK VERSIONS ARE AVAILABLE THROUGH LOCAL ATARI DEALERS.

TRIPPING THE LIGHT FANTASTIC

Like Rainbow Arts last year, Code Masters have just announced the completion of a Compact Disk loader for the Spectrum, Commodore or Amstrad CPC machines, which loads games in around 40 secs. Gareth Sumpter spent a day on the Code Masters farm to see how they did it all...

Okay, so everybody wants to load stuff into their computer faster than a lapp, but nobody wants to shell out the money for a disk drive.

Now Code Masters have come up with a solution - an adaptor which provides an interface between your computer and a normal compact disk player and turns it into a sort of disk drive, the only difference being that you can only load games - you can't actually save anything onto the disk. The interface comes with a CD-Rom (which is basically a normal CD) containing 30 Code Masters games, and costs just five pence under CDS - a bargain! So how does it actually work?

THE CD SIDE OF LIFE

The program is stored on a CD in digital format, and when played the program whizzes down the wire

(you can feel it if you like, but it's horribly screechy and will more than likely burst your ear drums). But the computer can understand it, and with its processor working flat out to interpret the signal into computer code, the end result is a loading time of well under half a minute in some cases!

MOVING IN STEREO

On the CD, to make things even faster the accurate stereo effect from the CD is utilised to send two separate signals - one which is the data and another which acts as timing pulses, telling the computer to read the signal at a point when it is strongest, making it more accurately interpreted by the processor as a 1 or a 0. Consequently loading is virtually error free, and code can be crammed into the machine even faster than the Spectrum!

INTO THE FUTURE

The application of the CD system is totally up to software developers. But one thing's for sure - it has plenty of potential. Hundreds of megabytes of information can be squeezed onto the disk - far more than a conventional computer disk - and since loading time is short, far more graphics and sound information could be stored for games. Imagine a game with minutes of digitised speech or amazing digitised graphics! It could happen! Keep watching this space.

WHAT'S ON

THE SPECTRUM PLAYLIST

3D Starfighter, Arcade Flight Simulator, ATV Simulator, Bigfoot, BMX Dirt bike/Freeski/Quarry/Hopping, Death Stalker, Dizzy 1, Dizzy 2, Eleven-a-side, Fast Food, Fruit Machine Simulator, Ghost Hunters, Grand Prix Sim II, Indoor Soccer, International Rugby Simulator, Jet-ski Easy/Hard, Moto X, Ninja Massacre, Pinball, Pro Skateboard Simulator, Pro Ski Simulator, Robin Hood, Soccer Skills, Snooker Simulator, Street Soccer, Street Gang Football, Super Stuntman, Twin Turbo '88 and Vampire.

THE C4 PLAYLIST

BMX Simulator, Pro Skateboard Simulator, Super Robin Hood, Grand Prix Simulator, Vampire, Poltergeist, Red Max, Fruit Machine Simulator, Ninja Massacre, Magnum Force, Rugby Simulator, Super Stuntman, Laser Force, BMX Freestyle, Super G-Man, Dizzy, Ghost Hunters, Advanced Pinball Sim, Thunderbolt, Cosmo-ut, Arcade Flight, Moto X Sim, SAG Combat Sim, ATV Sim, Pro Ski Sim, Super Hero, Treasure Island Dizzy, BMX 2 Dirt Track, BMX 2 Quarry, Street Soccer, Indoor Soccer and 11-a-side Soccer. There's also a sound test on track 1 to assist in setting the volume.



EMLYN NEWS

It's not every day that you get to meet a big star of the software reviewing world like Paul Rand. Recently it was the turn of this lucky young lad, who said his name was Emlyn. As you can see from the picture, cheeky Mr Rand likes nothing better than to entertain his fans, and even managed a cheeky smile for the camera as he and Emlyn quaffed at The Hog's Head Inn, Crickleywood.

After a few jabs, the conversation turned to software and, his tongue loosened by the vino,



Emlyn revealed that he had actually starred in a computer game himself! Not only that, he said he was soon to appear in another one! Emlyn is licensing his (rather unusual) name to Audiogenic for their latest product, also pictured here. It's a general knowledge trivia quiz game similar to those "Give Us A Break"/"Sut Pursuit" machines found in public houses across the land, but with a bit of board gaming thrown in for laughs. The game is out on all formats at the end of January, and goes under the name of Emlyn Hughes' Arcade Quiz... Hang on... Emlyn Hughes! Didn't he used to be famous...? Blimey...

DARIUS DUNCE

Termy mistake! In last month's review of Darius+, the Amiga version retails at £24.99, and not the £19.99 stated. Apologies to The Edge. No apologies to Paul Glenney, who made the mistake and has since been hung up in the Ed's garden to feed the blue tits.



WHERE'S THE KONIX?

Where indeed? After numerous telephone enquiries from inquisitive punters we decided to find out what had happened to the Konix Multisystem, which was supposed to be in the shops in time for Christmas. A spokesperson for Konix was only able to tell us that the machine with the original specifications would be on sale for £229, some time during the first quarter of 1993. "It was an ambitious project," said a Konix spokesman, "and with ambitious projects complications tend to crop up and hence the delay." Oh dear.

MORE DOMARK BONDAGE

Our spies in the industry tell us that Domark have bought up the license for another James Bond movie, but unfortunately, because Gubby Broccoli isn't bringing out a new film for a couple of years, they've plumped for CCP's outing of several years back, The Spy Who Loved Me. The game is currently in the story boarding stages, but you can expect to be sking off cliffs and racing about in a missile-firing Lotus Esprit around next July or August.



Bloodwych



**ARGUE! BARTER!
LIE THROUGH
YOUR TEETH!!!**



More PC Screen Shots



Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst - from one of many races he has come. His task is to halt the darkness that has descended within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoths in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

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DRESSED THAN YOU ARE?**

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C+VG HOTLINES

LINE ONE

0898 334 150

**WIN SOME FAB
EMLYN HUGHES
STUFF!!!**

Eee, I know it! I know it! Aah, you may know it Emlyn, but will our readers? We'll find out when they ring our Audiogenic Comp-Line in the hope that they win one of the sporting prizes in this brilliant Emlyn Hughes Giveaway. To celebrate the footy sim's 48 weeks in the chart, two signed copies of International Soccer complete with autographed Emlyn posters are up for grabs for the first prize winners, with eight copies of the game available to the runners-up. So do your funky dialling stuff and answer the easy-peasy questions which abound!

LINE TWO

0898 555 537

**WIN A HUNDRED
QUID'S WORTH OF
GAMES!**

Yes folks, it's yet another of those mega £100 giveaways, courtesy of us lot here at C+VG! No matter what machine you own, if you're the winner we guarantee you months of gaming fun at the expense of your fave games mag! So don't delay, phone us today!

LINE THREE

0898 555 538

**WIN A SEGA MEGA-
DRIVE!!!**

We think we've given away more than enough PC Engines over the past few months, so this time we turn to that other mean machine, the scrumptious Sega Megadrive! If you take your gaming seriously, you'll know that to miss out on the chance to win this amazing 16 bit console would be tantamount to, well, doing something very silly indeed. And all you've got to do is put yer finger in the little hole on the front of your telephone and give us a call!

LINE FOUR

0898 555 539

**WIN COPIES OF X-
OUT! OOOH!!!**

Fifteen copies of Rainbow Arts' HIT-rated shoot 'em up, across all major formats, can be won this month! And there's never been an easier way to be in there with the best of 'em. Get on the blower, ring the number shown above, answer the questions, and keep your fingers crossed. Easy!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (STANDARD RATE) AND 25P (CHEAP RATE). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

Software Classics

SENSATIONAL VALUE



	Am	Am	Am	USA	USA	USA	USA	USA	USA	USA
	1000	2000	3000	4000	5000	6000	7000	8000	9000	0000
Empire	•									
Fast/Slow				•	•	•				
Fusion	•									
Prognosis		•	•	•	•	•	•	•	•	•
Rack 'em				•	•	•	•	•	•	•
Star Fleet				•	•	•	•	•	•	•
TKO	•									
T.O.C.				•	•					
25.99 10-yr	29.99 10-yr disk	22.99 3-yr cassette								

Electronic Arts 11140 Canyon Road
 Los Angeles, CA 90025 (213) 400-0842

C+VG'S FAVE GAMES OF THE 80'S

JAZ RIGNALL

A very difficult choice - there are loads of games which I still play, and the following ones are just a few of my favourites in no particular order...

IMPOSSIBLE MISSION

(C64)
A stunning arcade adventure, and an almost perfect game.

ANY EUGENE JARVIS CON-OP

That means Defender, Stargate, Polaron, Joust III and Smiler - all brilliant.

BOULDERDASH

(SHARPE)

A fantastic puzzle game.

TETRIS

(GAME BOY)

One of the most addictive games ever.

ANCIPITAL

(C64)

Weird and utterly, utterly wonderful.

SIM CITY

(MSX2)

A strange, abstract game that keeps you playing.

INDY 500

(PC)

The best race game I've played outside of an arcade.

PARADROID

(C64)

A stunning game - I'm looking forward to the 90's version coming out on 16 bit later on this year.

PROPZONE

(ATARI)

The best 8 bit shooter of all time.

ANY SUPER MARIO GAME

(NINTENDO)

Simply perfect playability. Mario is a simply awesome.

Now we're into the 90's, the C+VG lads have decided to get together and reveal their favourite games of the last decade. You might agree with them. You might not, in which case why not write in to the YOB saying what your favourites are and why. There's a special prize for the best letter we receive on the subject...

PAUL RAND

Yeah, it's a tough choice. But here are mine - and I've got them in order!

1. GUNSHIP

(C64)

It's THE best flight sim on the 84 (and I got a Congressional Medal Of Honour!)

2. OPERATION WOLF

(C64)

I think I was one of the few people who could play it with a joystick!

3. OUTRUN

(COIN-OP)

Everyone boards round when you're about to finish - it's a real goose!

4. RAMBO

(C64)

Miles better than Commando, and the movie's great!

5. 3D MONSTER MAZE

(ZX81)

This game had the best graphics ever on Sinclair's less expensive.

6. SUPER MARIO BROS II

(NINTENDO)

We've had it in the office for months, and I've finally stopped playing it.

7. ELITE

(SPECTRUM)

Played this for ages when I came out, and became Deadly without using any cheats!

8. PIRATES

(C64)

Ended up playing this daily all night with the brightness turned down, so my mother wouldn't whinge at me!

9. AIRWOLF

(SPECTRUM)

The first game I ever bought for my Spectrum, and I STILL haven't finished it!

10. URDUUM

(C64)

Didn't really like this until a couple of years ago, but you couldn't get me off it after that!

PAUL GLANCEY

There's no doubt about my number one favourite game, but choosing the rest was a difficult decision.

1. DUNGEON MASTER

(P1)

So cunning and so atmospheric. You really started to worry about what was lying in wait!oh around the next corner.

2. ELITE

(P1)

The most exciting trip through space money can buy!

3. SUPER MARIO BROTHERS

(P1)

(NINTENDO)

There's just so much in it!

4. GUNHEAD

(FC ENGINE)

A pyrotechnical delight and you can accumulate so much destructive power, which is just how a shoot 'em up should be!

5. WEBBALL

(C64)

Sensible Software's four tile tennis, a real treat for the senses.

6. INDIANAPOLIS 500

(FC)

Astonishingly realistic racing simulation. Almost worth buying a PC for!

7. DELTA

(C64)

Playing it in a darkened room with the lights turned up is an experience not to be missed.

8. TETRIS

(GAME BOY)

The definition of "engrossing". The ultimate portable pastime.

9. GHOULS 'N' GHOSTS

(SPECTRUM)

Simply because it's such an amazing combination of an arcade machine.

10. UP 'N' DOWN

(C64)

It was just on July, I made me think happy thoughts.

NEW! FROM ENCORE...

BUGGY BOY
© 1993 ELITE SYSTEMS LTD.
ORIGINAL GAME DEVELOPED
BY TATSUJI. LICENSED FROM
DATA EAST USA INC.

CRITICAL MASS
© 1989 ELITE SYSTEMS LTD.

SPACE HARRIER
© 1986 Elite Systems International Ltd.
© 1985, 1989 Sega Enterprises Ltd.

This game has been manufactured under license
for Sega Enterprises Ltd, Japan. Space Harrier
and Buggy Boy are Trademarks of Sega Enterprises Ltd.

Game	Platform	Price	Release Date
BUGGY BOY	Super	£9.99	05.08.93
	32X	£9.99	
	Amiga	£9.99	
SPACE HARRIER	Super	£9.99	05.08.93
	32X	£9.99	
	Amiga	£9.99	
CRITICAL MASS	Super	£9.99	05.08.93
	32X	£9.99	
	Amiga	£9.99	



ENCORE

CYBERBALL™



October 1994 The "Cyber" team entered competition.

December 1994 First inter-team testing session.

October 1994 Monthly inter-team testing session.

November 1994 League office disbanded the completely Cyberball-free football. Model 9100 gains 500 yards rushing in its first game, but loses game in the process.

January 1995 First test conducted by league. "Cyber" Station purchased by league starting condition.



FOOTBALL IN THE NEW CYBERSHIP



LEAGUE OFFICE DISBANDED THE COMPLETELY CYBERBALL-FREE FOOTBALL. MODEL 9100 GAINS 500 YARDS RUSHING IN ITS FIRST GAME, BUT LOSES GAME IN THE PROCESS.



CYBERBALL

Programming: Benoit

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TENGEN

The Name is Cool—Our Computers.

DOMARK

Publishing: DOMARK LTD, Pine House, 11-17 East Road, London, N16 5JL, UK Tel: 01-753 2324
 Available on: IBM PC, Amiga 500, Amiga Commodore 64, Commodore 65, Amstrad Gemini 3/5/6, Spectrum 486, Spectrum 640k.

THE RATINGS

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

GRAPHICS

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

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE MARKS

85+

A CYG 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't even appeal to the most ardent fans.

1+

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

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who likes to chat-up conversationalists. Most "ain't up and around and returns.

PAUL GLANCEY

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

GORDON HOUGHTON

EX-ORBIT 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

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



REVIEWS SPECTRUM

BARRINGTON'S SQUASH	88
SHARK	86
SAILING	87
RENEGADE	80
PREDATOR	80
COMBAT SCHOOL	81
PING PONG	81
SUPER TANK SIMULATOR	81

AMSTRAD

PSYCHO CITY	86
BARRINGTON'S SQUASH	88
WAR MACHINE	87
SAILING	87
RENEGADE	80
PREDATOR	81
COMBAT SCHOOL	81
PING PONG	81

C64

BARRINGTON'S SQUASH	88
SHARK	86
STREET HAZARD	87
SAILING	87
RENEGADE	80
PREDATOR	80
COMBAT SCHOOL	80
PING PONG	80

ST

841	87
BRANXHEM	84
ROBBAUT	83

AMIGA

PIPELINE	84
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PC

DE HARD	78
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NINTENDO

WIZARDS AND WARRIORS	83
WEGA MAN	81
LIFE FORCE	84
TRACK AND FIELD II	86
CORNA TRIANGLE	88

PC ENGINE

MR HELI	88
---------	----

MEGA DRIVE

ELUARD II	80
FORGOTTEN WORLDS	81
SUPER SHINGO II	82

C+VG HIT!

REVIEWS DE HARD 18

Thrilling PC arcade adventures with a plenty of bonus bits to cheer in the game of the galaxy wars.

PIPELINE 84

Empire being you a superb Amiga probe game which will drive you "insane" away!

X-CUT 84

Beautiful, magisterial Amiga action from good oldy German gamers at Rainbow Arts.

MEGAMAN 83

Fascinating addictive super-hero-on-platforms treatment on the Nintendo.

LIFE FORCE 84

At least the Nintendo conversion of the Galaxian clone-up makes it to British shores!

TRACK AND FIELD II 86

Not only the best Nintendo sports one, this is one of the best on any computer.

MR HELI 88

Superb PC Engine version of the super-hero line clone-up.

FORGOTTEN WORLDS 81

One of two great shooting hits in this many Megadrive conversion.

SUPER SHINGO II 82

Megadrive hits except Rocks the winner of other best "hit" yet!



DIE HARD

BY ACTIVISION

It's Christmas Party time at the Nakatomi Corporation's new office block. Employees and staff make merry together on the 32nd floor of their high-rise headquarters, eating, drinking and dancing the night away. Little knowing that a terrorist organisation has invaded the building's security systems, hacked the doors and is about to gain crash the function - guns blazing. Led by one Hans Gruber, the terrorists are demanding the \$600m worth of bearer bonds, held inside the company's secret vaults, otherwise a massacre will take place. The idea was flawless. **Kilnott**

John McClane, an off-duty New York police officer is inside the building, visiting his estranged wife, Holly. Carrying nothing save his regulation pistol, he starts into the

bathroom on the 32nd floor to weigh up the situation. And what a situation! The only way to leave the hostages and foil the terrorists' plan is to deactivate the security system which is locking the door leading to the roof. Once on the roof, he must swing to a building opposite, then burn that building down through the window to level 30 of the Nakatomi offices, regaining the Board Floor to reach level 34, then back to the roof before climbing down to a lower floor to tackle head honcho, Hans. Throughout the building are terrorists which need to be eliminated, both to stop them from killing

McClane and to collect the weapons and other useful objects which they possess. A virtual fan represents McClane's energy level, which decreases, while shot or panicked by a terrorist.

Extra energy can be gained by using the first aid kit on level 30, or by eating the food carried by some of the enemy. On reaching Gruber, McClane finds that the evil-doer is holding Holly at gunpoint - precise pistol packing is the order of the day if Hans is to get his just deserts.

The most striking aspect of what could have been a fairly average arcade adventure is the amazing 3D graphics system implemented in Die Hard. Each room is littered with tables,



▲ This is no time for a pit-down



▲ Also - a snuff show, where and



RD



at the ball-park?



the stairs...?



Bathroom stall help



• Not Another Plug!



chairs and other office furniture and, although these items are only there to add realism and cannot be interacted with, they add atmosphere and realism to the game. Frame update is very fast, even on slower PC's than the 386's one which we have in the office, and your character is quick to respond to joystick or keyboard movements. As bullets are in limited supply, McClane has the ability to fight unarmed which, while useful when against non-gun-toting terror-

ists, makes life harder when confronting an Uzi-packing bad guy, so strategic elements also feature in Die Hard, insofar as deciding whether to load the blades, taking loss of energy, or simply to fire off a few rounds in the hope that you'll find more ammo later in the game.

The PC has seen some thing of a surge of quality releases lately, across a wide range of genres. What with last month's awe-inspiring (and now the graphically excellent, not to mention highly playable) Die Hard re-make but two, PC gamers are in for a very happy New Year and beyond. It's just a pity that the main spritz and, indeed, the block on the box, looks nothing like Bruce Willis at all (plucky that's no disadvantage?) — Ed

PAUL RAND

UPDATE

At the moment Activision's USA programmers are only considering Die Hard for the CD, which is a bit of a shame. Expect that version early in the new year.

PC £24.95

GRAPHICS 89%
SOUND 82%
VALUE 80%
PLAYABILITY 81%

Featuring superb graphics as well as a challenging quest to deal the terrorists, Die Hard ranks as one of the better games on the PC.

OVERALL 80%

DIE HARD

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.



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SPECTRUM
£9.95
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ocean

Mail Bag



Hello folks, and welcome to the first Mailbag page of the 1990's. YOB's here once again to sift through his bulging sack (mail sack, that is) and answer a heap of letters. If you've got anything to say, be it witty or not, questions or answers or whatever, send your stuff to: **YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

THE EMPIRE STRIKES BACK

Dear YOB
Yes, I'm back and this time I've brought my Dad (as well as Yoda!) Well, you will probably be highly excited to learn that we have, in fact, swapped our Aquarius for a couple of Arnieqs (with change to spare). The main reason for this is that we have joined a "Cracking Team". We call ourselves the Street Tough Street Grid Bunk Bed Brain Dead Cracking Talent. Good, huh? We feel we must share our great cracking knowledge with Joe Public (hi Joe) so here is a typical page out of Yoda's Cracking Diary:

MONDAY, 27TH NOVEMBER, 1989 AD

6:50 AM - Woke up. Phoned Darth Vader for his latest advice.
6:51 AM - Started to clean up

after last night's Copy Party. Like the Dutch Piracy Software Federation, our Research and Copy team did a great job too. Unfortunately they did not clean it up.
7:00 AM - Darth comes round for an early Copy Session. He still can't copy my devastating impression of Frankie Howard.
7:02 AM - Phoned Just finished cracking my 30th game of the Day!
10:00 AM - Just finished coding an arcade perfect version of NARC for the Arnieq. Saved it to disk and gave it to Darth to crack. Yes, OUR copy team is so advanced that we write our own games to crack! Problem is, Darth cracked my game with a debuggerhammer.
12:00 PM - Marco Van Basten 888A (My Balls Ache) of the Dutch Piracy Software Federation flew over especially for lunch. Had to pretend we were out by hiding under the coffee table until he went away to annoy someone else.

1:30 PM - Washed Neighbours. Did you know that Bratoyk was once a member of our cracking group?
5:30 PM - Began the huge, awesome task of answering our stacks of fan mail.
6:30 PM - Eat dinner and prepare disks for Copy Party tonight.
6:50 PM - Headed off in the general direction of Sweden for the party.
7:00 PM - A very interesting party indeed. Thank God Gremlin of Scorpion was present, as his mum brought the ice cream and jelly along. The party was stopped after Gremlin and his gang ate the lot and all the Cracking Groups present realised they had no cooling abilities whatsoever. And to top it all we missed Hogan.
8:00 PM - Conspired the thirty games we cracked this morning with our Mega-Packer Super-Packer Street-Packer Kill-A-Hacker Utility. Sent the disk to our many millions of followers around the globe.
9:00 PM - Tuck up in beddyland with Teddy and a nice mug of cocoa.
So, it just goes to show what an important job we crackers do, does't it, eh?
Darth Vader and Yoda, William, Elmer
YOB: Hi guys. You're fab. Free software and fabrics are on their way. I promise.

CHANGE THE NAME

Dear YOB,
I've decided to write in to ask

you to explain why some English games have been re-named for the American market. I buy various magazines every month including "Computer" and have noticed the changed names e.g. (R) is Chop 'n' Drop, Redibus to Tower Topples and Green Banx to Rush 'n' Attack. Simply Kapor, Victoria, Australia

YOB: What's usually the case is that another product has the same name as an English game, so to export it to America, the English company has to change the name of their game. Silly, but there we go.

NAMING THE GAME

Dear YOB,
I am writing to see if you will answer a few of my questions, but firstly I would very much like to comment on a few things, in your June issue

of C-VG (the one with Indiana Jones on the cover) at the Available section you reviewed an arcade game with no name? The game you were referring to was the Nintendo best 'em up Crimelights. You gave it a disappointing review. I thought it was *really* brilliant. I have completed it twice including the special stage after the last. And now for my questions:

1. Do Romans intend to bring Crimelights to the home computer?
2. What ever happened to the game 18 Part II - The Combat Zone?
3. Are the Nintendo games Gadius and Rush 'n' Attack really Nintendo and Green Beret?
4. Can you please give me a map and tips for Taster like you did with Last Ninja II? I'd like to know how to get the map and how to get into the forest in the green foliage.
5. Does anyone have a cheat for The Undaunted?
6. Are the 3D glasses and Light Phaser available for the C&V?
7. Are the Nintendo games Double Dragon clone, Life Force really Sanka Master and Salamander?

Mike Morby, Leamington Spa, Warwickshire
YOB: Crimelights (I had no name when we reviewed it) is just another boring old Double Dragon clone. I certainly didn't think it was very good - there are loads of better fighting games in the arcade. Still, one man's meat... can be bigger or smaller than another's.

1. Answer your questions
1. No, 2. What indeed, 3. Yes, 4. Hang on a sec (summitage through pockets), No, not at the moment, 5. Oh, I'm sure someone does. Keep watching the tips section, 6. A light Phaser is apparently in the pipeline - we'll keep you posted. There are no proper 3D glasses, 7. Yes.

I WANNA LYNX

Dear YOB,
I read the double-page Mean Machines article about the Lynx, but to my dismay it isn't to be released until next year sometime. I was wondering if

you would please print the address of an American company that would send me details about the Lynx and then sell me it.

Justin Patrick, Clynder, Halesworth

YOB: Well, Justin, no old mate, no old china, no old wagen spoon, I'll be straight with you. I'm afraid, well, I don't know how to say this, but I, um, L... don't know of anyone in the UK who'd be able to help you. Why not wait a bit, and satisfy yourself with all the latest Lynx news in C-VG? I'm getting good at this plugging business, aren't I? It's not bad, but will remain for improvement - Bet. Anyway, it's coming to Britain soon, so just keep on hanging in there...

HOPELESS LIAR

Dear (T) YOB,
I'm in a state, my FM Towns and my Acorn A3000 have just broken down. Help! I'm being reduced to playing on my PC Engine 3D, my Kenix, even my Sega Megadrive. I even stopped as low as playing on my Hand Gripe! cabinet situated at my bedside. But then, there's a bitch? Greg Thwaites, Stratham, Cranston
YOB: Yeah. And then you die.

QUEST FOR XE-LENCE

Dear YOB,
I'm wondering if you could let me why I can't get many computer games for my Atari 800X. Because I live at Cirencester and they don't do Floppy and all their good games like that for me. Gary Evans, Cirencester, Gloucestershire

YOB: Yes, I asked several major games manufacturers and the fact is that they don't send any good 800X software to the shops in Cirencester because you live there and they just don't like you because you smell funny. No, sorry about that but I wouldn't resist it. Robocop isn't available for the SE. But there are plenty of Atari games that are - check out Silco Shop for a huge catalogue

of games for your machine. Send an SAE and a letter saying that you want a list of Atari SE games to: SILCO SHOP, THE NEWS, RATHERLEY ROAD, SHELTON, KENT, DA14 4DS.

MR TV KELLY

Dear YOB,
I think you're right about us being misrepresented on television, so let's do something about it. Everyone watching this should sit up and write a letter to the BBC or ITV. Let's bombard them with letters until they give in and let us have our own programme. Outline the facts of what you want and put your age so we don't get put on children's television. You can contact the BBC at: BBC TV Centre, London, W12 8QT and ITV at: Thames Television Ltd, Viewer Correspondence, 140 Tottenham Court Road, London, W1P 8LL.
Darran Kelly, Ludlow, Shropshire

YOB: Yeah, exactly. I mean what do we pay our license fees for? Come to think of it, what DO we pay our license fees for?

HOWAY PET!

Dear Yob,
I'll start by begging for one of your mag's winning T-shirts, so let us have one or I'll let you have one right on the nose - got it? Anyway, that's enough (breastling) blarney so let's get on with what I really wish to know...

Have you any pets? I myself have two delightful mice, crocers, Gargamel and Goliath, and a subotic terrier called Archie. If you do have any pets, what are their names and hobbies? My niece enjoys a bit of sky-diving and jogging. Actually, one of them is a star - remember the Jacobs Club advert with the "Tritco-tested for strength"? Well, that was old Goliath himself As for Archie, all he ever seems to do is throw himself at bookshelves and tables, but he's a lovely little fellow really. Also, what is their favourite food, if they have one? My niece do as enjoy a tender leg of Yob. The larder

ing doesn't mind an eyeball or two either. So if you do have any pets, tell us so I'm sure mine would like to eat yours - whoops, did I say eat? I meant to say most young as I'm sure they would go down well.

Oh yes, nearly forgot. Thanks to a wherry-do of a map, Mike Rutherford, Faversham, Norfolk

YOB: I've got a Rottweiler called Fang. He's a great dog, and loves shirane.

WHAT CONSOLE?

Dear Yob,
Could you tell me which is the best console at the moment. I am thinking of getting a Megadrive, but the games are very dear. My main keeps going on about how good Amiga are and how they have better graphics than the Megadrive. Is that true? I would be very grateful for your opinion on them both. Alan Dennis, Hull
PS Don't tell me I need Complete Guide To Consoles because I've bought it already. By the way, C-VG is totally and utterly maggy.

YOB: Read the book again, weigh up all the good and bad points of each machine, see which machine has the games you like best and buy that machine. An Amiga costs twice as much as a Megadrive, and in many cases, Megadrive conversions (Ghosts 'n' Goblins, Super Hang-On, Forgotten Worlds, Asterix Blast, Space Harrier, for example) are miles better than their Amiga counterparts. But then Amiga owners have their own great games in the form of Populous, Sim City, II, Crime From the Desert... if you're choosing between the two, check out your wallet, check out which games YOB like best and want to play the most and buy.

THE YOB!

PLAYMASTERS

Into the new decade we go with loads of hints and tips on all systems. If you've got anything in the way of playing tips, maps, POKEs or whatever, send them off to me at **PLAYMASTERS**, C/O V.G. PRIORITY COURT, 30-32 PARRINGTON LANE, LONDON, EC1R 3AL. Don't forget that there's a big price of £190 worth of software for the sender of the month's best tips. So write in - you never know, your tip could earn yourself a



massive bag of brilliant new games. This month Steven Hain of Warwick wins all that lovely software...

now be able to complete the course without skidding or having to brake. Also if you run out of time you keep going at the same speed, even though the engine sound drops to tick-over.

Selecting neutral at any stage of the game stops you from skidding and you maintain your speed regardless of the amount of time remaining. The above tip, apparently, can also be utilised on the Slum Course. The only thing you have to remember there is to select 1st gear just before you go round the loop, and as you leave the loop accelerate and select neutral. Wario...

it's located and fire to the right a few times. A warp appears which takes you to the beginning of level 3-1, missing the dreaded octopus entirely!

SPECTRUM ALTERED BEAST

If you fancy loading any level, and even the end-of-game message, just do what Steve Hain from Warwick in the Great Midlands does - press the whole keyboard while you're playing!

FORGOTTEN WORLDS

Here's a POKE for Multiface owners who really want to indulge in extreme laziness and make this game as easy as you don't actually need to play it. Load the game, press the red button and type POKE 30071,5. It gets rid of all the enemy sprites and has an interesting effect in two-player mode. Thankyouverymuch Steven Hain.

AMIGA BEACH VOLLEY

This is one hell of a tough game, but Neil Wessell of Peacehaven in East Sussex has a useful tip to help those who are having trouble getting to later levels. Just type in **GADDDY BRACE!** while you're playing and then you can press F1 to skip the level.

MEGA- DRIVE LAST BATTLE

Here's a useful tip for Last Battle owners from the Sega Mega Man and the Kanami Kid. For a start level skip function, when you've finished a game, press the A, B and C buttons down together along with the start button. You're presented with a screen that lets you enter the order of the levels.

SUPER HANG-ON

Another great tip from the

Sega Mega Man and the Kanami Kid, this time for the superb motorcycle racing game. On the title screen hold down the A, B and C buttons together and press start and you're presented with a screen which lets you select the difficulty, tone and sound test. Great, eh? By the way, we'll be reviewing this game next month - watch out for it!

GENERAL HARD DRIVIN'

I don't know what format this tip works on, (see similar Paul Hancock from Kirby in Ashfield didn't say, but try it out on your machine because it's quite neat. When the program loads, select manual shift with no clutch and start the game. As you move off up the hill get into 4th gear as quickly as possible (using 1-4 on the keyboard) and stay in the right hand lane. When you reach the top of the first hill your car should leave the road for a second, and when this happens the speedo goes to 140 mph. Before you land, press the M key to put the car in neutral. You will

NEW ZEALAND STORY

G Ingham of Whiston Wavertree thinks that's the name of the place, but I can't really tell 'cos the writing's all digital! Has a tip for those who are having trouble getting past the giant octopus at the end of level 3-4. Stand at the entrance of the road in which



GAME TIPS

NINJA COMMANDO

Another Steven Haw Multi-face tip. This one's slightly more useful than the Forgotten Worlds one - it gives you 255 ninja commandos. So, just load the game, press the red button on the Multiface and POKE 20476,255 for a immense supply of kung-fu ninjas.

STAR FARGE

Easy, this cheat. Just define the keys as T, R, O, N, I and C and infinite lives are yours to have and to waste for the rest of eternity, if you so wish. Cheers to Steven Haw from Watley.

COBRA FORCE

Another simple-to-enter tip, again from that fat Spectrum tipster, Steven Haw. All you've got to do is define the keys as S, I, M, O and N and you're awarded with unlimited lives.

TURBO BOAT SIMULATOR

If you're a player of this "imitator" in the broader sense of the word, you might like to know that if you pause the game and then press T you progress to the next level. That's yet another tip from Steven Haw.

PETER PACK-RAT

When you're asked if you want to visit the screen, type C, N, E, A, T, U, R, E and when you do you'll be able to start the game from where you left off. Thanks again to Steven Haw. Are there any other Spectrum gamers out there?

NINJA MASSACRE

Steven Haw has all the passwords for this novel-named ninja game:

LEVEL 5
SNOW
LEVEL 10
EAST
LEVEL 15
RACK
LEVEL 20
BLAZE
LEVEL 25
STAG
LEVEL 30
HALL
LEVEL 35
DEER
LEVEL 40
BAARD

NEW ZEALAND STORY

I'm sure you already know that if you type FLUFFY on the title screen you get infinite lives, so I won't bother to tell you that. But what I will tell you is that typing PHILLIP on the title screen gives Tiki the Koi omega freepower. And typing the same thing while you're playing the game lets you skip to the next level. Very useful indeed, so three cheers to Steven Haw of Watley for that.

FIGHTING SOCCER

Another one of those tips where the underdog Scott Brown of Hodderson, Herts in this case, has forgotten to state which format it's actually for. Please remember to say what machine your tips are for, because if you don't and you win the £100 worth of software, I won't know what games to send... Still, here's the cheat - see if you can get it to work on your machine. Always shoot straight from the penalty spot, because the keeper always dives to save the ball, allowing the ball to go straight in.

ST SILKWORM

Players of this great shoot 'em up will no doubt improve their highscores



after reading the following tips from Oliver Davies of Halesowen in the West Midlands.

Never collect the point bonus tokens left by the gooses until the very last moment as they serve as useful five-second shields. Also, activate smart bombs at the last possible moment as doing this kills more aliens.

Each power-up token results in a stripe being added to your status area below your score, and they add up to give the following bonuses:

FIVE POWER-UPS

Stripes form a flag con-

TEN POWER-UPS

Second flag (one appears)

FIFTEEN POWER-UPS

Small bird appears. You

keep rapid fire when you die

TWENTY POWER-UPS

Golden Eagle. You keep

all your weapons when you die - a very useful fea-

ture

Keep an eye on the goose

counter. Never shoot aliens if you're near the end of a level and the counter is low because this causes a goose AND the end of level guardian to appear.

For double the weapons bonus, shoot the goose before it assembles with the grey dot - then it is most vulnerable.

When the black deathstars appear, don't shoot them at once, because after a few seconds they drop a shield token.

ARCHIPELAGOS

Another mini player's guide from Owen Davies of the West Midlands, this time for Logotron's weird and wonderful Archipelagos.

Finally here's to find your way around, as knowing where the island stones and the Obelisk are is a great help to finishing the level.

Island stones can only be destroyed when they're con-



OKAY TENNIS ACE

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UBI SOFT

Entertainment Software

GAME TIPS

nected by land to the Obelisk. You've got to use the map to determine this, directions are only valid if the land cells are adjacent (not diagonals). And land sea reactions don't count, either.

- Colored as many energy pods as possible.
- To conserve energy, build connections between islands at the point where they're the closest.

EXOLON

This is an old one, but some might have missed it. Just type AD ASTRA instead of your name (or whatever) on the title screen and you'll be granted with unlimited lives. Cheers to Paul Hyndgren of Norway for revisiting that one first.

CYBERNOID

Another side tip from Paul Hyndgren of Norway, this time for this rather neat shoot 'em up. Type R, A, I, S, T, L, I and N on the title screen and press space for 999,999,999 lives. Now the big challenge is to waste them all...

C64

INDY II: ACTION GAME

Hold down P, I, S and H at the same time and you can then use I-S on the keyboard to select a level to play on. Cheers to Neil O'Brien of Falkland, Middle for that.

RICK DANGEROUS

Neil O'Brien has been PO-KING around, and has some useful machine-code changing shortcuts for this super-five platform game. Just load the game, reset your machine and type POKK 27501,173 for unlimited lives,

POKE 11180,173 for unlimited dynamite and POKK 18986,173 for unlimited bubbles when you've entered all of those, hope BYE 2057 to restart the game. If you can't complete it now, you're a complete and utter wet nelly.

BLASTE- ROIDS

Another POKK from Neil O'Brien, this time for ImageWorks' rock buster game. Load the program, reset the machine and type POKK 11071,173 for an infinite supply of space ships. Restart the game with BYE 20456.

PACMANIA

The last C64 POKK this month, again from mega-hacker Neil O'Brien, is for Grandtastic's dot-gobbler game. Just load the program, reset the machine and enter POKK 20456,173 to disable the sprite collision detection, or, if you want to make the game just a little easier, POKK 26520,166 for an infinite supply of PacMen. When you've made your selection, type BYE 14336 to restart the game.

AMSTRAD TREASURE ISLAND DIZZY

If any of you Dizzy players are having problems, check out this complete solution from Tony Stone of Crofton On-Sea, Essex and all your problems should be solved. And best of all, it works on all formats of the game.

First of all, get the empty chest and climb up the rock. Drop the chest next to the rock, go right and push the rock. Get the sword, video camera and go back to the beach. Drop all the stuff you've collected except the sword and go

into the water. Get the spade and come out of the water again, and go back into the water so that the spade will be dropped first.

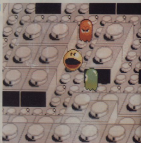
(See the dancing rock?) Well, pull the spade on top of it and get out of the water and fetch the video camera and sword. Go back to where the dancing rock should be and walk onto one of the bubbles. The bubble takes you up the cliff. Walk off the bubble and jump up the cliff. Go to the storekeeper give him the video camera and put the boat which he gives you on the end of the pier.

Go left and put the sword on the grave and fall down the hole. Go left, and get the dynamite. Jump down the place where the crab is. Get on the bubble and go back to the grave. Put the dynamite down on the grass and go back to the pier and get the golden key. Go back to the guanohole, fall down the hole again. Go right and jump over the barrels. When you see a little bit of a barrel sticking out of the floor, drop the key on it and go down the hole and get the microwave.

Get out of the tunnel the same way as last time. Give the storekeeper the microwave and he gives you a

meter, so drop that off the edge of the pier. Go left and get the axe and holy bible and go down the water back to the bridge. Put the axe on the middle of the bridge and fall down. Go left and jump up the platforms so you will come out of a grave. Rearrange your bits (that's what he says) - JR) and go down the bridge and get the cursed treasure. Don't drop the holy bible until you get back to the storekeeper. Give the storekeeper the treasure and take the fuel (which he gives you) and drop it off the pier. Get the dynamite and go back to the beach and get the infra red detector. Go left until you get to the last mine. On the first rock drop the detector and jump over the rock and go to the rocks which are blocking you from the gold. Put the dynamite there and go and press "enter" when you are standing on the detector. Get the gold and go back to the storekeeper. Give him the gold and then take the key (which he gives you) and drop it off the pier. Quickly jump on the boat and keep walking on the boat. Jump onto the harbour and read the message. Hey presto! The game's complete!

Now find the gold coins.



HIGH SCORES

Welcome to the Official UK Highscore Table, where Britain's best players get the chance to display their record scores. We have literally thousands of letters a month, and each is checked by our panel of experts as to whether it's genuine or not. One discrepancy this month is a claimed score of 341,247,876 by Adam Took of Leeds on Fantasy Zone. Days of play would be required to get that score - so if you write in and tell us exactly how long it took you, and how you actually achieved that score, Adam, it'll be included in the table. If you don't... no chance. If you've got a Highscore, send it in to: UK HIGHSCORE TABLE, C-VG, PRUDERY COURT, 36-38 FARRINGTON LANE, LONDON EC1R 3AU. It certainly helps us if you include details of how long you actually played for, and what level you got up to - if your scores are considered genuine, they'll be included into the table, and be prepared for instant fame and fortune.

1,211,028 Julian Lloyd, Learning
571,504, 16478
SINBORG
1,201,028 John Wauding,
Surrey/Essex
34,420 HARRIER
45,744 180 William White, Ox-
ford, W Midlands
SPICE HARRIER 30
17,214,740 Matthew Harris, Lon-
don
TENDERBLADE
2,880,000 Steven Pudding, Dux-
ford, W Midlands
VIGILANTE
182,700 Gareth Clark, Berkshire,
Oxon
WONDERBOY (MONSTER-
LAND)
10,020,800 William Wang, W
Stockport, Cheshire
WONDERBOY II
3,350,100 Alan Yee Man, Brighton,
E Sussex
WOLF WOODEN
17,400 Matthew James, W
Wotton, Avon
ZALDER II
694,000 Conrad Radlett, Har-
row, Herts

266,740 Garry Barnard, Shef-
field, London
Fut
1,719,280 Steve Crossley, Dor-
set, Dorset
G-TYPE
873,000 Orrin Lee, Nottingham
PACLAND
1,710,120 Graham Prior, Shef-
field, Reading
ROCK ON
35,220,400 Rex, Haringhaling,
Surrey
P-TYPE II
187,200 Rex, Haringhaling,
Surrey
SCELAINE
1,120,500 William Acroyd Speid-
er, 1,000,000
SUN SON II
800,870 Paul Copey, W South-
west, Essex
T-FACE HARRIER
25,100,000 Bryan Dyer, Gaywood,
Suffolk
SUPER WONDERBOY
588,700 William Wang, Stockport
TWIN HELL
1,718,800 Bryan Dyer, Gaywood,
Suffolk
VIGILANTE
18,000 Anthony Barnard, Wob-
sarnth, Ceshire

MEGADRIVE

ALTERED BEAST
2,200,800 Joel Collier, Herts
SINCLE AND SPORTS
178,600 James Adams, Cornwall
RAMBO II
592,600 Julian Rignall, C+VG
SPACE HARRIER II
6,200,000 Wei Yen Man,
Brighton, E Sussex
TENDERBOY II
1,285,700 Julian Rignall, C+VG

GAMEBOY

SUPER MARINO LUNA
527,740 Craig Hall, W Marketon,
Nottinghamshire

PC ENGINE

ALLEN CRUSH
170,281,200 Steve Crossley,
Dorset, Surrey
ALTERED BEAST
500,700 Lee Waller, Cumbria,
Surrey
CHIN AND CHIN
1,818,000 William Wang, W
Stockport, Cheshire
DEEP BLUE
201,300 Steve Crossley, Dorset,
Surrey
DRIVEN MASTER
899,000 Bryan Servants, Steven-
age
DRAGON SPIRIT
1,402,370 Andrew Dowling, Lon-
don
FANTASY ZONE
2,406,700 Julian Rignall, C+VG
GALLOPS II
1,436,480 Bryan Servants,
Stevenage
GARDEN
10,675,270 William Acroyd,
Surrey, Lincs
LEGENDARY AGE
3,415,200 David Ross, Donham
WOLF
180,278 Terry Lunnis, London
DREIVE

NINTENDO

BALLOON FIGHT
431,000 Stuart Salama, Eggel
CASTLEMANIA
900,000 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Strat-
ford
GOLF
71,000 Martin Morley, Easton-
ford, Australia
ICE CLIMBER
1,244,000 Paul Stokes, Abingdon
KING-210
1,207,800 Rex, Haringhaling,
Surrey
SHOTS AND GOBLINS
100,700 Ian Swales, Swales,
Essex
GRANDS
12,870,000 Julian Rignall, C+VG
OPERATION Wolf
880,000 Roy Gay, Bristol, Lon-
don
PACMAN RACING
607,800 M G Harrop, Plymouth
PACMAN ATTAGE
1,200,700 Paul Stokes, Aber-
ystwyth, Wales
SUPER MARIO BROS
3,990,000 David Matthews, Work-
ingham
SUPER MARIO BROS II
Stage 7-4 Danny Stevens, Strat-
ford
TWIN GUN
170,000 M G Harrop, Plymouth

C64

ALTERED BEAST
338,400 C Matthews, Kil-
cannon, Shropshire
APB
49,884 C Matthews, Kilcannon,
Shropshire
JUNGLEBOY
604,900 Graham Gargan, Co.
Down, Ireland
KINGMA
100,000
KINGMA II
80,470,400 Danny Gighton,

SEGA

ACTION FIGHTER
8,783,400 Jay Brown, Banbury,
Oxfordshire
ARTIFACTS
17,404,100 Kenneth Bore, Craig-
well, Leicestershire
BLAZER KIDS (LOST STARS)
1,284,500 Dennis Wells, London
ALTERED BEAST
100,300 Alan Popple, Hednes-
ford, Staffs
ESTRO WARRIOR
1,250,200 Daniel Greenham,
Tottenham, Staffs
ALICE ADVENTURE
285,400 Peter Wanders, Stafford
BARK PANG
638,600 Tony Ingham, Colches-
ter
BLACK BELT
1,200,188 Henry Webb, Glasgow
BOMBER BIRD
1,116,700 M G Baker, E Groun-
dwell, W Sussex
CALIFORNIA GAMES
WOLF/PYRE 30,000 Gareth Williams
ROCTYBO 110,270 Jonathan
Goodall, Chesham, Great
Buckingham
SUNFISH 9/3 Daniel Stone,
Caversham, Kent
SAGAING 4/10 Alan Stephen-
son, Gillingham, Hampshire
SUNFISH 175,200 Trevor Rowland,
Brighton
T-FACE 5/84 1700 Anthony
Leeds, Haslemere, W Midlands
TROPIC FISH
1,400,000 Kenneth Bore, Craig-
well, Leicestershire
TWOBLE DRAGON
870,400 Andrew Jackson, Jar-
vis, Tynes & Wear
TROPIC FISH
12,880,100 Peter Handina, Strat-
ford
FANTASY ZONE II
5,247,800 Jon Evans, Mansel

GANGSTER TOWN

828,180 Conrad Radlett, Har-
row, Herts
GLOBAL DEFENCE
361,180 Anthony Houl, Walsall
MAGNET
1,280,500 James Denham, Lon-
don
GREAT BASEBALL
50/4 Robert Jamison, Bedford
GREAT GOLF
11,1000 Reynolds, Romford, Hamp-
shire
KING-210
8,900,004 Euan Matheson, Scot-
tish
KING-210 II
608,400 Paul Houghton, Essex
MY HERO
17,173,000 Sean Harris, Neary,
Co Donegal
OUT RUN
50,700,400 Alan Clark, Oxley,
Surrey
POWER STRIKE
60,270,200 Paul Stokes, Aber-
ystwyth
PRO WRESTLING
883,600 Lee McLaughlin, Ches-
hire, W Lancs
QUARTZ
2,170,170 Gareth Wells, Bristol
RAMBO II
80,000 Neil Kelly, Isleworth,
Middlesex
RAMPAGE
891,600 David Batten, Norwich
RUSTAN
1,200,800 Ben Addison, St Aust-
in
SPECIAL MISSION
871,400 Paul Stokes, Aberyst-
wyth, Wales
S-TYPE
4,200,500 John Brazier, Cam-
den
T-288B II
2,171,000 Gareth Clark, Ban-
bury, Oxon
SECRET COMMAND

HIGH SCORES

Wintery

BATMAN - THE MOVIE
\$14,400 Gaspard Ardant, Bel
Lux

COMICAL

304,000 Jack Howarth, Port
smouth, Hampshire

BLASTER

3,560,000 Graham Suggs, Ca.
Oman, Maldives

BUNNY BOBBLE

1,710,700 Steven Ball, Mansfield,
Leeds

LEADS

175,000 Luke Hetherington,
York, Somerset

**DAILY THORNDON'S CHAL-
LENGE**

10,870 Tony Rapp, Helsinki
Denmark

DEARIE

417,700 Carl Patterson, Hales,
W. Midlands

DRAGON BALL

81,000 Graham Young, West-
moreland, North

ERLBY GUINIA (S)RENG

128,000 Stephen Arnold, Bel-
gium

GA

588,000 Stu Markey, Liverpool
LAST WHEEL II

969,119 Tim Pickap, Darwin,
Leeds

567,000 Daniel King, Manchester
NEW ZEALAND STORY

3,070,000 Luke Hetherington,
York

OPERATION WOLF

1,000,000 B Handcock, Gran-
tham, Surrey

PACMAN

1,008,000 Mark Kern, Highgate,
London

POWERDRIFT

1,000,000 Steven Ball, Mans-
field, Essex

RAMBO II

862,400 William D. Nelson, Lan-
cashire

RENEGADE

70,000 Julia Pitt, Finland
ROBOCOP

1,840,000 Scott Langford, Pen-
ryn, Croydon

ST-77

676,000 Luca Cecchetti, The
Nazi

SALAMANDER

353,400 David Latch, Milton,
Essex

SILKORM

1,288,800 Chelsea Spelman, Fla-
mington

THUNDERBLADE

1,044,180 J M Clayton, Ryton,
Tynes & Wear

TREASURY

1,000,000 Garry Lewis, London
UNARMED

730,000 Julian Playford, C-143
UNARMED II

320,000 Zsigmond Jankovics, London
WALL

100,000 Stephen Simpson, Olney
WARRIOR

159,400 Richard Jeffrey, Had-
dington, Bucks

WARRIOR

7,473,000 Richard Hallon, Har-
row, Middlesex

BLOOD MONEY

18,200,000 Mubarak, Peterbor-
ough, Cambs

BUBBLE BOBBLE

5,440,700 Dan Tinsley, Colches-
ter

BUNNY BOB

107,000 Colin Tracey, Colchester
DRAGON BALL

118,120 Philip Hogg, Liverpool,
Merseyside

ELIMINATION

802,800 Hermana Spencer, Red-
ditch, Essex

EMPIRE STRIKES BACK

585,100 Ian Pook, Putney
FLYING STRAP

4,260,800 Neil Evans, Chatter-
ham, Gloucestershire

FORGOTTEN WORLDS

90,000 Timothy Hodges, Peterbor-
ough, Cambs

GAME OF BROS

8,280,000 Andrew Scovell, Lon-
don

GA

243,000 Andrew Newton, Wigton
SPACE WARRIOR

11,000 Craig Sutherland, Stone,
Staffordshire

INDIANA JONES ADVENTURE

14,100 Tim Benn, Stratford,
London

LED STORM

805,800 Richard Davis, London
LICENSE TO KILL

82,400 Timothy Hodges, Peterbor-
ough, Cambs

NEW ZEALAND STORY

400,740 Stephen Simpson,
760, W. Yorks

OPERATION WOLF

600,200 Aaron Walker, Monay-
shire

OUTRAGE

54,607,000 Geoff Evans, Ma-
nchester, Leyed

PACMAN

217,000 A Redfern, Hudders-
field, Yorkshire

PAPERBOY

20,000 Ian Curigan, Birmingham
POWERDRIFT

1,884,000 Philip Hogg, Liverpool,
Merseyside

RED BEAT

1,038,000 Philip Wade, Bradford,
W. Yorks

RETURN OF THE JEDI

208,100 Philip Hogg, Liverpool,
Merseyside

ROBOCOP

401,000 Aryn Kanner, Mary-
lebone

ST-77

620,000 Hermana Spencer, Red-
ditch, Essex

THE LAST

2,000,000 Stu, Milton Montrose,
1993

30,818,871 Paul Lomas, Can-
nach, Staffs

THUNDERBLADE

618,370 Richard Davis, London
WARRIOR

499,100 Stephen Simpson, Olney
WOLF

1,760,800 Andrew Stamp, Port-
smouth, Hants

DEARIE

372,700 Jaspal Janda, London

AMIGA

AFTERBURNER
19,789,400 Remco de Gids, Hol-
land

BATMAN II
875,700 Daniel Springman, Gre-
enwich, Holland

BATMAN THE MOVIE
3,007,800 Martin Allopp, Burt-
on, Co York, Staffs

BLOOD MONEY
177,800 Tim Lohman, Co Cork, Ir-
eland

CARLE WARRIOR
805,261 Ian Mary, Ipswich
CONTINENTAL CRASH

470,000 Martin Allopp, Burton-
on-Trent, Staffs

CATASTROPHE
667,370 Mark Schokker, Wint-
ersburg, Missouri

CRASH
175,000 Stu Tony, Chesham,
Essex

ELIMINATION
270,000 Daniel Springman, Gre-
enwich, Holland

FORGOTTEN WORLDS
500,000 Justin Edwards, Strat-
ford, Warwick

GA
36,800 Andrew Ashby, Str-
oud, Warwick

GAME OF BROS
8,111,170 Miguel Lima, Portugal
INDIANA JONES ADVENTURE

27,300 Remco de Gids, Holland
LED STORM

574,476 Steven Howard, Lymington,
Leeds

LICENSE TO KILL
39,870 Ian Mary, Ipswich
NEW ZEALAND STORY

385,436 Julia Nixon, Wym, Mary-
lebone

OPERATION WOLF
1,007,100 Jay Ratt, Croydon,
Surrey

PACMAN
1,129,000 Stu-Helen Varroa,
Ayr, North Ayrshire

PAPERBOY
167,700 David Pook, S-Croy-
don

POWERDRIFT
1,738,000 Stu Jendry, Thetford,
Norfolk

RICK DANAGEROUS
744,000 Clabby Gatacher, Red-
ditch, Essex

ROADSLASTERS
1,818,804 Martin Black, Destr-
ough, W. Hants

ROBOCOP
270,000 Martin Allopp, Burton-
on-Trent, Staffs

SILKORM
3,800,400 Martin Allopp, Burton-
on-Trent, Staffs

SPACE WARRIOR
1,000,000 Alan Black, Destr-
ough, W. Hants

STABSLASER
382,400 Kevin Gitting, Woyter-

hampton

STRICK

580,000 Martin Hills, Strong-
swain, Kent

ST-77
20,116,800 Richard Shaw, Hay-
wards, North

WORLD OF SUPER
447,240 Carl Bates, Woodset,
Cheshire

TEST DRIVE
71,760 Russell Cashmore,
Ayr, North Ayrshire

TEST DRIVE II
214,170 Phil Reed, Finland
WOLF

850,700 David Pook, S-Croy-
don, Surrey

SPECTRUM

AFTERBURNER
39,200,000 John Brown, Ark-
low, Essex

BATMAN - THE MOVIE
214,000 Phil Mason, Cambridge,
Essex

CRAZY CAR II
202,767 Philip Deak, Ellen, Aber-
deen

DOUBLE DRAGON
843,400 John Brown, Ark. Kent
DRAGON BALL

1,100,000 M C Marlowe, Ply-
mouth

ERLBY
1,843,000 Robert Preston, War-
ryer, St. Malo

FORGOTTEN WORLDS
600,000 John Brown, Ark. Kent
LAST WHEEL II

880,000 Steven Symonds,
Claremont, Somerset

NEW ZEALAND STORY
541,000 Peter Barnes, Oxt-
on, Oxford

OPERATION WOLF
1,843,000 Martin Hills, Strong-
swain, Kent

OUTRAGE
574,476 Steven Howard, Lymington,
Leeds

ROBOCOP
1,800,000 Stuart Gomm, Rock-
ing, Tynes & Wear

WALLING TRAVELER
1,000,000 Neil Hayton, Sumbury,
Wiltshire

WARRIOR
1,844,000 John Brown, Ark.
Kent

WOLF LE MANS
438,000 Robert Blalomeau,
Liverpool

AMSTRAD

AFTERBURNER
28,714,000 Thurston Johnson,
Ripswold, Dorset

ST-77
20,116,800 Andrew Bulby, Reading,
Berks

BATMAN II
233,000 Neil Proctor, Swarley
BATMAN THE MOVIE

284,000 Steve Mc-Culloch, Inver-
ness, Scotland

GA
106,800 Tim Conlady, Chatter-
ham, Kent

GAUCHO BOY
120,180 Ken Coleman, Harlow,
Essex

GAME OF BROS
14,870,000 Alan Rudat, Red-
ditch, Essex

REVIEW **▶ AMIGA**



▲ The bonus stage (obviously quite tough).



▲ Another pipeline finished, and no dirt wasted!



BY EMPIRE ▲ Level 21 - through reservoir and around bunnies!



▲ Level one - fairly easy, this.

Every so often a game appears that's laughably simple to play, yet is so unbelievably addictive you just can't stop playing it. Tetris was one such game. Pipe Mania is another.

At the start of a level you're presented with a simple grid of squares, one of which contains a tap. A timer starts to count down, and what you have to do is place pieces of pipe on the screen, each section of pipe occupying one of the grid squares, and form a pipeline. When the timer runs out, the tap opens and liquid slowly floods out and around your system of pipes. You can still



PIPE

MAN



Water, water everywhere...



continue to put down pieces of pipe, but the liquid flows relentlessly on until it inevitably reaches the end of pipe...

On each screen you have a set target which you must beat. For example, on the first screen the liquid must flow through 14 squares - 14 pieces of pipe in other words. If the flow reaches the end of a pipe before it has gone through the target amount, it's game over.

The pipe pieces come in a variety of shapes, and appear randomly one at a time - although you can see what the next four shapes will be. Sometimes it's easy to link them together and form an unbroken line, while at other times you really have to think ahead!

As you progress through the levels, things get tougher and tougher, with faster moving liquid, an ever-decreasing time limit, and things like one-way pipes, bonus pipes, holes, obstacles, and tunnels from one side of the screen to the other to help or hinder you. It gets very frantic indeed!

The pipe is complete, but the water's still glogging along

As I've already said, Pipe Mania is a very simple game, and on paper sounds a bit dull. But to put it bluntly, it's one of the most addictive games I've ever played. It's rather like Tetris in that respect. You can't really say why the game keeps you playing non-stop for so long, it just does. You go back to it time and time again. And just when you think you've finished, you go back for another go. And another. And another.

As well as the game being utterly brilliant, it's also superbly presented, with a password scheme to let you access higher levels and, adding immensely to the lasting appeal, a one or simultaneous two-player option, which is amazing fun, and two modes of play, normal mode and one where you have two lots of pipe shapes to choose from!

Pipe Mania is a fantastic piece of computer software. It's got that timeless quality that'll keep it fresh long after the latest big-name licenses have gone off. It's a must.

JULIAN RIGNALL

UPDATE

Pipe Mania is out on just about every single machine going - Spectrum, Amstrad, C64, ST, PC, Apple Mac, BBC, Amstrad, MSX and looks like it'll even appear on the consoles. The availability of the game means that it'll translate to all the above machines without losing any of its addictive qualities - so no matter what system you own, make sure you don't miss this.

AMIGA £24.99

GRAPHICS 74%

SOUND 78%

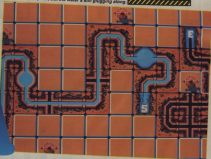
VALUE 90%

PLAYABILITY 96%

A cleverly puzzle-oriented game that is so addictive it should come with a Government Health Warning.

OVERALL 94%

MANIA



UNRIVALLED



MASTERS OF



COMPILATIONS

P-47

BY MICROPROSE

Top of the line, and all that stuff, it's back to the Second World War as you, in your small P-47 fighter, dare to brave the barrage of enemy fighters and gunfire in a tortuously scrolling conversion of the *Jetset* coin-op.

The mission starts over occupied Northern France, with nothing but a getting gun and three backup planes to keep you going. Up against you is the ferocious might of the Nazi air force, packing a very large punch in the form of the very latest military vehicles and weapons systems. Luckily there are power-up weapons to collect to give you a hand combating all these aerial terrors.

At the end of each level, the Germans have deployed massive amounts of firepower, attached to either aircraft or ground-based ve-



hicles, and little did you must dodge the bullets and blast the baddies before you can move on to the next area.

There are loads of im-



screen baddies, and without any loss of speed, either, but the screen is so colourful that you begin to lose track of exactly what's firing at you, a situation which usually ends in your little plane erupting into a ball of orange flame.

That's the big problem with P-47, the brightness of the screen making it difficult to keep track of what's going on, and that hits gameplay pretty hard, especially on the first couple of levels which should have been the most playable to sustain interest for the rest of the game.

P-47 is a fairly playable game, and quite a good coin-op conversion too, but unless you've got 20/20 vision, have a look at what you're buying before parting with any of that graciously received Xbox Cash.

PAUL RAND

UPDATE

P-47 is also to be released on Amiga, CD4, Spectrum and Amstrad, at prices of £19.99 for 16 bit and £9.99 the rest. The Amiga version shouldn't be much different from the ST, and while we've seen nothing of the 8 bit conversions, they're being programmed by the masters of *Sinkwars*, so they should be good.

ST	£19.99
GRAPHICS	79%
SOUND	71%
VALUE	77%
PLAYABILITY	68%

A faithful conversion of an unoriginal but fun coin-op with very garish graphics.

OVERALL 72%





BATTLE SQUADRON

BY ELECTRONIC ZOO

Forget all the guff in the manual about commando-cats being taken hostage and ace pilots rushing to the rescue after successful missions etc, etc. Battle Squadron is a heavy-duty shoot 'em up, the unofficial follow-up to the smash hit Hydra, in fact.

Pilot a spaceship for two, if you're playing in two-player mode) across a battle-scoped planet in a vertically scrolling attack on hostile alien forces. You're up against an army of well-trained enemies, using the very latest techniques to beat you back to wherever you came, and each level contains hithertho different forces, from small, bird-like fighter craft to ground-based missile launchers and, yep, you guessed it, mimicking end of level craft which appear out of nowhere. Armed with only a single shot cannon at the outset of the battle, it's possible to upgrade your weapons during the game by destroying the mobile storage units patrolling the surface of the

planet which eject the necessary equipment when they explode. Some of the waves of enemy ships leave behind a smart-bomb when wiped out

and, although you start the game with three, it's handy to collect as many as you can as these missiles can get mean on the later levels.

Fair enough, Battle Squadron looks, sounds and plays

very admirably indeed, but after only a few minutes it you get a nagging feeling of "Eh, haven't I seen this somewhere before?" In fact,

I've seen it in rather a lot of places before and after a while I began to get rather bored with the whole thing. Die-hard shoot 'em up addicts are bound to derive enormous pleasure from seeing all these brilliantly presented battles in long-form come, as will most other gamers, for a while at least. Just don't expect to find anything that hasn't been done before, that's all.

PAUL RAND

UPDATE

It's doubtful whether Battle Squadron will be released as anything other than the Amiga. And to be honest, I wouldn't be too bothered about that.



AMIGA £24.95

GRAPHICS 89%
SOUND 88%
VALUE 87%
PLAYABILITY 77%

Originally goes out of the window in Battle Squadron - and it shows. A well-presented, pretty playable affair 'em up which is let down by obvious lack of thought as far as gameplay is concerned.

OVERALL 78%

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GAZE at the incredible graphics - over 4,000 colours on screen in the world's first moving Half And Moody game (Amiga only). But don't stand gawping for too long - there's a job to be done!

Wipe out the insectoid pests with a variety of wild 'n' wacky weapons, including a cork-firing champagne bottle, a vacuum cleaner, a DDT gun and a battery!



SCREEN SHOTS FROM AMIGA VERSION

AVAILABLE SOON ON AMIGA

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The Amiga version is available from ImageWork Ltd.
The PC version is available from ImageWork Ltd.



THEIR FINEST HOUR

THE BATTLE OF BRITAIN

BY LUCASFILM/US GOLD

A few months back, Lucasfilm revived a bit of wartime nostalgia with *Battlehawks 1942*. Now Lucasfilm have moved from the Pacific to the English Channel with *Their Finest Hour*, a game based around the aerial battles over the green fields of Britain in the early years of 1940.

As with *Battlehawks*, the first task in hand is to choose a nationality by way of selecting from a list of available aircraft. While the Germans have a large amount of planes at their disposal, ranging from the small but nimble *Me109* to the massive *Me262* jet engine of the Luftwaffe,



▲ The squadron attempts to dodge heavy fire.

FOUR: BRITAIN



Missing the in-flight mode

the Messerschmitt Bf 109E-3, to heavily armoured, albeit sluggish, bombers such as the venerable He 111H-3, the poor old Brits have to make do with only two attack planes - the Hawker Hurricane and Supermarine Spitfire.

Missions vary depending on your choice of country. The British planes are mainly used for defence purposes,

picking off invading Luftwaffe forces, while the opposition has a wider choice of either flying bombing runs into mainland airspace or guarding the bombers from British attack during their missions - your choice of German plane determines the type of missions available to you.

After you've fought a mission, a screen appears outlining the number of enemy and allied planes damaged and destroyed, and a summary of your current status. Medals and promotions are available to pilots worthy of reward, with a cold POW camp or even death awaiting those unlucky enough to fall. Pilots are saved to disk and used throughout the game until killed or retired, and whole campaigns can be fought, the computer stringing together a number of missions to simulate life as a warring aviator.

Although *Their Finest Hour* is obviously an immense piece of software, with an enormous amount of thought having gone into both the design and presentation of the package, it's slow to play. Even on our mega-speedy 386 PC play was verging on sluggish - and on slower machines, the action is reduced to a crawl.

But in spite of that, I did have fun playing *Their Finest*

Hour - there's an incredible amount of game in there, if you have got a fast machine and enjoy big combat simulations with plenty of depth, check this out. Those who like their flying action faster should try *F-15 II* or *Bomber* instead.

PAUL RAND

UPDATE

Look out for *Delta* and *ST* versions of *Their Finest Hour* in the coming months, both priced at £24.99. Apart from higher sound quality, don't expect too many differences from the PC version.

PC	£24.99
GRAPHICS	80%
SOUND	58%
VALUE	79%
PLAYABILITY	62%

Superbly packaged and presented combat simulation with immense depth, let down by the slow pace of its action on anything other than an extremely fast PC (at least 20 Mhz).

OVERALL 80%





OUT OF THIS WORLD

TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Plashers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fix your friends with your own levelably difficult creations. More than just a game, more than just a puzzle - Tower of Babel is a whole new concept in strategy gaming.



WEIRD DREAMS

A RIDE ALONG THE ROCKY ROAD OF SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ABSORBERS.

Imagine yourself in a world full of nightmares with Dull-Escape creatures & mind-eating eyes. Picture yourself in an upside-down landscape. None in a weird dream & wondering what for...

"Weird Dreams is stunning. It's one of the most bizarre concepts yet seen on a computer being more of an experience than a game".

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MICROPROSE SOFTWARE

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



BY RAINBOW
ARTS

X-OUT

When Rainbow Arts bring out a reboot, are you they don't worry about just getting details as innovative, no, they bring a load of fresh and trusted ideas. Those ideas together into an out-standing little bundle and call it X-Out.

Nothing much happens that hasn't happened before you jump into the cockpit of a futuristic amphibious craft, and it to the death with whatever gadgetry the local weapons shop will allow. Here get out there to kick ass. Eight levels of blasting, bombing and general destruction high jinks lie between the pre-sequenced plot and the end of the game, with a score at the end of each stage. Beginning with

10,000 units of currency, appropriate it must be purchased before the enemy can be defeated. The range of available items is quite considerable, and includes shot, single, double and triple shot cannons of varying power, small, medium or large missiles and laser firing drone ships, not to mention secondary weapons such as smart bombs and even extra craft, should you feel incapable of finishing with one life level. If your present currency level falls up to 10, points, because the score you tally up can be converted to cash at the end of each stage, allowing you to build up your defenses (and offense) even further at the expense of your points tally.

Rainbow Arts are really starting to get their act together these days, finally with the tremendously addic-





with music reminiscent of the kind of tracks featured on Madonna's *Celebration*, the graphics and sonic quality continuing throughout. Spikes are generally on the small side, but all are very well animated and have a realistic metallic sheen to them, and the end-of-level guardians are fantastic - especially the first one which looks as though it's been built using parts from an engine and a dead horse's skull!

To sum up, *X-Out* is a killer which looks great, sounds excellent and contains some of the toughest levels in the biz, making *X-Out* an absolute corker of a game. In my opinion, it's even better than my old Amiga fave, and one of Rainbow Arts' best releases. *Genarts* - and who'd have thought they could better that one!

PAUL RAND

live *Rock 'N' Roll* and now with what must be classed as one of the best side-scrolling shoot 'em ups to hit the Amiga in a long time. Horizontal shooters are becoming rare by the minute thanks to the likes of *Yamun II*, and al-

though *X-Out* (promotional *Crosscut*) has lifted ideas from the aforementioned title, etc, namely the drop system, a lack of originality is made up for with superb presentation and gameplay. The game kicks off with a marvelous animated introduction,

UPDATE

Later this very month sees the release of the ST, C64, Amstrad and Spectrum versions of *X-Out*. While the ST game will retail at the same price as the Amiga version, the C64 and Amstrad versions will go for just £9.99, with Spectrum coming in at £8.99.



AMIGA £19.99

GRAPHICS 91%
SOUND 92%
VALUE 90%
PLAYABILITY 88%

A very difficult shoot 'em up which holds no real surprises. *X-Out* also manages to be one of the best of its kind on the Amiga.

OVERALL 90%

BRITAIN'S BIGGEST SELLING SPORTS HIT
... IS ABOUT TO HIT THE WORLD ...

FOOTBALL MANAGER

World Cup Edition

In 1983, Kevin Keegan wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game, Football Manager 2 has, like its successor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans and creating new ones.

With the success of Football Manager 2, fans came with more suggestions for an even better game. Kevin has responded with "Football Manager World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two successors and radically improves them, a game that will better the best.

Available soon on:
Spectrum 48/128K Tapes,
Spectrum + 3 Disk,
CIBN 64/128 Tapes,
CIBN 64/128 Disk,
Amstrad CPC Tapes,
Amstrad CPC Disk,
SECC, Atari ST, Amiga,
IBM PC.



Kevin Keegan
I've been studying football tactics and interviewing professional managers. The new game will bring you the inside - more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible.™

WIN A PC ENGINE SG!!

We broke the news about the awesome PC Engine SG a couple of issues ago, and now, thanks to those wonderful Hong Kong PC Engine and Megadrive suppliers, West Lake, we've got one to give away!

Yup, the sequel to one of the biggest advances in gaming technology could be sitting in your bedroom, wowing friends and relatives alike, and generally making you one of the most respected members of your community and beyond - after all it's one of the very first to be imported into Britain! This is one prize which you'd be out of your tree to miss out on.

So just what do you have to do to stand any chance of winning this marvellous piece of Japanese hardware? Not much as it happens. Just tell us this, in no more than 12 words why should YOU win the PC Engine SG. Stick your answer on the back of a postcard or sealed-down envelope and send it off to: "WHAT?!!? A PC ENGINE SG? PUT ME DOWN FOR A ONE OF THEM, GUV" COMP, C-VG, PRIORY COURT, 30-32 FAR-RINGTON LANE, LONDON EC1R 3AU Get your postcard to us before February 20th 1990 and remember - you've gotta be in it to win it!



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AMIGA TOP 20

1	(1)	Batman	Ocean	96%
2	(-)	Stunt Car Racer	Microstyle	93%
3	(5)	Shadow of the Beast	Psygnosis	78%
4	(4)	Continental Circus	Virgin	79%
5	(2)	Xenon II	Miramsoft	95%
6	(-)	Beach Volley	Ocean	80%
7	(-)	Interphase	Imageworks	89%
8	(6)	Power Drift	Activision	82%
9	(3)	Strider	US Gold	93%
10	(18)	RoboCop	Ocean	90%
11	(-)	Battle Squadron	Electro Zoo	73%
12	(10)	Falcon	Miramsoft	93%
13	(7)	Kick Off	Anco	84%
14	(-)	Altered Beast	Activision	88%
15	(9)	F16 Combat Pilot	Di	76%
16	(-)	Delglish Soccer	Cognito	51%
17	(-)	Extra Time	Anco	85%
18	(15)	Gunship	Microprose	87%
19	(16)	Lombard RAC Rally	Mandarin	83%
20	(-)	Test Drive 2	Accolade	93%

Batmania continues for another month, but right on the backmobile's bumper is Stunt Car Racer which leaps into second place. Electronic Zoo get off to a good start with Battle Squadron, their polished but unimpressive pleaser, and Anco's Kick Off action. Extra Time makes it into the chart's latter regions.

PG'S TIPS

IT CAME FROM THE DESERT: Oceanware's best yet. Don't make it into this month's chart, but could well feature prominently in next month's.

CHASE HQ: All the thrills and spills of the pop car coin-op, courtesy of Ocean.

DEMIGLES 'N' GHOSTS: Spiffy conversion by USG is finally out and sure to prove popular in the states.

OUTSIDE BET

THE UNTOUCHABLES: Action-packed remake of the movie shows great promise.

ST owners obviously like their driving games. In a single round Hard Drivin' leaps straight to the top, displacing for their number one, Stunt Car Racer. Strange that ST fans haven't taken to Batman, but at least the Indy Adventure is finally making some impact.

PG'S TIPS

CHASE HQ: Ocean's manual-touze race and chase action is Ocean's coin-op conversion.

DEMIGLES AND GHOSTS: Software Creations' excellent translation of the fantastic arcade game.

DAMOCLES: The long-awaited 3D mega-quest should be out by the time you read this.

OUTSIDE BET

TURBO OUTRULKS: Perhaps not the most technically sound printed racing game, but should at least sell on the strength of the name.

ATARI ST TOP 20

1	(-)	Hard Drivin'	Domark	92%
2	(-)	Strider	US Gold	93%
3	(1)	Stunt Car Racer	Microprose	94%
4	(4)	Continental Circus	Virgin	73%
5	(4)	Xenon II	Miramsoft	95%
6	(-)	Interphase	Imageworks	89%
7	(7)	TV Sports Football	Miramsoft	87%
8	(2)	Strider	US Gold	93%
9	(-)	Extra Time	Anco	85%
10	(-)	Beach Volley	Ocean	80%
11	(8)	Centrefold Squares	CDS	66%
12	(-)	Batman	Ocean	85%
13	(5)	Paperboy	Elite	65%
14	(9)	Promised Lands	EA	85%
15	(6)	Kick Off	Anco	84%
16	(-)	Delglish Soccer	Cognito	51%
17	(11)	Ferrari Formula 1	EA	69%
18	(-)	Indy - Last Crusade	US Gold	95%
19	(12)	Altered Beast	Activision	88%
20	(-)	Power Drift	Activision	81%

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.



▲ Swinging to the top, it's **Batman**



▲ **Altered Beast** metamorphoses at number 18.



▲ **Rampage**, now rampaging around number 22.



▲ **Double Dragon** goes for a dash at number 20.

ALL FORMATS

		GAME	COMPANY
1	(2)	BATMAN-MOVIE	OCEAN
2	(1)	PAPERBOY	ENCORE
3	(7)	ROBOCOP	OCEAN
4	(11)	POWER DRIFT	ACTIVISION
5	(-)	STUNT CAR	MICROPROSOFT
6	(10)	GHOSTS/GOBLINS	ENCORE
7	(13)	CONT CIRCUS	VIRGIN
8	(4)	CRAZY CARS	HIT SQUAD
9	(-)	SHORT CIRCUIT	HIT SQUAD
10	(-)	UNTOUCHABLES	OCEAN
11	(-)	HARD DRIVIN'	DOMARK
12	(5)	STRIDER	US GOLD
13	(20)	RAMPAGE	HIT SQUAD
14	(16)	COBRA	HIT SQUAD
15	(18)	CABAL	OCEAN
16	(6)	BARBARIAN	KIXX
17	(3)	MANSELL'S GP	MARTECH
18	(9)	ALTERED BEAST	ACTIVISION
19	(14)	WIZBALL	HIT SQUAD
20	(-)	DOUBLE DRAGON	MELB HSE

It doesn't come as much of a surprise to find **Batman** at the top of the chart now that it's selling across all formats, but **Paperboy** certainly gave it a run for its money. **Robocop** is back at the top of the chart, no doubt because of the

PLATS TOP 20

ANY	SPEC	AMS	C64	ST	AM
N	●	●	●	●	●
RE	●	●	●	-	-
N	●	●	●	●	●
SICH	●	●	●	●	●
PROSE	●	●	-	●	●
RE	●	●	●	-	-
I	●	●	●	●	●
QUAD	●	●	●	●	●
QUAD	●	●	●	-	-
N	●	●	●	●	●
ARK	●	●	●	●	●
LD	●	●	●	●	●
QUAD	●	●	●	●	-
QUAD	●	●	●	-	-
N	●	●	●	●	●
	●	●	●	-	-
ECH	●	●	●	●	●
SION	●	●	●	●	●
QUAD	●	●	●	-	-
HSE	●	●	●	●	●

extra publicity gained from Ocean's ad on the recently released video. Stunt Car Racer finally makes it out and motors straight on up, and deservedly so, we say!



ESCALI JAYS
 ▲ The character shop for level at number 19.



Flood Control
 ▲ Flood Control provides about 20 minutes of...



Continental Circus
 ▲ Continental Circus, not out of the race yet.



Cabal
 ▲ Cabal shows people at number 11.

C64 TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	82%
3	(-)	Stunt Car Racer	Microprose	83%
4	(8)	Power Drift	Activision	59%
5	(4)	Ghosts 'n' Goblins	Encore	80%
6	(13)	Robocop	Ocean	84%
7	(-)	Untouchables	Ocean	85%
8	(5)	Cabal	Ocean	85%
9	(9)	Cobra	Hit Squad	36%
10	(3)	Top Gun	Hit Squad	29%
11	(6)	Slinder	US Gold	85%
12	(-)	Short Circuit	Hit Squad	62%
13	(7)	Wizard	Hit Squad	92%
14	(-)	Rampage	Hit Squad	62%
15	(20)	Nigel Mansell's GP	Alternative	71%
16	(-)	Father Christmas	Alternative	70%
17	(-)	Double Dragon	Melbourne Hae	45%
18	(-)	100% Dynamite	Ocean	80%
19	(11)	Slinder	US Gold	85%
20	(19)	Altered Beast	Activision	73%

As in the Commodore chart, Batman and Paperboy have swapped positions during the month to leave Batman on top. The release of Robocop on sell-thru video and Ocean's ad on the tape seem to have revived the game, which was flapping at number 14 last month.

PG'S TIPS

DUZZT III: You Spectrum owners seem to go ape over the Duzzt series, and this one promises to be the best of the lot.

MYTH: Absolutely astounding arcade adventure. The best (original) Spectrum game we've seen for months.

SHOULDS 'N' GHOSTS: Remarkably good conversion of the Capcom knight-in-shining-armour romp.

OUTSIDE BET

MANIA WARRIORS: A bit of an obscure coin-op, but the super slashing and bashing action should make it a big seller.

The festive present-buying season has meant that full price games have nudged out a lot of the budget lot. Batman finally displaced the rogue Paperboy to take top spot and the super-five Stunt Car Racer motors straight into the number three position.

PG'S TIPS

TUSKER: Smart arcade adventure from System 3 could well ride high.

MYTH: Just hitting the shelves now. Tremendous graphics and lots of arcade adventuring.

OPERATION THUNDERBOLT: Should be out and selling like hot cakes by this time next month.

OUTSIDE BET

CHASE PG: Pretty bad conversion, but might well sell on the strength of the name alone.

SPECTRUM TOP 20

1	(2)	Batman	Ocean	92%
2	(1)	Paperboy	Encore	82%
3	(14)	Robocop	Ocean	87%
4	(-)	Hard Drivin'	Domark	79%
5	(-)	Untouchables	Ocean	85%
6	(-)	Crazy Cars	Hit Squad	80%
7	(-)	Rampage	Hit Squad	72%
8	(-)	Op Thunderbolt	Ocean	85%
9	(-)	Cabal	Ocean	70%
10	(8)	Short Circuit	Hit Squad	64%
11	(13)	Ghosts 'n' Goblins	Encore	80%
12	(-)	Power Drift	Activision	59%
13	(18)	Batman 3D	Hit Squad	86%
14	(17)	Enduro Racer	Hit Squad	84%
15	(-)	Continental Circus	Virgin	73%
16	(4)	N Mansell's GP	Alternative	71%
17	(9)	Spencer 7	Cult	75%
18	(12)	Top Gun	Hit Squad	83%
19	(5)	Barbarian	Klax	87%
20	(11)	T I Dizzy	Code Mstrs	73%

THE C+VG STAFF'S CURRENT GAME OBSESSIONS:

JULIAN RIGNALL: BLACK NIGHT (PINBALL), MR HELI (PC ENGINE), FORGOTTEN WORLDS (MEGADRIVE), COBRA TRIANGLE (NINTENDO)

PAUL GLANCEY: MR HELI (PC ENGINE), INDIANAPOLIS 500 (PC), SUPER HANG ON (MEGADRIVE), LIFE FORCE (NINTENDO)

PAUL RAND: SUPER MARIO BROTHERS III (NINTENDO), DRAKKHEN

(AMIGA), MR HELI (PC ENGINE), RAMBO III (MEGADRIVE)

DRAKON

BY INFOGRAMES

I was after a brave captain I had been hung, drawn and quartered for slaying the last living dragon that the world's spellcasters found their magic failing. Since that day, turmoil had erupted with a multitude of dragons ravaging the kingdom. In the meantime, the good ship *Shadrak*, while on a trading mission, had become separated from its escort vessels when its powerless wind-ward could not surmount a breeze to fill the sails. Yet the ship was driven northward by an unknown force, until it finally grounded on the shores of an uncharted island. Before the crew could investigate further, they were attacked and almost wiped-out by an army of creatures, half-man, half-dragon, the Drakihin.

The survivors of the battle were led to a huge palace where they were told of a Drakihin plan to wipe out the human race and instigate a new age of dragons.

But the resourceful band escaped their captors, returned to the *Shadrak* and sailed back to their homeland to alert their people of the plight which would soon befall them. The nation's four bravest adventurers were given the task of sailing back to the Drakihin's island and wiping out the whole race.

Doing so would be difficult. The only clue was in the wind-wizard's tale - while at the Drakihin's palace, he no longer an immense ogre-like

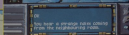
▼ Morgaine passes a dagger to her companion.

statue, its eyes shedding eight tears for the dragon race. During the conversation with the Drakihin High Priestess though, it was discovered that nine tears were shed, the last one for the humans who were to suffer at the claws of the dragons. This tear, in the form of a jewel, would have to be fouled by the adventurers if mankind were to stand any chance of survival.

Starting on a path well far from a castle, you have to take the path across the length and breadth of the 3D landscape, finding clues and killing monsters in your search for the Ninth Tear. Each member of the team begins with pretty gaudy weapons and armour, but these can be looted up during the journey. As the dragons emit a massive amount of magical energy, a limited number of spells are available to the characters ranging from bolts of lightning to healing spells.

As with the weapons, extra

▼ Outside the first dungeon, watching for sharks.



▲ **Oh-oh!** What was that noise?

spells, are hidden in spell-books which lie in castles and palaces. While the four characters are usually controlled one at a time, they can be moved around as one group when outside, making for fast travel around the island's different areas which include grasslands, deserts and swamps.

The landscape is fraught with terrors. Drakihin forces are everywhere, in all sorts of

unpredictable shapes and sizes. Spending the night in castles is very dangerous, as there's always the likelihood of attack from nocturnal winged creatures. But not all enemies are so obvious.

What at first may appear to be an innocent, inanimate object such as a door or a fountain, could be a cleverly disguised demon, lying in wait to gobble up even the most fearless of adventurers.



DRACKHEN

There's a secret passage in here... somewhere...



to the game with a wealth of different noises including the rustle of leaves in the wind, crickets rubbing their legs together at night and the blood-curdling screams of monsters launching themselves at the valiant four-some.

On the subject of the creatures to be found in the game, some of them are absolutely enormous, with furriettes, gnashing fangs and bloodshot eyes - I particularly like the wolf's head which springs from the fountains at the crossroads.

My one and only whinge is that the game lacks any sort of compass, which would have been extremely useful in finding your way around Drackhen. I suspect that you need to use the positions of the sun and stars to find your course. Very realistic, I suppose, but unfortunately I've never been very good at astrology.

▲ A wishing demon class from a shrine.

Drackhen is a well-presented, addictive piece of adventuring, which comes complete with an enjoyable novella containing lots of clues. As I said, lack of a simple direction finder is a problem, but if you can overcome this (say by learning how to read the stars) then you'll soon find yourself being dragged into the dangerous world of dragon-bashing.

PAUL RAND

UPDATE

Sorry, all you owners of anything other than an ST or Amiga; Infogrames have no immediate plans to release Drackhen on anything other than these two machines.



▲ This place is "deserted" (er'nt?)

Drackhen has been described by many as a pretender to the throne set upon by Dungeon Master, which is a silly thing to say as the two games have little in common save for the fact that they're both played in three dimensions and both contain four main characters. In fact, Drackhen is much more ad-

venture oriented than DM, which refuses to be anything but straight RPG.

The 3D effect while cut-scenes is very good indeed, with fast frame updates and lots of objects around to break up the monotony of the otherwise flat earth.

Sampled sound effects add tremendous atmosphere

ST £29.98

The only difference between this and the Amiga version is a reconfigurable colour palette on the screen, if this is the sort of game which appeals to you, then make a trip to your nearest specialist and snap it up!

OVERALL 83%

OVERALL 83%

AMIGA £29.98

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

Playability suffers from one or two silly decisions, but otherwise Drackhen is a super game which should satisfy the adventuring spirit in most of you.

OVERALL 83%

BUDGET

SUPERTANK SIMULATOR

CODE MASTERS

Oh dear, another dodgy or made game disguised as a simulator and wrapped up in a load of self-congratulating waffle. This time it's a marginally upgraded version of that cruddy old Atari 2600 cartridge, Tank Pong - guide your "super" (his hat) tank through eight war-torn battle zones, blasting the pants off the enemies which you meet on the way.

The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant" and the rest which is

SPEC £2.99

A horrible, nasty piece of software which could just Spectrum owners off games paying for life. Don't even think about buying it.

OVERALL 19%

The graphics are poorly drawn and monochromatic. That would have been okay if the colour used hadn't been bright yellow. Sound is all but non-existent. And if you think that things can only get better, they don't. Because the gameplay is absolutely dire too. If you can't realise that all the cries of "Absolutely Brilliant" and the rest which is emblazoned across the tray is hype, then you deserve to waste your money on this complete load of old rubbish, instead of buying one of the other brilliant games reviewed this month.



RENEGADE HIT SQUAD

M Renegade is a real head-pun, and he's only happy when gangs of hoodlums rain fire on him, so that he can bust 'em down and beat 'em up. So it comes as no surprise when you find out that's exactly what he's doing in Cohen's re-released run-up conversion. Do your stuff outside the five areas of Subway, Pier, Steaky Street, First Street and the interior of St Big's hideout, taking out the damage in a variety of jobs which inhibit each level. Clean each stage before the time limit runs out, and make sure you don't lose all your frog lives in the process - otherwise it's bye-bye to you and you get...!

Renegade was a smashing piece of hit-out noise when it was first released, and nothing has changed the same since. Well, highly playable. The game keeps you on your toes from beginning to end with a mixture of five graphics and steering gameplay. Don't miss it!

SPEC £2.99

Crisp, monochromatic graphics work well in this well-programmed and state-of-the-art run-up, which is a step up in value from the pound price tag.

OVERALL 86%

AMSTRAD £2.99

Great sprites and backdrops, as well as the same high level of addition as the others, make Amstrad Renegade the best of the bunch!

OVERALL 88%

CS4 £2.99

The graphics aren't as nicely defined as those on the Spectrum, and the control system is a bit off, but Renegade is still a worthwhile buy.

OVERALL 80%

1

AA RAVE! AA RAVE! AA RAVE!
AA RAVE! AA RAVE! AA RAVE!

The Untouchables from Ocean

Relive the noble existence of Eliot Ness in his struggle against the infiltration of mobster Capone.

The ultimate in exciting action experiences as you're in control of Eliot Ness in his side quest of crime-fighting.

Always (shoots). The Border Road. The Railway Station-confrontation and Warehouse bust. Galvanizing in the thrilling rooftop duel as you're in the side-edge existence of Ness in his struggle against the infiltration of Capone!

The Untouchables

	Price	Code
Commodore 64	Cass £ 9.99	WF01000
Commodore 128	Cass £14.99	WF01000
Spectrum 486	Cass £ 9.99	WF01000
Spectrum v.3	Cass £14.99	WF01000
Amstrad CPC	Cass £ 9.99	WF01000
Amstrad CPC	Cass £14.99	WF01000
Atari ST	Cass £14.99	WF01000
Amiga	Cass £14.99	WF01000



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3

Michael Jackson Moonwalker from U S Gold

After conquering the world of pop music, Michael Jackson channelled his energy and talent into making his first film. Now U S Gold presents the home computer version of that film, mastered by the Superstar himself. Feel the rhythm in July '83.

Transform this a fabulous alternative experience to the drug smoking (M) into the proper world of MOONWALKER - a game like no other.

*You will be unable to hear your staff sing from the screen even when it's new year's midnight.
Mark Hymann - BT Format

For use on MICROSTRAT/COMBOS CPC Cassettes Computers

Moonwalker

	Price	Code
Spectrum 486	Cass £ 9.95	WF01000
Spectrum v.3	Cass £14.95	WF01000
Commodore 64	Cass £ 9.95	WF01000
Commodore 128	Cass £14.95	WF01000
Amstrad CPC	Cass £ 9.95	WF01000
Amstrad CPC	Cass £14.95	WF01000
Atari ST	Cass £14.95	WF01000
Amiga	Cass £14.95	WF01000



1 G 4

2

Laser Squad from BladeSoft

Laser Squad combines strategic skill with the use of grenades and a variety of automatic weapons to defeat your foe. You can take the part of leader or hunter, play with a friend and/or team, or at opposing sides. One player option plays against artificial intelligence or highly developed robot.

Laser Squad is a family game that is equally enjoyable and can definitely be recommended as one for the library of any gamer/player. **Andy Smith, Amiga Format**



Laser Squad

	PRICE	CODE
Spectrum 48	Cass £ 9.95	090306C
Amstrad CPC	Cass £ 9.95	090306C
Amstrad CPC	Disk £14.95	090314D
Commodore 64	Cass £ 9.95	090320C
Commodore 128	Disk £14.95	090320D
Ami 127	Disk £19.95	090320T
Amiga	Disk £19.95	090324B

- GET ONE FREE!



4

Operation Thunderbolt from Ocean

After an initial year for 1 to 4 "Operation 400", the game brings you enhanced shoot-up action for one or two players. Thunderbolt not only responds to the best of the recently exciting gameplay of 400, but adds 3D action to the scenario as you test your nerve against swarming jets, helicopters, tanks and many more awesome adversaries! Use the laser sight, or the full-screen view, but watch out for those air-to-ground missiles.

What is the only way to describe "Thunderbolt" - not a game for the faint-hearted!
Trevor White, Amiga Action

Operation Thunderbolt

	PRICE	CODE
Spectrum 486	Cass £ 9.95	090319C
Spectrum 486	Disk £14.95	090319D
Amstrad CPC	Cass £ 9.95	090325C
Amstrad CPC	Disk £14.95	090319D
Commodore 64	Cass £9.95	090322C
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SHARK PLAYERS PREMIER

The Shark of the title is a new super-sub which you have to pilot into the Atlantic 5 seabeds to rid it of the chieftly Snake brothers who have moved in without permission. In fact, they're so chieftly that not only have they moved in, they've invited a load of regular mass round as well!

The Snake aren't the only chieftly ones, though. This is the second game by Players (the first being Task Force) which takes disconcertingly similar to the old invasion blaster, Cyberoid. The screen layouts are similar, the controls are the same, even the extra weapons are practically identical. But of course the copy isn't as good as the original and Shark is made ridiculously difficult by the heavily armoured enemy ships which populate the seabeds and are so tough that they have to be shot at least eight times before they explode!

C64 £2.99

Again, Shark looks and sounds great, but it's plagued by the same nasty weapon problems, so it's not as much fun as it could have been.

OVERALL 56%

the best budget release of the month. The graphics are competing, the graphics are very colourful, and there are some really pretty special effects which give the game that bit of extra polish that's so often missing from Amstrad budget titles.

AMS £2.99

Shark's exciting adventure action. One of the few budget arcade adventures really worth playing.

OVERALL 88%

JONAH BARRINGTON'S SQUASH MASTERTRONIC PLUS

This release features not only Jonah Barrington's name (he's very big in the squash world, by the way), but also his voice, which can be heard gargling the scores and telling the players off for missing shots. The speech is probably the game's only high point, because the actual action is so confusing. Placing your player in a position from where he can return the ball is so difficult that more often than not whoever serves wins the point. As a squash game this is no more enjoyable than playing on my old Breakout TV game.

C64 £2.99

Squash isn't the most exciting sport to simulate in the first place, and this computer version isn't going to keep you glued to the joystick.

OVERALL 49%

SPEC £2.99

Fine graphics so it's not quite so difficult to see what's going on, but it's still not future proof.

OVERALL 50%

AMS £2.99

Very similar to the Spectrum version, so, again, OK, but not terrific fun.

OVERALL 51%

SAILING MASTERTRONIC

Will spice the mainstream "What's it thought," could be more boring than a 3D sailing simulation? But, no, this is a surprisingly enjoyable game - a bit like a more subdued Polo

Position. You get to design your yacht then sail it against the international opposition, working your way up through a sort of world league.

Success is apparently all down to judicious loading and lowering your spritails, and taking into the breeze like a real thing, but it really

isn't as complicated as it sounds. The sound ship makes appropriate "SWOOOOSHHT" noises and the horizon dips and rolls convincingly - any more realistic and you'd be throwing up over the side.

AMS £2.99

Not much difference between this and the C64 version, except perhaps slightly clearer graphics.

OVERALL 83%

SPEC £2.99

Again, it's only graphical differences which separate this from the other versions.

OVERALL 80%

C64 £2.99

Hardly a mainstream subject, but an entertaining game nonetheless. Worth trying if you're after something different.

OVERALL 82%





BATMAN is a shadow
in the darkness,
as elusive as a dream. High above
the seamy streets of GOTHAM,
he is a criminal's nightmare.
The only hope for a
desperate city —
BATMAN.

Go with a smile and get this
extravaganza (probably better
than the film!) What a gem!
Award for excellent movie
licensed by Ocean Games™/Ocean



Empire game pack is a
delicious blend
and award of Ocean
perfectly. The best of the
light-based play pack the
most definitely Ocean. The
the best — many trophies
including the game PC DVD



"Ocean's the year's best 100
game pack also has the
best presentation and
delicious Oceanistic package
with an incredible 1000 hours
of fun!"



"A faithful, superbly well-
executed and generally maddly
film conversion as you could
even hope to see!" — Fun Action



AQUANAUT

BY ADDICTIVE

Oh excitement! The Earth's being invaded (again), but this time the bug-eyed space creatures have moved into the lost city of Atlantis from where they're planning to launch their final devastating attack on humankind. Luckily for us, there's one man who knows NO FEAR! and that man is our Aquanaut, Ric Flair.

In the first section Ric plunges into the murky, sideways-scrolling ocean depths. Swimming right, Ric has to dodge or retreat numerous hazards, including homing seaweeds, tentacle jellyfish, barrels of nuclear waste and death charges. A kindly quarter-master has dropped off some equipment pods, containing the tools you need to complete the game.

Graphically, this section is great - loads of big, well-animated sprites - and it's a pretty good blast too. My one complaint is that once a seaweed or a shark gets on your flippers you can have real problems getting rid of it because by the time Ric's turned around to shoot, he's been skewered.

The next section is a hunt through submarine caverns for the entrance to Atlantis. Useful items are scattered here and there, and it's up to you to work out what to use when.

The final load is set in the remains of Atlantis, which are positively teeming with Ramanish aliens. As well as brooding the Ramanish spaceship, Ric has to find and release the four remain-



▲ Don't touch the nuclear waste!

ing Atlanteans. Again, it's a case of finding objects and using them in the right places, but this time he has Ramanish guards to deal with. Unless he finds a better weapon, this means chucking knives at them before they can touch him. Again, this section is made tougher by the fact that Ric can't turn and fire simultaneously, so aliens simultaneously approaching from both sides can be extremely sticky to deal with. The puzzles are fairly logical, but some of the objects are so alien that it's

▼ Because of his, er, dog!



anyone's guess what purpose they could possibly serve. Still, I suppose it all adds to the mystery.

Although it's not without its faults, Aquanaut is an entertaining sort of game. Each section has enough to keep you interested ('interested' - godd'n?) for a good few months, and there's even a handy game save to save you from swimming over old ground. If you're after some thing out of the ordinary, check it out.

PAUL GLANCEY

▼ & transporter cube.



ST	E24.99
GRAPHICS	80%
SOUND	60%
VALUE	80%
PLAYABILITY	75%
An enjoyable combination of exploring and blasting games, made a bit over-difficult by one or two bugs.	
OVERALL	76%

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Edge



One of the greatest horizontally scrolling shoot 'em ups of all time is R-Type. Its combination of stunning graphics, amazing weaponry and great gameplay has yet to be equalled.

Until now. R-Type II is here.

Once again you take control of the R-9 fighter, and once again it's the evil Wydo Empire who you're up against. But this time the enemy is bigger, tougher and more vile than ever. So collect those power-ups, beam up your weaponry and prepare to fight for your right to party.

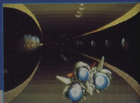
The graphics are fantastic, with revealing, pulsating alien tech really DO look alien, huge machines with all sorts of hor-

rrible patchy bits, tentacles and dangly things to blast into oblivion, and some really nice effects, such as an level two where the action takes place under water. The sound is also atmospheric and really enhances the action.

R-Type II is a brilliant blast and is every bit as good as the original. Make sure you've got plenty of change when you play it.

GRAPHICS	93%
SOUND	80%
VALUE	90%
PLAYABILITY	95%
OVERALL	92%

R-TYPE II





DJ KID

Here's an interesting little game: It's a sort of Double Dragon on roller skates. Second-wave, 800-4-1-1, fun strategy, DJ

Kid is a whole heap of lefts. The idea is to travel into the wrong side of town and simply kick the shins out of all the baddie skaters.

Who lives there, DJ has all sorts of moves to help topple the enemy from their skates, including a variety of punches and bly-ahhh-jabs!

As you travel deeper into enemy territory, things get tougher and tougher, with some of the fiercest battles ever seen on four

wheels!

Featuring humorous cartoon-style graphics and wacky sounds, DJ Kid is a game that even up fans will love.

GRAPHICS	88%
SOUND	87%
VALUE	87%
PLAYABILITY	90%
OVERALL	89%





NEXT SPACE

There are loads of vertically scrolling shoot 'em ups in the arcades at the moment, some good, some average and some bad. The Next Space is yet another, and falls into the middle category.

It's a one or simultaneous two-player blaster in which the heroes fly into space and battle hordes of alien ships. Blast an entire wave and power-ups are left behind to help you kick even more ass, and of course there are great big end of level baddies...

Heard it all before? Pleased it all before? Afraid so. Not only is the Next Space very similar to loads of other shoot 'em ups out there, it's not a particularly good game either. Blasting fans might like to give it a whirl, but it doesn't hold your interest for long.

GRAPHICS	81%
SOUND	79%
VALUE	72%
PLAYABILITY	78%
OVERALL	76%



▶ ARCADE HIGHSCORES

If you're a record breaker in the arcades, why not get famous by sending in your scores to: **ARCADE HIGHSCORES, C-VG, PRORY 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.

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ARKANOID

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BLASTERBOMB

2,539,740 GGG, Portsmouth

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49,872,800 Gary Harrod, Poole

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4,325,000 John Bristol, Grth, Kent

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7,884,700 Simon Linnick, N Ireland

GHOSTS 'N GHOSTS

79,885 Jamie Morse, Weston-Super-Mare

GOLDEN AXE

805.0 Gary Harrod, Poole

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HAUNTED CASTLE

368,200 Gavin Davis, Swanssea

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SPACE AC

BY ENTERTAINMENT INTERNATIONAL/READYS-OFT

A little revolution occurred in the arcade during the early 80's when a chap called Dan Bush and coin-op giant Atari developed the Dragon's Lair coin-op, an awesome graphic extravaganza which used video-disk technology to give the player the impression that he was interacting with a cartoon show. It was very popular, and even though the technology was unreliable, Dan Bush developed a second laser game, Space Ace. By last year, computer technology had advanced enough to allow Dragon's Lair to be converted to the Amiga. How Space Ace is here.

The first game was set in the mythical Dark Ages and starred a blonde, square-jawed hero of a guy by the name of Dirk Daring. Space Ace, as you'll have guessed, takes place many years into



▲ Don't let us up with the inferno ray!

▼ Yes! A purple path creature!



ACE

the future. Ace, the hero, and his girlfriend Kimberly are off to crush the tyrannical alien Borf and his gang of weird hand-things, when the big, blue badde himself appears, whisks Kimberly off in his spaceship and blasts laser bolts at Ace.

That's where the game begins, with you reacting to Ace's movements in an attempt to negotiate 33 different rooms, rescue Kimberly and defeat Borf all at the same time.

Control is simple: at certain points in the game you have to choose an action for Ace by pushing the joystick in one of four directions, or pressing fire. The correct decision moves Ace on to the next piece of animation, while failure results in the loss of a life. Timing is critical too - the right move at the incorrect time also spells disaster. Successful completion of each

▼ "You cannot win!"



▲ Hookey! Ace gets his girl

room adds extra points to your total, an extra life being awarded at every 10,000 points.

Dragon's Lair suffered from the fact that the gameplay was amazingly simplistic and that you could go all the way through the game in one sitting. Space Ace, unfortunately, is exactly the same,

and in fact is even less challenging. It took me about 45 minutes to finish the game. And after that the appeal wanes.

The graphics may be awe-inspiring, the sound cannot be faulted, the amount of data has even been cut down to four, from the original's six, and you don't need

▼ Jump for the boys, Ace!

a megabyte expansion to run it on. But strip away the visuals, and you've got an unbelievably simple game. Just choose one of five directions at any branch point and you either win or lose. Utterly pathetic.

Space Ace is an amazing computer demo. But at £44.95 it's scandalously over-priced.

PAUL RAND

UPDATE

There is an ST version planned which will look, play and cost exactly the same as Space Ace on the Amiga.

AMIGA £44.95

GRAPHICS 94%

SOUND 95%

VALUE 33%

PLAYABILITY 38%

Cartoon-quality graphics and amazing sound make this a stomper to look at and listen to. But the gameplay is unbelievably poor, and it's possible to complete the game within an hour of purchase.

OVERALL 39%



BE HARD!!

WIN A LEATHER MOTORCYCLE JACKET WITH ACCOLADE!

Hands up all those who have always wanted to roar through the streets on a massive, 1100cc motorbike, scaring dogs and making old ladies drop their shopping as you zoom past. The dream of every budding Hells Angel is to own a smart leather biker's jacket of their very own, and that's exactly what is up for grabs in this fab compo.

To celebrate the release of their new game *The Cycles*, those veterans of the 3D computer racing world Accolade are offering not one, but TWO lucky readers the opportunity to pull on this marvellous example of black cow-hide (that's leather to you) and pose around the streets, looking really hard, being the envy of his friends and stuff like that.

If you want to be in with a chance of picking up such a lovely first prize, or one of the 10 runners-up prizes of a rather natty *Cycles* T-Shirt, put your thinking caps on and answer the following questions:

1. Name five makes of motorbike.
2. In which film did the young Marlon Brando don his leathers and rip up the roads on a powerful motorbike?
3. Name one motorcycle with a top speed of over 150 mph.

Write the answers on a postcard or the back of a sealed envelope, stating your chest size (so we know what size clothing to send) and deliver your entry post-haste to: THE "OH! DON'T I LOOK LIKE JAMES DEAN IN MY GROOVY BLACK LEATHER JACKET" COMP, C-VG, PRIORY COURT, 33-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The closing date for the comp is 28th February 1990, so get your answers in by then or you'll be spending the year wearing nothing but your tatty old Parks jacket.

Budget 88T and staff entries not included.



ADVENTURE

Well, well, well. Three holes in the ground. Or is that an adventure column I spy with my little ear. Who knows the secret of the Black Magic box? Perhaps Keith Campbell does?

All those pressing problems that you puzzle over as you play through the game are what make a good adventure so addictive. And when you finally complete it, all will have been revealed, and the game can be put aside with satisfaction.

On game 121 *Solaris* adventures have been known to end without all the problems getting to be solved. Take the case of Sir Cockton of Rastewood, who recently visited King's Quest I. In so doing he never did discover the name of the gnomes on the bridge who asked him to guess his name. And now it's driving him mad - Sir will desperately try to find out the name of this little-known gnome!

Frank Robinson is another addict of famous adventures, and for managed to complete *Space Quest III* in fifteen days flat without any help - no mean feat! But *Polco Quest II* is a different story. Frank, trying to get inside the *Swaggle's* Inn, gets shot to pieces every time he kicks the door in!

I make a point of trying to answer every letter that arrives at the *Magazine*, but that's not always possible. Take Paul S. For example, having trouble with a drunken driver in *Polco Quest I*. I wrote a reply, and was just about to address it, when I realized that his full name was not the only thing he'd failed to give. Somehow I don't think "Queenstown, Australia" would lead Paul S. So here's what to do with the drunk. Ask for the driver's license, tell him to get out of the car, and smell his breath. Administer an FBI test, hand-cuff him, read him his rights, and then get him into your

car and drive him off to the jail.

A Mr X wrote a couple of months ago asking how to pick up the steel in the black-magery in *Jaco*. "Easy" I said then, and went on to explain. Mr X wasted little time in writing back to complain "That's different than my problem was an easy one!" Your response may be the correct answer, but in this case, of course, only be done if one actually possesses the relevant *phases*, which unfortunately I do not. Which just goes to prove that what you think is solving one your progress may not be the real problem at hand. So if you write in for help, make sure you list all the things you know that you can't do or haven't obtained.

ROLE CALL

Placing an eye in the blind God, as suggested in the November issue, did not help Paul Stephenson of Finchley to enter the first tower in *Band's Tale*. Paul would like to know exactly what to say to the priest, and also how to find the gates in the sewers, which are eluding him. (See *Kallidos of Rastewood in Denmark*, has mapped the first tower in *Band's Tale I*, but found nothing of interest. Has he missed something? Freyer is also asking the words he should say to the priest in the blind God's temple. And in general, Jasper wonders if there are any places he can go to score a decent number of experience points and collect a worthwhile amount of gold?

You want gold my boy, you shall have it! Here is a way to get it that may make you wish you'd never asked! Go to the bank and list the ac-



counts, and you should find one with just steroids in it. Close it and you'll get one billion gold pieces - enough to make you popular at the Inn for the rest of the game! Thanks to Jason Watson of Wellington, New Zealand for this outrageous trickshot!

Meanwhile, Kevin Thompson of Larnarkshire is very close to finishing *Band's Tale*. It is only the whereabouts of the Silver Circle that is holding him back. Who can help him polish it off?

Jan James believes he was one of the first players in the UK to complete *Point Of No Return* after its release here. And he has some info on the 04 corner of the bridge maze in a human impostor. Go to the 04th corner, and into the room where earlier you may have found a priest. Walk through the south wall - it is an illusion.

Jan disagrees with Jim Laver, who last month told us he thought the vampire had died before the start of the game. So for Patrick Hahn and anyone else still looking for it, go to the NE corner of the graveyard. If you level him there, he flies to the moon-shaped building. You can kill him there, too.

write Jan.

Finally, Jan says that the Kobold colony will be found by looking at Journal Entry 24.

WRITE IN

Help welcomed and appreciated here! Write to me at *Adventure Magazine*, C-101, Pease Court, 38-39 Farningham Lane, London EC1R 3AU, about *Adventures and Role Playing Games*. If I haven't got a ready answer to write back to you, there's thousands of readers out there who are just waiting to help you!

HOME GROWN

It is my practice not to include reviews of home-grown adventures that are of poor quality, and thus, when about a year ago I received a copy of an adventure entitled *Dead End*, written by Marjyn Westwood, I returned it to him. There were a couple of basic faults with the way the game worked, and I enclosed some suggestions that might make it more playable.

Thinking it was unlikely I would hear any more of the game, I was slightly surprised when it resurfaced just a few weeks ago. And in playing it, I was amazed!

URE

From the sort of game adventure enthusiasts would contemptuously switch off after just five minutes of play, Blakey has turned *Dead End* into a highly playable adventure, full of atmosphere.

Inspired by the 1946 B&W film *Harlow: My Lovely*, the game has all the atmosphere of an old black and white pot-boiler eye movie, particularly on the ST version, which includes digitised stills from the film itself. There are other differences

between the ver-

sions, too, notably

the much better

response time

on the ST, even

when displaying

graphics, and in

the structure

itself, but mainly, on

the MSX,

version your

gun is

in your

inventory at the

start, while, on

the ST, you must

pick up your

ammunition (non-

existent on a bit)

to reveal your

holster

with gun in it

underneath.

With the cassette

or disk comes a

professionally

printed handbook

with glossy cover,

containing loading

and playing instructions,

together with the

background to the story.

The whole package is

so well executed and

presented, that it happens

time for the adventure mar-

ket, *Dead End* would un-

oubtedly have been

snatched up by a publisher

and be on sale in the shops.

As it is, Marty's has set up his

own company, Interactive

Technology, through which

to sell the game. And already

two more titles are planned.

A *Dark Sky Over Paradise*,

and the first of a fantasy

series, *Dooms*, due in March.

A little pricier for the 8-bit

version, but superb value for

what you get on the ST, *Dead*

End is available on cassette

for 48k Spectrum, Commodore

64, or T-90, and on disk

for Atari ST or R-MS. Order by

mail direct from Interactive

Technology, PO Box 106,

Stretfield S43 9TE.

Note: The ST version

comes on double-sided disk,

if MUSE be run from Drive

A, and the computer bit of

MUSE be connected to a hi-res

monitor, so it will cause a eye-

tem crash when executed. If

you have an internal single

sided drive plus an external

double-sided drive, you will

not be able to run the game

without a utility that enables

Drive B to become Drive A.

SPELLBREAKER

The price of *Spellbreaker*,

the adventure fantasy

mentioned last month, has

had to be increased to 1.99

due to increases in postage

costs. Up to 12 issues may be

ordered in advance, from

Spellbreaker, 29 Maple Place,

South Park, Glenview, Ill

60025.



CLUES

A

More or less all you need to solve Hitchhiker's Guide To The Galaxy, in more or less the right order.

BULLDOZER. Lie down in front of it to stop it advancing. Ignore Pussie's yelling, and wait until Grand Pussie arrives.

FLUB. Drink the beer three times, and buy a cheese sandwich. Leave the pub and head for the peeping dog with the sandwich.

DARKNESS. This is a puzzle that links other puzzles throughout the game. Type **SEE, HEAR, TASTE, FEEL, SMELL.** in turn. Finally, re-type the sense that is missing from the list of things you cannot do, and you will get a new message. These do what you are able.

BABEL FISH. Put the gears on the back, and the towel over the dial. Cover the panel with the watch and put the mail on the watch. Press the button on the dispenser.

ATOMIC VECTOR PLOTTER. Press the switch by the case, and note which word of the captain's poem you read. Wait until the guards take you to the Captain, and wait until he has read four lines of verse. Then tell him you enjoy poetry, and he will begin the second verse. Note the word you need. When you are taken back to the hold, enter **TYPE** followed by the required word enclosed in double quotes. The case will open and you can take the plates.

IMPROBABILITY DRIVE. Go there, **LOOK,** and take everything you see. Ignore messages that suggest you can't either get there or look around - just keep trying until you succeed.

TEA SUBSTITUTE, THE PLOTTER, AND THE DRIVE. Press the pad on the Marmite to get the tea substitute. Insert the small plug on the drive into the small receptacle on the plotter. Put the dangle bit into the cup, and press the switch.

BUGFLATTER BEAST. When it asks your name say "Arthur" and go east. Put the towel over your head to confuse it into thinking it can't see you. "Carve "Arthur" on the stone. On reaching this, the beast will think he has already eaten you, and proceed to sleep for a moment.

COUNTRY LANE. Give the towel to Arthur when he is lying down in the road. He will refuse to take it. Go to Pussie and tell him to tip in the mail. Go to the pub, and buy peanuts and beer. Drink beer, and tell Arthur to drink beer.

Give him the sandwich. **THE PARTY.** Drink the liquid, open your handbag, and examine it there. There is a piece of fluff clinging to his neck - take it and put it in your handbag, then wait until Phil takes you away.

EXTERMINATE. Steer the boat to search the spots, take the needles, and examine the seat. Look under the cushion and take the key and the fluff. Go to the dial, and wait until 7 million grabs you.

When the guards rush up to shoot, tell them to drop their rifles, take the blaster from Trillian, and shoot the allies. **MICROSCOPIC SPACE FLEET.** Get the awl and listen to the conversation. When you are put in the maze, continue south until you reach the pastiche. Take it - this is common sense.

REAL TEA. Go to the restaurant and open the panel at the back. Get the board and insert the interface, then press the pad. The restaurant is now totally occupying Hitchie, the on-board computer. When the missile attack starts, insert the large plug into the large receptacle, and press the generator switch. Return to the marmite where there should be tea in the tin. Take tea and no tea, return to the bridge and remove the dangle bit from the tea substitute and put it in the tea.

WHALE. When you feel a warm squally liquid while you are in the dark, drink it

to get in this puzzle. You are in a space whale, by a flower-pot. Get it, and place each bit of fluff in it. Put the flower-pot into the thing your Aunty gave you, and put the thing in your pocket.

FLUFF TREE. Once there will be a small plant growing in the flowerpot. Go into the maze, and it will grow. Examine the plant and get the fruit. It is the fruit of low-knowledge - eat it and you will be told which tool Marvin needs to adjust the hatch. Take it.

SCREENING DOOR. It is possible to open the door if you are carrying both tea and no tea, and have removed the mouse snare from the maze. Drink the tea to ward off the waves of depression coming from Marvin, and get

west. Ask Marvin to open the hatch.

HATCH. Drop everything except the required tool, go east, down, and west, and wait for Marvin. Give him the tool he asks for, and he will open the hatch in three tenths of one second. To complete the adventure, go west, and then down through the hatch.

Z



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The reborn sensation that takes you back to an exciting military world, this game has a low price tag, a high level of excitement for gamers. With exciting action, a high level of excitement, and a high level of excitement, this game is a real challenge. It's a real challenge, and it's a real fun. The game is set in a futuristic world where you're the only one who can save the world. It's a real challenge, and it's a real fun.

ATARI ST £19.99
AMIGA £24.99

NINTENDO

MEAW MACHINES

MEGA MAN

BY NINTENDO

With the evil and steadfast villains are all planning to take over the Earth, who're you gonna call? Not the Green Berets, that's for sure - Mega Man is the guy you dial. He's the hardest hard man in the entire Universe...

The six battles are Cutman, Goonman, Iceman, Elecman, Bombman and Fireman, and each lives deep in his own extremely well-guarded scrolling platform world. And it's in these worlds which Mega Man must travel alone, armed only with a gun.

Each World has a theme pertaining to the character who lives there - Iceman, for example, is found in a cold world of slippery platforms and freezing badies, while Bombman lurks in a world of walking bombs and guns. All the worlds are infested with badies who attempt to wear away Mega Man's energy bar, and if it's depleted those times, the game ends.

And this happens quite a lot, because Mega Man is one tough game - much harder than the Mario games, for example. There are plenty loads of horrible hidden traps, lots of very aggressive creatures and, at the end of each level, the big badie himself. But although the game is very hard, it's also very addictive, and you come back to it time and time again for "just another go" - it's kept me up until the early hours for quite a few nights running!



If you're after a challenging and very addictive platform game, look no further than this - it's mega, man!

JULIAN HIGNALL

C+VG HIT!

NINTENDO £29.99

GRAPHICS	88%
SOUND	87%
VALUE	84%
PLAYABILITY	82%

Not a game for novices, Mega Man is a tough and uncompromising, yet highly addictive platform game which requires very good gaming skills and lightning reflexes. It's not one you'll complete overnight!

OVERALL 89%

WIZARDS & WARRIORS

BY NINTENDO

Whenever you go, there's always a demon in distress, covered by evil ogres and demons. The world of Wizards and Warriors is no exception - a gang of demons has captured all the king's princesses and now holds them captive in the over and underworlds.

Playing a knight who can control magic, you set off to the rescue. Each area is full of wretched creatures, all set to reduce your energy and eventually kill you. Shoot them and they sometimes leave behind coins (or points), or magic gems (for special, temporary powers). At the end of the stage, you face a huge creature such as

a Skul or a cavern full of bats. Defeating them releases the captured princess and sends you onto the next area.

Red, blue and brown keys are vital to success. They open corresponding chests and doors. In the shops you either find gems (worth loads of bonus points when you complete a level) or magical

items, which you need to progress.

These include a shield of Wonder (ing in Raines), Shield of Protection, Potion of Levitation (handy for reaching parts other potions cannot reach) and Boots of Lava Walk - necessary for Level Three.

Wizards and Warriors is a very simple platform game with some neat extras bolted on. Just when you think you can't get any further, you're stuck in a tight corner, you



feel the solution and you're off again. The only problem is that it can become repetitive, and all the levels are similar in style, if not in graphics.

Worth a look if you're into platform games, but Mega Man is much tougher and has more testing ahead.

JULIAN RIGNALL

NINTENDO £29.99

GRAPHICS	78%
SOUND	76%
VALUE	74%
PLAYABILITY	79%

An enjoyable platform game with a very large playing area. It's great fun at first, but the gameplay is not very varied and it doesn't interest after a while.

OVERALL 74%

NINTENDO

MEAN MACHINES

LIFE FORCE

BY KONAMI

Life Force, better known in Britain as Salamander, is a brilliant one or simultaneous two-player shoot 'em up which features three horizontally and three vertically scrolling levels.

Blazes of enemy ships head toward you from the outset, and each time a ship from a dimension, a power pod is deposited which, if picked up, adds to the player's arsenal. Items on offer include lasers, missiles,



& He's heavily "armored" (3 speed-ups and 300000) and they're all needed when you're up against the likes of cosmic stalactites and elongated volcanoes with lava eroding through space and alien growths which swing like pendulums, threatening to crush little old you into a pancake.

And of course there's plenty of very nasty and of level babies to keep you on your toes.

Life Force is a brilliant conversion of the Salamander run-up, with loads of things on-screen almost all the time, and no drop in speed. The blasting action is on a par with the original, aimed at the point of attempting to ram a couple of ten pips into your machine when you die. Shoot 'em up fans shouldn't miss it.

PAUL RAND



& Shoot it in the eye!



IP0022220 HI 0050000 2P0000000

& Using the force, two options and double lasers.

NINTENDO £29.99	
GRAPHICS	88%
SOUND	84%
VALUE	85%
PLAYABILITY	87%
One of the show 'em ups makes its Nintendo debut, and Konami action and great graphics put Life Force up there with the best of 'em.	
OVERALL	87%

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NINTENDO

MEAN MACHINES

TRACK & FIELD II

BY NINTENDO

Track and Field appeared in the arcade about five years ago and was one of those coin-ops in which you hit the buttons as fast as you can to make your on-screen athlete run, jump or throw. Track and Field II is the follow-up, but as well as lots of button-bashing, some useful tactics are also required.

There are twelve different events in all: fencing, steeple jump, freestyle swimming, high dive, clay pigeon shooting, hammer throw, heptathlon, javelin, wrestling, pole vault, canoeing, archery, hurdles and Pentathlon (see, and each requires a different approach).

At the start of the game one of three modes of play can be selected: Training, which lets the player practice events, and Olympic in which the player embarks on a full Olympic tour, with the option to choose which country he wishes to compete for. All events have a qualifying time or score, and failure to qualify on enough events on a particular day results in the end of the game.

Finally, there's Veterans, which lets two players be given the opportunity to participate in the two-player events of heptathlon and fencing without the hassle of earning the Olympics in the annoyance of being thrown out of the game in Training should either player lose.

Track and Field II combines large, brilliantly animated sprites and well-drawn backdrops and great

playability to produce one of the best console sports simulations around. The twelve events are varied and offer plenty of challenge and addition - you constantly return to it to see if you can break your records. If you're a sports fan, you'd be a nutter to miss this.

JULIAN RIGNALL

**C+VG
HIT!**

SCORE 1P
000000
TOTAL
[00/02]

R1 100/02
R2 00/00
R3 00/00
R4 00/00

QUALIFY
25/40

▲ A marksman on the 'Puff'



▲ The competitors arrive at the airport.

NINTENDO £29.99
GRAPHICS 91%
SOUND 88%
VALUE 89%
PLAYABILITY 94%

Great to look at and even better to play. Combining terrific graphics and brilliant value, this sports simulation is a winner at the top.

OVERALL 92%



▲ Paddling your own canoe.



C+VG makes



War and Peace
look like a note
for the milkman



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MEAN MACHINES MR HELI

BY IREM

Mr Heli is a fat, orange helicopter with short, chubby legs. He gets his kicks in life by flying around his world, liberating each country he enters and collecting loads of crystals on the way. So imagine his delight when, courtesy of Irem, he's given the opportunity to do just that in a fat conversion of the coin-up machine.

The multi-directional scrolling levels which make up the six countries in Mr Heli's world are inhabited by manic machines, controlled by a big metal contraption at the end of each stage, and all of them

are gunning for our happy helicopter's blood (or should that be petrol?) in the hope that they can defeat him before he reaches their masters. Should they fail, the big lads themselves are all heavily armed and waiting to deal a fatal blow to the chubby chopper. Although Mr Heli begins with only a waddy single-shot gun, one missile tube and a few bombs, more powerful weapons can be bought at vending machines situated throughout the levels, using money gained by picking up the crystals which are hidden inside the disposable scenery.

If you enjoyed playing Mr Heli in the arcades, then hesitate not in purchasing this accurate Engine conversion of the game. Mr Heli and all his adversaries are nothing short of pixel perfect, compared with their arcade counterparts, and all of them are animated superbly. Music and sound effects are all top-top too. Playing the game demands high levels of concentration, pinpoint-deftness and first class arcade skills, as the battles keep you on your toes from beginning to end, and some of those end-of-level guardians are a real pig to defeat.

The PC Engine comes up trumps yet again with a

conversion of a conversion in Mr Heli. It's a difficult game, but one which you'll find almost impossible to leave alone until you get to the very end - a task which will take a long time, believe me.

PAUL RAND

**C+VG
HIT!**



ENGINE	£30.00
GRAPHICS	91%
SOUND	90%
VALUE	85%
PLAYABILITY	85%
<p>A fascinating shoot and collect 'em up action as you guide the cute Mr Heli through a brilliantly converted version of his coin-up exploits. Snap it up if this is the sort of game which appeals to you.</p>	
OVERALL	89%

NINTENDO

COBRA TRIANGLE

BY NINTENDO

Ever wanted to take to the water in a mega-powerful speedboat, armed with an on-board cannon and missile launcher, and blast everything out of the way? If so, Cobra Triangle is the game for you.

It's a multidimensionally scrolling 3D tactical perspective game with 25 different levels, varying from racing scenarios and target shoots to defusing mines and rescuing swimmers from being towed away by enemy ships.

First up is a twisting river down which you must race. There are other boats on the water, which can be blasted out of the way, and also power-up pods which can be picked up to give extra speed, missiles, faster shots, shield or turbo.

Finish that and there's a bonus stretch of the river to negotiate: jump over rapids to collect suspended soft-rod and mystery orbs as before the timer runs out.

Next is mine defusing, where four mines, guarded by an enemy boat, have to be dragged to a deflation area and exploded within a time limit. Fail and you lose a life. Then there's defending swimmers in the middle of a lake from manhandling enemy



**C+VG
HIT!**

boats. The boats attempt to tow the swimmers away from away; blast them before they reach the side of the lake and tow the swimmers back to the middle and they're alright - let the enemy reach the bank and that swimmer is lost.

Finally there are two very tough races upstream: dodging logs and whirlpools, only to find yourself transported to the far of a sea monster, which must be destroyed by repeated blasting - and there's still plenty more levels to go!

Cobra Triangle was programmed by Rare, better known to computer game players as the legendary Ultimate Play the Game! And like their old games, this is utterly superb.

The graphics are amazing, with smooth scrolling and utterly convincing sprites, but it's the playability that makes Cobra Triangle one of the best Nintendo games around - it's incredibly addictive, and once you've started playing it's really difficult to tear yourself away.

Put it at the top of your shopping list.

JULIAN RIGNALL

NINTENDO £29.99

GRAPHICS 92%
SOUND 88%
VALUE 90%
PLAYABILITY 95%

A highly original and utterly superb arcade game which is simple to play, yet fantastically addictive. Don't miss it.

OVERALL 93%

MEGADRIVE

MEAN MACHINES

FORGOTTEN WORLDS

When two dudes fly into enemy territory armed with a couple of laser rifles and trailing floating grenade launchers, you know that there's trouble brewing. And indeed there is.

These two guys are on a mission to hunt down and destroy an evil villain who is plotting the destruction of the entire universe. Between you and him are horizontally scrolling levels that are packed with all sorts of horribly aggressive baddies, and, of course, a huge end-of-level creature.

When aliens are blasted, they sometimes leave behind blue Jerry, the local currency which can be picked up and added to the player's cash total. Occasionally a shop pops up from underground, and the two fighters

can enter and spend their cash on the latest weaponry, better armour or even extra energy to heal their battle scars.

Although *Forgotten Worlds* is a very slick program which grabs you instantly and keeps you playing, it has two annoying little niggles. Its two-player mode you have unlimited credits (which means you can finish it first go, even if you do get a par-three score), and if you play one-player, the game is just a little too easy on the standard setting. To get a decent challenge you have to set the difficulty level on the option screen to "hard", instead of "normal". Why not have "hard" as the "normal" level and have the "normal" level as "easy", so foolish players could switch to it if they get



A SEERENITY

SEGA	£31.90
GRAPHICS	88%
SOUND	86%
VALUE	81%
PLAYABILITY	85%

A very polished shoot 'em up that offers plenty of action and some great graphics and sounds. As long as you select the "hard" difficulty level on the options screen, it's a demanding blast that should keep trigger happy players very happy.

OVERALL 86%

JULIAN RIGNALL

**C+VG
HIT!**

▼ The trash gobble - easy!



KUJAKU II

BY SEGA

Here's a game for all you Megadrive-owning transgressors out there - the main character dresses up in women's clothing! For reasons best left unsaid, our hero/heroine/whatever has decided to charge through a land made up of seven levels, dealing death to his/her/its ferocious monsters which inhabit each one. As well as the more normal ferocious, terrifying beasts found lurking in all the level

haunted forests, *Mother Kujaku* also comes across babies which mutate into creeping slugs when butchered, fire-spitting gargoyles which guard the underground tunnels on level three and fat magicians who conjure up kamikaze birds. And, of course, there's the obligatory end of level guardian lying in wait to leave and terrify you into forfeiting your three lives and join their untold brethren.

Kujaku II is an interesting



▲ Nice! & diving games!

title game. At first glance it doesn't look like anything special - okay, it has great graphics and sound, but to begin with gameplay seems to be of the 'oh crumbs, not more running and shooting through a plethora of levels' variety. And indeed, that's exactly what it is. But the many different battles come at you fast, keeping you on your toes all the time.

If you're after a game with the same basic playability of something along the lines of *Ghost 'n' Ghosts*, but refuse to let out the cash which that amazing coin demands, *Kujaku II* is a respectable second choice. Although I wouldn't recommend wearing your sister's best evening gown while playing!

PAUL RAND



MEGADRIVE C32

GRAPHICS	82%
SOUND	81%
VALUE	82%
PLAYABILITY	84%

Although we've seen it all before, *Kujaku II* is one of the best of the lot. Smashing graphics and sound, and some really pleasing fast game-play to boot.

OVERALL 84%

MEGADRIVE

MEAN MACHINES

BY SEGA



He's back! And his tunic's bleached his clothes! The black-garbed hero of the original Sega arcade and console game returns, larger than life and wearing white gear, in an arcade adventure-cum-beat-'em-up.

The forces of evil are playing up once more, but instead of taking hostages as is means to getting what they want, they've taken the easy option of recruiting a considerably large amount of deadly orcs to their already bulging forces in an attempt to overrun the world with their own unique brand of mind-blowing violence.

So, out of retirement comes the Super Shinobi. His mission entails the liberation of the many areas which have been seized by the enemy, using an awesome blend of ninjitsu, weapons, a super-jump (which allows Shinobi to reach the higher parts

of each stage) and special rope magic.

Each level consists of three areas, the last one containing the mastery end of level guardian. These range from relatively speedy shotgun warriors found at the end of level one, to mean-bangerous "shadow-ninja" and dinosaurs! All require a number of accurately placed shots before they die and allow access to the next stage.

Although Super Shinobi offers little in the way of innovation to the seasoned arcade action, the game is an absolute corker both to look at and play. Graphically it's superb, much better than the original (in arcade form) with a lot of variety in the brilliantly animated sprites and moody backdrops. The fitting sound effects are on a par with the graphic quality of the game, and the music is absolutely fantastic - easily the best heard on the Megadrive!

Super Shinobi is a tough game which is guaranteed to keep you glued to your seat for a long, long time.

PAUL RAND



MEGADRIVE 632	
GRAPHICS	94%
SOUND	96%
VALUE	90%
PLAYABILITY	93%

Still graphics, exceptional sound and uncomprehending, addictive gameplay make for excellent nine-finger-thumbs 'n' spine.

OVERALL	93%
---------	-----



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IN SIMULATIONS

ART 'N' NOISE

MUSIC, MIDI, ART AND ANIMATION



ON SALE MARCH 15
AT ALL MAJOR NEWSAGENTS

GAZZA'S SUPER SOCCER EMPIRE

us footy fans down here at C+VG think Bobby Robson is a right dsa for not including Spurs and ex-Newcastle Utd star Paul "Gazza" Gascoigne in the England first team, and I bet that you lot out there feel the same way too. So, to get yourself in the mood for a spot of Habbo-kash-ing, here's some screens from the fan-beseeing game-of-the-footy-player. As well as the more usual horizontally scrolling pitch-side action, there's also a vertical view of the goal when either your own



team or the opposition go for a strike. Not only that, but there's the option to customise your team, making Gazza and the boys a more potent strike force than per-

haps they are in real life.
**RELEASE: ST AMIGA
 C64 AMSTRAD SPECTRUM, NOW
 PRICE: ST AMIGA £,
 C64 AMSTRAD SPECTRUM £9.99**

GHOSTS 'N GOBLINS ELITE

We've had Ghosts 'n' Goblins re-released on 8 bit budget recently. We've had the follow-up, Ghosts And Goblins, re-vised two issues ago. And, at last, Elite has decided that it's time to launch the first one on 16 bit. The game, which must surely rank as the arcade licence longest



in production, casts you as Artax, rescuer of damsels and destroyer of devils, in a horizontally scrolling blast from the past. Climb ladders, throw spears at demons and generally have a whale of a time in the conversion of the now ancient Capcom coin-op. The graphics certainly look nice to the original, but is the game going to be as addictive today as it was originally? Only time, and a few hours at the joystick will tell.

**RELEASE: ST AMIGA
 MARCH, PC SPRING
 PRICE: ST AMIGA
 £19.99, PC £24.99**

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS DOMARK

The programming of Domark's latest Tengen conversion is well underway. Last summer, Planet of the Robot Mon-

sters proved quite a silly sort of arcade game, in which the two heroes, Jake and Duke, have to march around a robot factory where Professor Sarah Bellum and a host of other unfortunates are being held prisoner by the evil Regillions. As you can see from the screen shots, the programmers have made a good job of the 3D cartoon graphics



BSS JANE SEYMOUR GREMLIN

A strange sort of name for a game, we think you'll agree. But anyway, the plot is such that the Biological Survey Ship of the title has warped too close to a star, killing most of the crew and seriously damaging the ship in the process. The alien life-forms, which were on board the ship for experimental purposes, have escaped and are now roaming the vessel. So, Earth Command have sent a Commander (in the guise of the player) to investigate exactly what has happened and to put any damage right. What fol-



... lows is a 3D mixture of arcade, strategy and role playing skills as you rush around the ship, programming robots to do various tasks in order to complete the mission. There's a screenshot or two of the ST version to keep you going. **RELEASE: ST AMIGA PC, MARCH PRICE: TBA**

... which were a major part of the arcade game's appeal, but how well have they copied the gameplay? That is the question, and we'll have the answer as soon as it lands in our letter box in the new year. **RELEASE: PC AMIGA ST C64 AMSTRAD SPEC, EARLY '90 PRICES: TBA**



FLIMBO'S QUEST SYSTEM 3

If you think you've seen a game not unlike this on the Thalassia level then you'll not be far wrong, for Flimbo's Quest has been programmed by the game folks who produced How High on the 64. Rescue your girlfriend (again) who is being held hostage (again) in a seven-level, horizontally scrolling platform romp through fantasy land. Flimbo's Quest is only a working title at the moment, and System 3 want readers of C+VG to suggest names of their own. As well as being able to name being used in the game, the winner of this mini-comp will also win a lifetime supply of System 3 software for their machine! Send your suggestions to: **MY TITLE'S A DAMN SIGHT LESS GIRL! THAN FLIMBO! COMP, C+VG, 30-32 PRINCE COURT, PAR-**



RINGTON LAVE, LONDON EC1R 3AU Entries no later than 20th February please, after which we'll send them off to System 3 for

judging. **RELEASE: C64 AMIGA FEBRUARY, ST SPECTRUM TBA PRICE: TBA**

COLORIS AVESOFT

Tetris was universally acclaimed as one of the best games ever in the history of computers. It's simple, yet mindbogglingly addictive gameplay proved a hit across the board, so it was only a matter of time before someone tried to copy the original Russian idea. And someone has - well, nearly. Coloris looks similar and, indeed, plays similarly, except that success relies on linking up colours rather than shapes (hence the name). It arrived too late for a review in this



issue, but it's certainly drawn crowds of veteran Tetris players since it arrived in the office. Look for the conclusive re-

view purely shortly. **RELEASE: AMIGA, FEBRUARY PRICE: TBA**

WINGS OF FURY DOMARK/ BRODERBUND

HELLOoooooo AKKA-AKKA-AKKA! Here's your chance to be a WW2 US Navy pilot, riding the skies in a Grumman Hellcat and shooting the shizzle out of all and sundry. Wings of Fury is from Broderbund, the guys who brought you Typhoon Thompson (the Amiga

version of which out shortly!) and golden olde Chopflifer. A Domark person described Wings of Fury as "a bit like Chopflifer in reverse insofar as you get points for shooting the little men instead of rescuing them." Sounds like our kind of game! Review imminent.

RELEASE: ST AMIGA
C64 PC, OUT BY FEBRUARY
PRICE: ST AMIGA,
£19.99, C64 £14.99, PC
£24.99



ENDURANCE BIKE RACING TAITO

Not to be mistaken by twobly Megadrivers, the Engine too has a new motorbike racing game ready for release - and it's as brand spanking new as we don't have a proper English name for it yet! But your two-wheeler kicked out for a spin on treacherous

tracks around the world as you race against the clock, and the other bikers, testing the unpredictability of your opponents, the roads and Mother Nature herself - when it rains it pours, and your handling suffers! There'll be a full review next month - check it out, this one's going to be hot.

RELEASE: PC EN-
GINE, NOW
PRICE: £26.99



SUPER HANG-ON SEGA

Get ready for the ride of your lives, Megadrive owners, because the outstanding Super Hang-On makes the leap from arcade machine to console - and it's brilliant! The graphics are so good you'll believe you've just forced 30c into the cartridge slot, and there's even an extra game in there, too! Race around a track, trying to beat a rival in the search for extra cash to buy parts for your



bike, if you're a Megadrive-using racing freak, you simply cannot miss out on Super Hang-On - and that's official!
RELEASE: MEGA-
DRIVE, NOW
PRICE: £31.99

USA PRO BASKET- BALL AICOM

The first basketball sim for the PC Engine is here, and it looks absolutely fantastic! Play against the Engine or a friend in a beautifully presented battle on the court, utilizing all your ball-handling skills to beat the opposition to a pulp, score-wise. One

look at the screen shots shown here will tell you how much work has gone into the graphics, with large, well-animated players and brilliant full-screen animated sequences when you go for a basket. If you long for a simulation of this sport on your PC Engine, check out the review of USA Pro Basketball in the very next issue of C+M.
RELEASE: PC EN-
GINE, NOW
PRICE: £29.99



BRUCE LEE LIVES MINDSCAPE

The master of martial arts is resurrected for an all-out assault on enemy forces, brought to you by Software Toolworks. As the lad himself, hone your combat skills in the practice arena before taking on the real bad-dies, who have kidnapped your beloved companion. Side screens convey the proceedings, as the player wrestles with the huge amount of keys in an attempt to beat the opposition to a pulp. A unique feature of Bruce Lee Lives is the macro-key option, which lets you carry out up to three different moves at the press of a button.

RELEASE: PC NOW, ST AMIGA TBA
PRICE: PC £24.99, ST AMIGA TBA

THE THIRD COURIER ACCOLADE

Lured from the battlefield sim specialists is actually an involved spy-strategy game which, sadly, missed out on a review due to lack of space. A key member of the CIA has walked off to East Germany, taking with him three crucial pieces of military hardware which, if placed in the wrong hands, could severely threaten the welfare of the Western alliance. As agent Blood-ancer, you must track down the culprit, using wily means at your disposal (and a few which aren't) in an icon-driven race against time and the GDS. The Third Courier is a great blend of strategy and roleplaying, and your detective skills are tested to the full around the dark, foiling streets of East and West Berlin.

RELEASE: ST AMIGA MARCH, PC NOW
PRICE: ST AMIGA PC, £24.99



3 SPECIAL

BATMAN THE CAPED CRUISER

"Believe me this is brilliant, a fairly-based arcade adventure which is the best comic licence ever - you'll be happy to miss it!" **CRASH MAGAZINE**

THE ONLY COMIC BASED VIDEO GAME EVER MADE

OPERATION WOLF

"What more could anyone ask for in a shoot-em-up. Operation Wolf, simply is The Business." **CRASH MAGAZINE**

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DOUBLE DRAGON

"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

R-TYPE

"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."

© 1988 CORE 1987

ILATION PACKS



BARBARIAN

"What's been ready for everling has this one... it's a classic with such excitement, skill and logic that it's hard to get bored. I've had to play it again and again. I can't tell you how many times I've been picked up by someone who's... just finished... the whole thing has got me really... hours of endless fun!" **CRASH MAGAZINE**

© 1988 CORE 1987



DRAGON NINJA

"A rare winner with the official conversion to the home computer. **COMPUTER GAMES PRESS**, "A very enjoyable and addictive game... The best conversion I have seen on the Amstrad!" **AMSTRAD ACTION**

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OF THIS WORLD



WOLF

The world's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. This exciting challenge created by Kusanagi is in driving realistic reproduction of the elements of the famous race with every twist and turn of the track. **COMPS**



DOUBLE DRAGON

You'll be gladly combat with the tough street gang of the infamous Shadow Box. Use whatever weapons come to hand as you pursue the gang through the streets, factories, and wooded outskirts of the city to reach the Shadow Box hideout. For the final confrontation with the Shadow Box boss!" **COMPS**

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— C & VG 12/94



"One of what you get for money and another 10 million more and a scenario depth that'll have you poring it over... there are 40 different scenarios... Retaliator is more better than Predator, and it's certainly more deeper... it forces you to use every feature of the fighter's combat capabilities..."
— IGN 1/95



"With world-class graphics and an amazing depth of play... the Best Flight simulator I have ever seen... the sheer control on the sticks forces you that leads out to some extent, it's not a simulation, it's an experience... doesn't feel right even in the best way!"
— IGN 1/95



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