

C64 SEGA SPECTRUM AMSTRAD 5T AMIGA
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JUNE NO 103
ISS 7.50 SP 57.50 S50 57A

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COMPUTER +video GAMES

EXCLUSIVE!
SHADOW
WARRIOR

EXCLUSIVE!
INTERNATIONAL
3D TENNIS!
C64 SPORTS
GAME OF THE
YEAR?



EXCLUSIVE!
LHX!
INCREDIBLE
3D AIR
COMBAT!!!



EXCLUSIVE!
AFTERBURNER!
UTTERLY
AMAZING
MEGADRIVE
CONVERSION!



EXCLUSIVE!
CHASE HQ AND
OPERATION WOLF
ON SEGA!

REVIEWED!
SONIC BOOM • FLIMBO'S QUEST
LOOM • IMPOSSMOLE • SKIDZ

INSIDE!!
MEGA MAPS
AND TIPS!



INTO THE M C M

There's nowhere to hide from... "SLY SPY!"
 His calling card is your invitation to dance with danger!
 Experience the explosive existence of the secret agent in this arcade action thriller that will leave you gasping for breath!



MCCSI



THE FASTEST, MOST THRILLING, 2D DRIVING GAME TEST!

Take the wheel of your turbo-charged. Turbo to you and your partner... go on! Pursued by dangerous enemies, all driving on well-worn old roads, use modern, fluid controls to go as fast as you can. Use the power of your Turbo Turbo to force your eyes to the back of your head!



From the land of Bob & Bender Island you will encounter Bob Bender, angry men, funny by means, funny custom machines, mechanical structures, the remarkable history of legend and folklore and finally you will enter the world of darkness and a challenge!

Featuring all 7 levels and featuring the fun and excitement of the wonder arcade hit.



*ALL GAMES AVAILABLE ON SPECTRUM, ARCADE, COMMODORE, ATARI ST, IBM AT/PC.

*S-29 SPECIAL WORD ONLY AVAILABLE ON ATARI ST/USA/AMERICA.

MXC

FUTURE...



RETALIATOR



Simply mouth-watering graphics and an amazing depth of play... The best flight simulator I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience... Ocean's first flight sim is the best stuff! Zoop 97%



SHADOW Warriors

SHADOW WARRIORS, the latest greatest and most ambitious martial arts ever, gives you not only your computer featuring interactivity in some, koolidge! The secrets of the Pleiades assassination techniques have been handed down since the Medieval years, now they live on in the jungle of the Americas, an ancient.

After several years of the Miquis society of your... *Respect*... the Pleiades, the fight, the Combination, the Fight, the Fight, the Fight, and more, give you a memorable, intense of training, more.

Take your techniques to the death.
SHADOW WARRIORS...
the face of the shadows.



SECUNDUS

ean

Ocean Software Limited, 4 Canal Street
Manchester, M2 3WZ Telephone: 061 832 4611
Telex: 889907 OCELAN G Fax: 061 834 8650



CONTENTS

PLAYMASTERS

25

Jones gets his tips out and gives us a brilliant impossible map and more hints and cheats than you've got spots on your bottom.

ARCADE ACTION

92

Two brilliant new coin-ups are revealed this month - *Crude Busters*, a huge test 'em up and *Blaris*, the hottest new arcade blaster.

PREVIEWS

108

A veritable *60706* page of exclusive previews, including *Roller*, *Wendland*, *Future Basketball*, *Carwad Racer*, *Flight of the Intruder*, *Inlander*, *TV Sports Baseball*, *Swivel*, *Killing Cloud*, *Base Blade*, *Projectiles*, *Wily Spas* and *Kiss Off 3*. Keep up with the news and read all about them...



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SUBSCRIPTION ENQUIRIES: CIVG Subscriptions, PO Box 800, Leicester, LE18 3AL. TEL: 0826 410410. EDITORIAL AND ADVERTISEMENT OFFICES: Priority Court, 30-32 Farringham Lane, London EC1 3AG. TEL: 01 251 5222. FAX: 01 250 1999.

PRINTED BY: KINGFISHER WEB LTD, FENGATE, PETERBOROUGH
COLOUR BY: PREPRINT, LONDON F13
TYPESET BY: JAZ AND FRIENDS ON ONE HICK OF A BIG PRINTER
DISTRIBUTED BY: BBC FRONTLINE
ICPC-VD 1996 ISSN No: 0261-3867



BOSTON JULIAN
Apparently "Julian" is
literally correct
through his driving
license and now always
out on his way
during breakfast can
found in his comedy
Anna Barrows
dreams of adding to
music like a very
thing that goes over
his lips



MEGA COMPS THE HOTLINES!

18
Luscious! Loads of lovely prizes up for grabs on our ever-so-hot lines, including super consoles and huge amounts of soft ware!

WIN TWO TICKETS TO THE WORLD CUP

Jeppers, wannabers and slaps the vitalist! With a trip for two to help to see the World Cup finals courtesy of US Soccer! What an amazing comp, eh?

WIN A PICTURE

50
A fabulous original painting is on offer in this comp. Not a crap prize, mind, but a huge 'n' mean mega war robot. Take a look - and see if you can win it!



ITS

THE CORPS!

96
More future-war fun and frolics as the CORPS make a machine out of a rebel gorilla and then get stuffed by a rather nasty beastie...

MEAN MACHINES

98
Console owners have never had it so good! Two excellent new Mega games, Operation Wolf and Chase HQ are reviewed, along with the amazing Megadrive conversion of Afterburner, the 3D Street Fighter on Nintendo and Tiger Road on PC Engine.

DESIGN COME £17.99 £14.99	VILLAGE £19.99 £14.99	CONQUEST CITY £14.99 £11.99
REMPORT £19.99 £14.99	CHASE £19.99 £14.99	JUNGLE £14.99 £11.99

THE OTHER STUFF

REVIEWS INDEX	6
NEWS	8
MAILBAG	20
HIGH SCORES	33
RESULTS	36
CHARTS	61
BUDGET	66
UPDATE	72
ARCADE HIGH SCORES	92
NEXT MONTH	112

REVIEWED THIS MONTH JUNE 1990 No.103

SHADOW WARRIORS	16
IMPOSSIBLE	48
INTERNATIONAL 3D TENNIS	44
NINJA SPIRIT	47
WC BOXING MANAGER	48
PERSIAN GULF INFERNO	52
LOOM	54
RASTER RUNNER	66
QUARTET	66
WONDERBOY	66
3D PINBALL	67
SAS COMBAT SIM	67
PARALLAX	78
OVERLANDER	70
HOPPIN' MAD	71
HALLOWEEN	71
ENTERPRISE	71
STREET WARRIOR	71
TOWER OF BABEL	72
HAMMERFIST	72
POWERBALL USA	72
PUPPY'S SAGA	73
TV SPORTS FOOTBALL	73
FLIMBOS' QUEST	74
TENNIS CUP	76
LHX ATTACK CHOPPER	78
ULTIMATE GOLF	80
HOT ROD	82
SONIC BOOM	85
SRIDZ	86
CHASE HQ	94
OPERATION WOLF	96
BATMAN	100
AFTERBURNER	102
AIR DIVER	104
TIGER ROAD	107



ART EDITOR ANITA WOOD (TOP LEFT)
 Working to give a big long Piece Caption!
 But there's only one thing stopping her when you're done. She's also capturing nice pictures, so watch out!



DEVELOPER PAUL 'ROBBO' ROBERTS
 Even though he's been featured in driving lessons, he's still not ready (yet) for the real world!
 Checks about driving & naturally, goes straight to the controls that he's happy!



STAFF WRITER PAUL 'MICKY' MACK
 Paid to bring along driving lessons that a real 'un can help to make the ultimate driving machine - a 1990 Ford F100 with a 5.0 litre V8 engine and a big smile!

REVIEWS INDEX

THE RATINGS

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

GRAPHICS

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

SOUND

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

VALUE

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

PLAYABILITY

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

OVERALL

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

THE REVIEWERS

JULIAN RIGNALL

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

PAUL GLANCEY

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

GORDON HOUGHTON

As C+VG's Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

An esoteric-games gamer who likes all sorts of computer games.



REVIEWS

SPECTRUM

SHADOW WARRIORS
IMPOSSIBLE
QUARTET
WORDSEARCH
3D FOOTBALL
OVERLANDER
HALLOWEEN
HAMMERFIST

AMSTRAD

FASTER RUNNER
QUARTET
WORDSEARCH
HOPPIN' MAD
ENTERPRIZE
HAMMERFIST

CGA

INT. 3D TENNIS
FASTER RUNNER
QUARTET
WORDSEARCH
3D FOOTBALL
PARALLAX
STREET WARRIOR
TV SPORTS FOOTBALL
POWERBOY USA
FLIMBO'S QUEST

ST

IMPOSSIBLE
MILK SPIRIT
TENNIS CUP
ULTIMATE GOLF
SNIG

AMIGA

SHADOW WARRIORS



C+VG HIT! REVIEWS

SHADOW WARRIORS 85
Amazing beat 'em up arcade conversion from Ocean.

INTERNATIONAL 3D TENNIS 64
Utterly incredible CGA tennis simulation programmed by Benelux Software.

FLIMBO'S QUEST 74
Don't be misled by the rubbish name - this odd fantasy-style action platform game from System 3 is superb.

LHX ATTACK CHOPPER 70
Take to the skies in four different helicopter gunships in this stunning combat simulation.

OPERATION WOLF 96
Grab a light gun and get blasting in this well-related Sega coin-up conversion.

BATMAN 100
The caped crusader arrives on the Amstrad, and he's hot.

AFTERSHOCKER 100
Want to be fiddergazted? Check out this incredible Megadrive conversion.

IMPOSSIBLE MILK SPIRIT 88
MC BOING MALLERS 46
PERISH GULF IMPERIO 83
BATTLESHIP 87
LES COMBAT SIM 71
PURTY'S SAGA 72
TOWN OF EBEL 74
FLIMBO'S QUEST 74
TENNIS CUP 76
ULTIMATE GOLF 76
HOT ROD 80
SONIC BOOM 88

PC
LHX ATTACK CHOPPER 70

SEGA
CHASE HQ 94
OPERATION WOLF 96

MEGADRIVE
AFTERSHOCKER 100
AIR DRIVER 104

PC ENGINE
TIGER ROAD 100

NINTENDO
BATMAN 100

THE MARKS

95+
A C+VG HIT! An outstanding game that shouldn't be missed.

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

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

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

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

1-4
Ugh! Bizarre message that's guaranteed to make your computer freeze up.

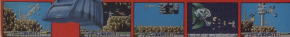
**YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER...
GARGANTUAN, YOUR FAILURE... GENOCIDE !!**

ONCE YOU HAVE FACED THE ALIEN
HORDES OF ALPHA CENTAURI IN ...

X-101 YOU MAY
JUST BE READY
TO CONFRONT THE
FEARS & NIGHTMARES OF
ALL MANKIND...



TURRICAN



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Legend tells of the evil three headed Mergal and his power over the fears and nightmares of darkness itself ...
It also tells of his death. But nightmares have returned to cloud man's existence and once again fear
reigns. Mergal is back! It is only you who can repel this darkness. It is only you who has the courage and the
firepower to combat this evil ...

- 17 levels with over 1200 screens. ● 10 hit-tech weapons systems - blasters, powerblasts, controlled flashes etc. ● Multi-directional scrolling (CBM 64 - 3 directions) (all 30's across a screen)
- Onscreen bonus features and extra events - secret rooms, blast tunnels, pipeline systems etc. ● 30 unique special effects - thunder, storms, waterfalls etc.
- 30 different alien codes to full screen alerts.
- Continues mode and hi score list. ● Up to 2 way parallel scrolling. ● Up to 30 different "flames".
- Up to 30 different sound effects.

(continued)



For a complete awards register, see web for the best game of 1992. A collection of great game reviews. Write to: P.O. Box 1234, Woking, Surrey, GU24 0JH. For the best game of the year '92. The Game Machine.

THE DEFINITIVE SCIENCE FICTION SHOOT 'EM UP



AMIGA - £24.99
CBM 64 & AMSTRAD - £14.99 disk, £9.99 tape
SPECTRUM - £12.99 disk, £9.99 tape

NEWS

ARNIE 'N' BILLY

Arnold Schwarzenegger is back - Cohen are obviously very pleased that he is, because they've just signed up his new movie and are, as we write, programming the computer game!

The film, called Total Recall, is about a mission in Mars which goes disastrously wrong, leaving Arnie to get up and sort things out, paving the way for violence-a-plenty (surprise surprise) as the ex-Mit Universe takes on alien forces and dangerous robots. Sounds as though it could convert into a shoot 'em and beat 'em up of dynamic proportions!

Cohen have also teamed up with ex-adventure writers Level 9 to produce a game based on the comic 'book', sharp-shooter Billy The Kid, in which you control either Billy, his best mate Pat Garrett, or a desperado with a heart of gold. It'll have everything which makes a good western - shootouts, bank robberies, busy bar-rooms, and bar-room brawls when it arrives on the Amiga, ST and PC.

TEENAGE MUTANT HERO GAME

It had to happen, didn't it? After all, they've got their own comic books, T-shirts, tee-shirts and even a cartoon series. Who are we talking about? Of course, it's those heroes in a half-shell, the Teenage Mutant Hero Turtles, who are about to get their very own computer game, courtesy of Konami. It's NOT going to be a conversion of the highly popular run-up, though - the programmers are instead converting the Nintendo version of TMNT (which is reviewed in the fantastic Complete Guide To Consoles Book II) to the Amiga, C64 and PC. We'll have a lot more Hero Turtle news next month, so watch this space.

ELITE SEGA CONVERTS

Well, looky here! Elite, who until recently had pretty much shunned the licensing game, are back with a vengeance with the signing of three Sega titles - Last Battle, Tournament Golf and World Championship Soccer. Last Battle isn't what one could call a particularly good Megadrive game - it's a least exciting beat 'em up, in which you guide the futuristic hero through teams of baddies, smacking them about along the way. The other two, however, are graphically excellent and very playable sports simulations. Release dates are set for October.



ENGLAND, OUR ENGLAND!

With most of the big footy licenses already snapped up, DreamTeam (who already possess the rights to the Liverpool team) have got their mitts on one of the biggest of the lot - our own English squad!

Which means that, not only will you get to take on the roles of national heroes like "Dadling" Bryan Robson, Paul "Gazza" Gascoigne and John "John" Barnes, you'll also be able to dip into the players' goal should one of your first-team members be cracked, and stand in the training shoes of everyone's favourite manager, Bobby Robson. All the international teams will be graded according to recent form, so

you may have a bit of a tough time against the likes of West Germany but, if the recent friendly is anything to go by, you could give the Coaches a right old stuffing! No release dates or prices are available as yet, but no doubt England - The Computer Game will be dribbling its way down to your nearest software store before the kick-off in June.



DYING FOR A GOOD GAME

See the HIT! review of Die Hard on the PC a few issues ago? Did it get all you CD4 owners foaming at the mouth because no-one brings out software such as that for you any longer? Well wipe

away the foam and get heinly quiet together for the disc-only version of the game, which is to be released by Activision in the next couple of weeks. The game follows the plot of the film in which police officer John McClane, played by Bruce Willis, has to rescue his wife from a gang of terrorists who are attempting to nick billions of dollars worth of bearer bonds, locked in the vault of a skyscraper. The PC version features super-fast, filled vector graphics and loads of gun-toting action - will the CD game do the same? All will be revealed, when we Update CD4 Die Hard as soon as we receive it.

NEWS

SEGA MICRO- DRIVE - THE PIC!

We've got it! The first definitive photograph of Sega's fantastic new Micro-drive hand-held machine! As far as we

can tell, Microdrive was only a working title and, judging by what's written on the casing, it seems likely that the portable is now called the Game Gear. Measuring just 183x110x35mm, the Game Gear is controlled by a Z-800A processor (as used in the Spectrum and Amstrad), running at 3.3MHz. Screen size is quite large at just a shade under 3.5 inches and, although that's all we know at present, you can be sure that, as soon as we hear more, you'll be the first to know!



PHASERS ON FUN, MR SULU

After the vaguely jolly Spectrum and Amstrad Light Phasers, Magnon have launched a similar gun for the 64, complete with five compatible software titles. The games, which come on both cassette and disk in the same box, are Operation Wolf, Gunwinger, Ghost Town, Goober-Busters and Baby Blues.

The whole kit-and-caboodle weighs in at a pretty reasonable £29.95 and, if you get hold of the pack before 19th June, you can enter the competition found in the box, giving you the chance to win £200.00 worth of records, tapes and CDs - woooo!

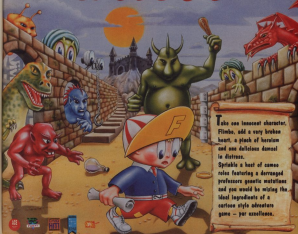
And there's some bottom-spendingly good news for owners of the Spectry and CPU guns, too. The Megaplay Bundle, which currently retails at £9.99 and consists of three Street Cop, F16 Fighting Falcon, American Turbo King, Billy The Kid and Jungle Warfare, has been slashed to a ridiculously inexpensive £4.99.



VROOM! VROOM!

Look out this month for the release of a brand new game from Thalamus - GB Team Ford Rally Simulation. Based on the exploits of the team of the same name, the game puts you in control of an ultra-fast Sierra RS Cosworth 4x4, popping up the road as you attempt to beat the clock, and other drivers, and become number one in the rally stakes. The game will feature 'stylised' 3D-in vector graphics, running at a nippy 60 frames per second to give what should be a very accurate illusion of driving through mud, trees and all those other obstacles you find on rally circuits. You can even plug into the spectacular GB Team Ford Rally will be appearing on ST, Amiga, Spectrum/AM Coupe, C64 and Amstrad (Rally disc and Blueprint on stereo not included).

FLIMBO'S *Quest*



Take one innocent character, Flimbo, add a very broken heart, a pluck of heroism and one delicious damsel in distress.

Sprinkle a host of comic color featuring a deranged professor's genetic mutations and you would be mixing the finest ingredients of a cartoon style adventure game - per excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT
OH SO SERIOUSLY CUTE...!**

ACTUAL AREA SCREENSHOTS



AVAILABLE FOR - 6.64, AMSTRAD CPC, SPECTRUM, (CASSETTE ONLY 600K/170KB) ARMS, Atari ST, CD-ROM
From T Software Ltd, Roshar Way, 7 Ash Hill Drive, Pinner, Middx HA5 2AG, Tel: 001-264 5492 Fax: 001-264 8166



NEW! FROM ENCORE...

ESCAPE FROM SINGES CASTLE

Spectrum Cassette £2.99
CBM 64 Cassette £2.99
Amstrad Cassette £2.99

RELEASE DATE 16th May 1990

Escape from Singes Castle is a trademark owned by West Group Ltd. and the characters Singes, Hans, Bodo, Grotto, and the other characters are trademarks of West Group Ltd. © 1989 West Group Ltd. All rights reserved. All other trademarks and other names are registered by their owners.

LIVE & LET DIE

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RELEASE DATE 17th June 1990

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QUESTION OF SPORT

Spectrum Cassette £2.99
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Amstrad Cassette £2.99

RELEASE DATE 17th June 1990

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ENCORE

NEWS

I WISH THEY ALL COULD BE...

California Games is one of the best multi-event sports games ever to appear on a home computer, and it's certainly the best sport sim seen on the Sega Master System. That's why Epye and US Gold have got together again to produce a sequel, California Games II. It will feature over half a dozen new events, all played out against a sunny California backdrop. It will be released in late Autumn - but will you get a free beach babe with each package?



SALES CURVE LATEST

While we wait eagerly for Sales Curve's *Silix* (which, they point out, doesn't stand for *Silverware IV*, even if it looks like it), news reaches us of their other forthcoming conversions of Japanese coin-ops which will be making history late this year and early on in '91. The most imminent title is the conversion of *Saint Dragon*, a mighty shoot 'em-up starring a cybernetic flying lizard, and that's penciled-in for a September release date.

Next year, we should see conversions of *Red Lizard* and *Big Run*. The first is a dead catle platform game in which you play either Tam or Pili, two larvae with magic wands and a mission to pick flowers. Sounds very weird, but looks very good.

Big Run, in case you didn't know, is a sports drive through the desert on the Paris Dakar rally. It didn't break any records in its original arcade form, so it'll be interesting to see how the conversion will come out.

All three games will be released under the auspices of Sales Curve's new Storm label, and will be available for Amiga, ST, Amstrad, Spectrum and C64.

CORE! A NEW SOFTWARE HOUSE

Core Design, creators of such greats as *Rick Dangerous* and *Dynamic Duo*, have come to the conclusion that there's more money to be made by selling their own games as opposed to just programming them and passing them along to a third party outfit. So those Derbyshire dudes have set up shop, so to speak, and are going it alone, with a couple of titles already announced. *Tombak The Warrior* is a beat 'em up in which the player must battle through five levels in his quest to find and defeat the wicked Necromancer, while *Corporation* will be a much more strategy-oriented game, as you become a government agent, seeking out terrorists in a robotics factory. These, along with three other as yet unannounced products, are to be released between July and December of this year. Follow news as it arrives!



TWO LICENSES IN ONE

Remember we previewed *World Cup Soccer '90* from Virgin two issues ago? Well, sorry that title because that's not what it's going to be called. What Virgin have done is, as well as buying the rights to the name-ops, they've also gone out and signed up the Italia '90 name from FIFA, and stuck that on the packaging, too! Sheesh, must have more money than sense, eh? Anyway, the game is to be called *World Cup Soccer - Italia '90*, and it'll be the only football game this summer to carry the title *World Cup* (kick-man mascot on its packaging). Good!



The World Cup

A COMPREHENSIVE GUIDE AND GAME REPLICA OF THE

WIN TICKETS TO THE WORLD CUP



Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!

See competition card inside game pack for full details and competition rules.

FREE WORLD CUP FILE-OF-FACTS



64 colour pages that tell you everything you need to know about the ...

**ITALY 1990
WORLD CUP FINALS!**

WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in: **"THE WORLD CUP STARTS HERE!" TRIVIA QUIZ**
Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?

A. ?



AUTHENTIC GAME ACTION



Including:

- **Playable skill, speed, strength and aggression levels.**
- **Choice of formations.**
- **Full-team seeding system.**

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ITALY 1990, 24 teams and their supporters converge on Italy in the world's greatest sporting event in the world and millions more will witness the spectacle on their television screens...

...But for you **THE WORLD CUP**

Starts HERE!

OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR

TAKE YOUR PLACE IN THE FINALS

Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!



UNIQUE PLAYING FEATURES

Include:

- Player vs. Player option.
- Variable match duration (2 minutes to 45 minutes).
- TV style presentation.
- Referee with the ability to use the 'red card'! ...

AND MUCH MUCH MORE!!



ITALY 1990

THE WORLD CUP STARTS HERE!

STARTS HERE! Get to know the back on all the players, events and fixtures, select your squad, then GO FOR GOAL - fill the stadiums for your country. Then sit back and let the best of the World Cup football fan around!

Available on:
IBM AMIGA - AMIGA ST COLOUR MONITOR
IBM 487/128 & AMSTRAD Cassette & Disk
SPECTRUM Cassette.

U.S. GOLD

U.S. GOLD, 10th & 11th Floors, 75, Fenchurch, Birmingham B1 1AA, Tel: 051 428 1281



▲ Ah, a prime son. Better call your mum and tell her you'll be late.

Everything was fine at the Shadow School of Martial Arts. Students were happily taught the thousand-year-old secrets of the original Shadow Warrior, blissfully unaware of the fact that mystic-

but evil forces were plotting to overthrow the new leader of the school and enslave his pupils for eternity. When the inevitable happened, it was too late to prepare for the vicious onslaught which fol-

lowed.

Which gives the way nicely for a six-level, horizontally scrolling beat 'em up as the player, the only surviving Shadow Warrior, battles to defeat the enemy in this conversion

of the Tecmo coin-up. Young Shad can dispose of the badies using a variety of martial arts moves, including round-house kicks and coconut-garden punches in the groin - he can even hang onto parts of the scenery and give his opponents a swift boot in the mush. Alternatively, he can smash open one of the crates found lying on the pavement in the hope that a magic ring sword will be inside. Whatever the weapon, he needs to

SHADOW WARRIORS

BY OCEAN



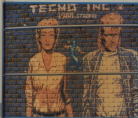
be swift and skilful if he is to stop the bad guys in their tracks - and there's loads of them, ranging from club-wielding, twenty stone bikers to Gulf Cooper lookalikes who are only happy when they're releasing the poor nina with a fifteen-foot long telegraph pole. And as well as them, there's six big and evil level guardians, including the evil Master himself!

**C+VG
HIT!**

UPDATE

Coming this month are the CD-i, Amstrad and ST versions of Shadow Warrior. The ST version is the same as the Amiga game, with an obvious drop in sound quality, but the CD-i's music is one of the best tracks to be heard on the machine in a long, long time!

† Who are these two?



SPECTRUM

£9.95

Bits of colour make Space Shadow Warrior stand out from the crowd, and there isn't a hint of clash as the programmer has cleverly used a shadow effect similar to that found in Dark Secrets. Gameplay is fast and furious and all in all, this is an extremely worthy buy for Spectrum best 'em up games.

OVERALL 92%

CD-i COPYWART

These guys want you to join their club! Membership has its privileges...

AMIGA

£24.95

Now this is what I call a best 'em up! No mindy jiggles moves to confuse you into getting your face smashed in a pole; just good, solid arcade action which is quite staggeringly close to the coin-op. The programmers have ported the coin-op graphics to the Amiga and then taken them up even more, giving you sprites and backgrounds which, although admittedly smaller than the originals, are much sharper and very colourful indeed. A more than favourable mention must also go to the music and sound effects in Shadow Warrior - awesome is the only word to describe the six incredible tracks packed with crystal clear samples, and sound effects so good you'll think that there are a couple of people in the room, beating the living daylight out of one another! Getting through the first level is a fair task, even with the six credits, as the difficulty has been set at almost the same level as the coin-ops. Practice makes perfect though, and once you've killed the fat sumo wrestler at the end of the first stage, you'll be really hooked.

PAUL RAYD

GRAPHICS 94%

SOUND 96%

VALUE 93%

PLAYABILITY 92%

OVERALL 93%

C+VG HOTLINES

WIN A MEGADRIVE! CALL 0898 334 150

Faster than a speeding Spectrum, more colourful than a box of rainbows and more fun than a waterbed full of lemon jelly - it's the Sega Megadrive! To you, the punter, this mighty console would normally cost at least two hundred knicker, but to you, the C+VG reader... well, we can let you have one for no pounds at all. Just one, mind you, and if you want to volunteer to take this solitary Megadrive off our hands, get on the blower pronto, dial this here number and make sure you get all the questions right!

WIN A LYNX CALL 0898 555 537

Doesn't melt in your mouth or in your hand, doesn't make your clothes smell when you iron them and does absolutely no harm to household pets. What are we talking about? Why, it's the Atari Lynx handheld games machine of course! It's the zappiest portable in the history of the planet, and one could (but only COULD) be yours if you pick up your electric talking machine and get listening to this line flipping ruddy quick!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS' PERMISSION BEFORE YOU DIAL THE C+VG HOTLINES. CALLS ARE CHARGED AT 30p PER MINUTE (PEAK RATE) AND 25p PER MINUTE (OFFPEAK). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

WIN A PC ENGINE CALL 0898 555 538

Another example of console sauciness is NEC's PC Engine. A marvel of micro-mechanics this bijou games machine plugs the game-playing power of an arcade machine into your telly and lets you get stuck in to such superb games as R-Type, New Zealand Story and Chase HQ without any hanging about whatsoever. The only things between you and this prize are the questions on this line so give us a ring, and you could be the next person to join the console revolution!

WIN AN F15 FIGHTER BOMBER! CALL 0898 555 539

Well, nearly. Ace simulators Digital Integration are giving away copies of their smart fight-flight game, F-15 Combat Pilot to celebrate its recent take-off on the C64. We've got five ST and Amiga, and five C64 versions of the game and no less than twenty (that's two-zero!) designer F-15 T-shirts, possibly put together by the lads themselves at their office sewing machine. If you want to be the hardest person with the most desirable of credibility in the whole street, this is undoubtedly the competition for you!

COMING SOON...

BACK TO THE FUTURE II

III PART II



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Mail Bag



Yo! YOB's back with more of your mail. As usual, if you have anything rivetingly interesting to say - or even something completely uninteresting, why not write in to: **YOB'S MAILBAG, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** There's a monthly prize of £100 worth of software for the best letter - so get your scribbling caps on and get on with it.

CORPS GAME

Dear YOB,
What's all this about Neighbours and Kirby simulations? You want a real game! Software focused are you lowering? It's called the CORPS, based on your own built servo strip, and is a horizontally scrolling shoot 'em up in which you play Schwartz trying to reach the dropship. You start off with a servo pistol but if you shoot certain types of enemy you can progress to machine gun, spray fire, multi-directional fire, flamer, grenades, shoulder missiles and drones. If you collect the jetpack you can fly

for a minute until your fuel runs out, but this brings on airborne enemies and activates ground lasers. Your enemies are mutants, vampires, enemy soldiers, transforming robots and so on. At the end of the level is the no Kong.

Other levels would include an Operation Wolf style shoot out and also flying the dropship.

James "Middle" Lynch, Stockport, Manchester

YOB: Not bad, but I think you could make even more out of it - how about the drop sequence itself? Come on software houses, how about producing a game based on the best comic strip in the universe?

KONSOLES ROOL

Dear YOB,
I agree with Mr. Ellison that consoles will be taking over from computers. I have been playing 8 and 16-bit computers for about nine years now, but will be buying a Mega-drive or PC Engine when they are released in September, because even the ST and Amiga can't match their near arcade perfect graphics. I have also noticed that Commodore and Amibased are set to jump on the console bandwagon with out there versions of their computers. I wish someone would tell them we ain't buying consoles for the quality of the games, and not because they don't have keyboards.

Cliff Curtis, Stamford Le Hope, Essex

YOB: I disagree - consoles are good - but they're not going to kill off computers! Instead both types of machines will solid state by side - there's a huge market for both types of machines. Anyway, what's the point of arguing? Anyone with half a brain cell knows that consoles are best if you only want to play games (by the way, PC Engines are better than ST's for games, but not so good as Amigas, Neighbours are better than both for

games), and computers are best if you want a machine that has multiple uses, like word processing, programming and so on. In an ideal world, everyone would have both a console AND a computer. By the way, don't be so hasty to criticise the C64 console.

There are some brilliant C64 games around - I'd love to see cartridge versions of Boulderdash, Delta, Impossible Mission, Dropzone, Fastfinger

A GREY OUTLOOK

Dear YOB,
I was just on the verge of buying a Mega Megadrive when I saw the warning advert in issue 121 from Sega themselves about "grey" imported machines. The PAL

conversion aspect isn't really important, but the bit about Euro-cartridges not working with these imported machines or the changes in the machine is officially released later this year.

Would buying a SCANT magazine alleviate the "problem" or are SEGA just looking to step other "unofficial" outlets from making a profit and taking away potential sales? I know that if I bought imported cartridges by mail order I would be getting the very latest games, but will there be a vast difference in price between these and the cartridges legitimately available in this country later this year?

J.P. Roche, Abilene
YOB: Oh, the Sega ad has caused a lot of concern among you potential console buyers, so I'll better fill you in on what seems to be happening. The official UK Magazine consoles WILL be offered to make them incompatible with imported American or Japanese cartridges. HOWEVER, we speculate that as soon as Virgin launches the machine over here, console importers will have put together either their own converter widget, or they'll have worked out a hardware modification of their own to get around the incompatibility. In the meantime, the ability to use Japanese software means that you will be able to play games perhaps six months or more before their official UK release, and for that privilege you can expect to pay more. Apart from that, the only real disadvantage is that very few shops will ever stock imported cartridges, so buying an foreign machine may mean you will have to buy software by mail order for ever more.

KEY SOFTWARE

Dear YOB,
I have a great design for a new game that I am sure will be a smash hit. If Code Masters want to contact me and buy my idea I'll sell it cheap to them. The title is "Professional Drawer Opener Simula-

tor." Great name, don't you think? On the screen you see some drawers with keyholes and some keys. You have to stick on a key and then on the right drawer. To open it, you'll have to wobble the joystick and to make it more difficult it has to be done within a time limit and the number of drawers and keys increases. If you think it will be too boring just opening drawers one could insert opening opening drawers and opening doors. I think this game has great potential and will become a smash hit.

Frank T Rainold, Newark
YOB: Hm, it's a nice idea but I'm not sure the lastest technology can cope with it. By the way, you're not suggesting Code Masters produce crappy games are you?

JAM LOSES HIS RAG

Dear YOB,
Now listen here boy, I am sick of the way you treat the poor lousy burns you write to me, so you name the time and the place and I'll be there! Of course, though, I'll let you off if you send me one of your tremendously hot T-shirts.

Jaid, Clifton
YOB: T-shirt? Pair! Why don't you push off you lousy pimp, stinky, sneaky old bum.

DALLAS!

Dear YOB,
I have a great idea for a game. It's the Dallas Game. You, the hero, play Bobby Ewing. The object of the game is to get married and divorced as many times as you can in a time limit. You also must not get shot by J.R.'s henchmen. Last of all, every time you lose a life you find yourself in a flower! What do you think?
J.P. Finn, Woodford Green
YOB: Sounds to me like you should suggest the idea to Gallus' producers, Lorimar Telepictures Inc. Write to: Mr. Lorimar, Lorimar Telepictures Inc, Lorimar House, Lorimar Boulevard, Lorimarville, USA.

THE FORCE IS WITH THEM

Anonymous
Death and Yoda return after a well-earned vacation on the moon of Endor, where we tasted the delights of the red light district in the back巷 village. However, we feel we must put YOB on the hotspot with a number of probing questions, starting, of course with number six.

Q) Why does everyone keep sending in so many questions that are so simple that even a pigeon "message" could answer them?

Q) Why do all of our letters come and go on other magazine's letters pages under different people's names?

Q) Why doesn't anyone ever write more than four questions per letter?

Q) Are there any plans to convert NAGA's Star Wars project to my Amstrad? The arcade game was WICKED! like the other article on the A-Magazine but we fear we must inform you that we made our own for years ago with the help of two plastic boxes and two printer ribbons (wouldn't that?). At the time we couldn't afford our marvelous creation as the Mega-drive hadn't been invented yet.

We are sure you'll be pleased to hear that we are handling the red-hot conversions of

Star Wars Emulators. Saviour Clackers, shortly to be followed by the psychotronic capers of Super Mario Emulators on Amstrad. We also think you should look out for Planetfall Emulators a Big Game a Fun, complete with digitized delights with Emulators showing you a thing or two about ball control.

Keeping with the current trend of groveling, we'd just like to say: CRYO is a WIFE, WICKED, RADICAL, DEF. HAPPENING! (pardon), and may God strike us down if it is not a...

Q) Vader and Yoda of the Force are Master Ninja Masters in Heat, Wham! PS Do you know FS stands for Fossil Shoppers? YOB: Ohh-ho-ho! It's good to hear from you again.

Yoda and Darth. To answer your questions: 1) Probably because they haven't got programs. 2) Have you considered the possibility that there are people out there whose minds work

along exactly the same lines as your own? No, neither have I, but in an infinite universe there are an infinite number of possibilities. 3) It depends what you mean by "you". 4) The arcade game wasn't WICKED, it was SOL. WICKED was a game programmed by Barry Vinton for Activision last year. Looking forward to your Emulator review - he gets everywhere doesn't he? "SEEEEEEE SANDWICH!" See, he even gets into my letters page!

YOU CAN'T BEAT THE CISTERN

Dear YOB,
I wrote this game design with my friend Jimmy. We wanted win some dough.
You play Vincent Skipper and you wake up and go to the toilet but there IS no toilet. You find a video cassette on the floor. You watch the cassette on your TV and discover that the evil Mega-Creepy has stolen it. It says you have to battle through stages of evil creatures, by re-

claim each bit of your toilet bowl by boss monsters. By the time you start the game you are in dire need of a crust and you can only hold it in for a certain amount of time, and as your time decreases, your face grows redder and redder.

Stage one will be called The Skids, and when you complete it, you reclaim your flush seat.

The second stage will be called Diarrhoea, and when you complete this stage you reclaim your flush.

The third stage will be called Peanuts and when you complete this you reclaim the bottom bit.

The fourth and final stage will

Mail Bag



be called Crusades, and when you complete this stage you restart your plundering. After this you will fight the Mega Crusader and just before you destroy him, he will try to bargain with you. If you don't destroy him, he says, he will put your log back together. Your weapons are log rolls and a high powered fart. If you fart too many times you will do a wet fart. Farting can be used to jump. Each stage will look like this: Graham Edwards and James O'Connor, Booked! YOB: Yes, well that's quite enough of that, thanks. Anyway your game would never catch on because you've forgotten to include a role for the infamous Cling-on message - and what about the Mega Skills of Doom?

THRILLS AND X-CITEMENT

Dear YOB,
I am a Marvel comic book and just thought up a brilliant idea for a computer game based on The Uncanny X-Men. Here's my game design...
Peter D'Agli, Greenwood
YOB: I liked your storyline and your game design was absolutely brilliant, but I'm afraid The Edge are ahead of you. They've already

bought the license to the X-Men and are planning on releasing their game later on this year. Nice try, but no cigar, I'm afraid.

WILLIE COCK-UP

Dear YOB,
With regard to Grand National reviewed by Gordon Houghton last month. This game is way true to life because Willie Carson would absolutely fall a tree over at the first fence. He's a flat jockey and doesn't jump fences! Give us a T-shirt for this witty take.
James "Smart A" May, Brighton
YOB: Of course Willie Carson would fall off. Why do you think we named him as the fattest jockey in that very appropriate caption? Jeas, some people!

CONSOLES BOOK REVISITED

Dear YOB,
Due to 'The Complete Guide to Consoles Volume II' brilliance, I wish to purchase 'The Complete Guide to Consoles Volume I' as I missed out on it the first time round. So could you please print the

address for me and possibly many other readers so I can send my money off for this console extravaganza. Ta muchly!
D Pike, Manchester
YOB: I can do it. You can get hold of a copy of Volume I by sending your name, address and a cheque or postal order for £2.45 (£2.95 plus 50p post) and packing payable to Computer and Video Games, 20 St Saviour's The First Console Book, Computer and Video Games, Priority Court, 20-22 Farringdon Lane, London, EC1R 3AA. Supplies are running low, though, so act quickly or risk disappointment!

PRINT ME LETTER

Dear YOB,
May I ask why hat stealer, James McJuley of South Akenston, Essex, got TWO letters printed in Mailbag, pages 20-21, issue 106. March, when some of us ain't even got ONE letter printed. Jeas, isn't life unfair in case anyone else out there didn't notice, the letters were titled I Wanna Neighbours Game and What A Div - an appropriate name for JM. I've tried dozens of times to get my highly intelligent letters printed but never succeeded and I'm sure others out there have the same trouble. So next time, please don't print two different letters

from the same person. Which brings me onto the next section complaint. YOB, you, you, printed the same letter twice and answered it twice too! Well, I'm extremely hard-up and demand a price of twenty-five quid or something to make me happy now. Pretty please!
Elizabeth Lomas, Leigh, Leam
P.S. If you don't print this letter I'll know you're extremely tight or are too chicken because someone has actually tried to point out your mistakes. So THERE!!
YOB: It doesn't take much to get you all hot and bothered, does it? The two letter thing was a mistake - we printed it out twice and Andrea said it out without looking at it. Mistakes do happen. Anyway, your letter has now been printed, so that should make you happy. And a price? No chance.

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PALACE

PLAYMASTERS

To Dudes! Here's another bulging bundle of brilliant playing tips - make use of 'em. If you're a cool player and have some hints and tips, why not send them in to me at: **PLAYMASTERS, C+VC, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** There's £100 worth of



software on offer to the person who sends in the best tips of the month - so get scribbling! Cowabunga!

AMIGA P-47

Daniel Pemberton of East Mole is really seen in the cheat mode for this wartime shoot. Play the game, then type 26860-066 into the high score table. Now restart the game and you should find that you can get some extra lives by pressing F1 and skip a stage with F2.

SPACE ACE

To take all the effort out of killing Bart by starting the game, pausing it then typing 0006000000000000. Unpause and the computer will take control and finish the game for you. There's now, isn't that fun? Thanks, Daniel Pemberton of East Mole!

SUPER CARS

Another Daniel Pemberton tip here. If you're still trying to get a good deal out of the car salesman try some of these lines of conversation. Is it fitted with CAT? I've got a cat called Garfield. The carot is dead? Too much! I'm a lumberjack. How much? I could murder a curry!

SIM CITY

Wick (Brenzel) was in this tip, which is even better than the raising-and-lowering-taxes cheat. To put an extra \$10,000 into the city coffers, press GAPS LOOK and hold down the letters in the word FUND. You can do this repeatedly, but every fifth time it causes an earthquake, so build up your funds before you build anything.

BOMBER

As Charles Mathers of Col-kath found out, the BUCCA

MOD cheat doesn't work on newer versions of Bomber, so he's sent in some flying tips for anyone who's still struggling with the refuelling process.

Set the throttle to 70%, thrust then fly towards the rear of the tanker. Don't steer left and right to catch it. If you overshoot, use the airbrakes to slow the air off down rather than reducing thrust. Then when the tanker passes you, take the brakes off. You might need to do this a few times, but eventually the fuel hose should catch and you can start 'pumping gas', as they say.

IT CAME FROM THE DESERT

Richard Lee of Stoke on Trent actually faxed over these anti-bashing tips.

COLLECTING EVIDENCE

- To collect the loose scraps, go to JEV's farm on the first day and kill the ant. Then kill the others which appear on the overhead view and you should get a piece of ant. Alternatively, you can wait in your house on June 2nd until about 9 AM, when Ben Johnson calls round, and hands over an ant leg he found in the quarry.
- There is no set way of finding an ant track to make a nest of, but your best bet is to go to one of the volcanoes.
- To get the ant body fluid, stay at home on June 2nd and at about 9 AM, Jackie should knock on the door. Go with her to the scene of the car crash and you will find some fluid. You can

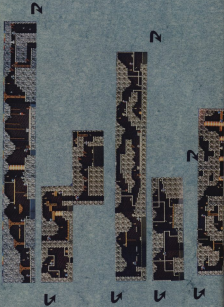


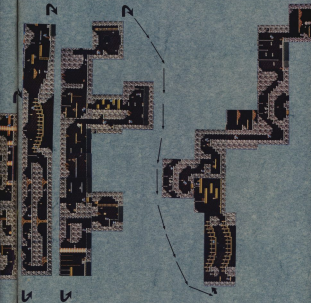
1992 THE YEAR

IMPOSSAMOLE MAP

LEVEL 1

26







also collect this from the gallery (then the workmen call you), from Neptune Hall, and after an air fight.

- It's a maze: a maze recording of the area you'll need to visit the police station away 400 after June 2nd. Eventually you will be offered a recorder found at the scene of the car crash. Alternatively, you can use the sound recording facilities on board Louise's plane. Just fly the plane over any and then land back at the airport. Also, you are sometimes given a tape by the miners. The anti-hell is located directly south of mine one. The strange happenings around the pipeline are a red herring. Bert Lamont is taking the Helicopters to scare some land owners so that they will sell him their land cheap.

- If you invite Jackie to stay at your house and she offers to "thank you properly" (that's for letting her stay, don't accept as you'll be in hospital the next morning suffering from exhaustion).

- On the 9th June you must go to the farm south of town and save the scientist or he will be dead. After that, go straight to the south-west volcano cone and save Elmer, because if he is killed you won't be able to tell the same doctor (which you need in the anti-hell news). It will tell you that Jackie has gone missing, go to the farm south of town. She will give you some interesting information.

- The easiest way to complete the game is to fly to mine one and land your plane on the dirt track. Walk to the building that walk directly south. An anti-hell will appear from a hole in the ground. Kill it then drop down the hole and you will find yourself in the anti-hell. There are two levels to the nest and the queen is on the lower one. When you find her, move towards her and you should hear a clicking sound, so get back to the exit on the double!

C64

MYTH

From the Norse Legends level onwards you can collect all the available weapons and items just by hiding down the A and T keys. Dean Thompson of Quake found that out.

OPERATION THUNDERBOLT

This took its time coming out, but Simon Trappier of Leightonborough wasted no time in discovering the game's cheat mode. Play the game, get onto the high score table and enter your name as EDOM TAEHC (which is CHEAT MODE backwards). When you restart the game you will be in infinite-continue mode!

NEW ZEALAND STORY

Simon Trappier comes to Tiki's rescue with this handy cheat mode which enables typing in TIKI CHEATING once the game has loaded. The border will turn grey and, as Simon says, "Bimber", you now have infinite lives and a press of the back arrow key puts Tiki at the start of the next level.

SUPER WONDER BOY

Here's another tip from old Simon Trappier that makes de-

feating these end-of-level bosses a tad less risky. Just hit the door to his chamber, then instead of going inside straight away, bomb it, through lightning bolts at it. Anything. When you think you've dropped enough, press the space bar to kill it. If you now go inside you should find that the boss is gone and whatever treasure he was hiding is ready to be collected.

BATMAN - THE MOVIE

Chemistry was never my strong subject, and if you're the same, you might like to know the correct combination of cosmetics is: GREEN SPRAY CAN PURPLE CREAM POT YELLOW SPRAY CAN. You've got Mark Shepley of Macclesfield to thank for that.

GEMINI WING

Following last month's Amstrad pasticcio, here are the codes for the C64 version of Virgin's shoot 'em up. To use them, go to the password screen and type in:

- MRWIMPEY for level two
- CLASSICS for level three
- WHIZZKID for level four
- GUNSHOTS for level five
- DOODGUYZ for level six
- D.GIBSON for level seven.

Alan Slinn of Holywell is the man behind the information.



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GHOULS 'N' GHOSTS

To get this game into cheat mode, get onto the high score table and type in WIGAN RLFC. Now you can equip yourself with armor during the game just by pressing A, and jump to the next level by pressing B. So says James Hicks of Witham.

SPECTRUM

GUARDIAN II

A never-ending supply of spacecraft can be yours if you have a Multiface game machine. Just load in the game, (then level and) F0K0 score, a Restart the game and start blasting. Many thanks to Patsyley's own Thomas Campbell for that one.

WONDER BOY

Now this arcade conversion has returned on the Hit Score! label I thought the cheat mode used in by Alan Conway might come in handy. Play the game in two player mode, then as soon as you pick up the skateboard, go to jumping DELETE and EXTENDED MODE. Now restart the game and you should find yourself back at the start of the game with all your lives and your skate board.

SHINOBI

Alan Conway has say if you want infinite lives in this game, redefine the keys as 0 R U T S. Then redefine them properly and when you start the game, old Shin should be unstoppable!

GAME BOY

NEMESIS

Terry Lane of Fulham has sent in the cheat mode for my favourite Game Boy blast. Start the game and press

START to pause, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You will now have all the weapons, but no speed-ups.

The other tip (which I discovered myself) regards the way to the bonus level. Near the end of the second level there's a sort of writhing mass that shakes out bombs. Blast it until it stops firing, then move towards it. You should now appear in a level full of bonus points and extra life icons.

LYNX BLUE LIGHTNING

Our very first Lynx tip! Cliff May of Manchester sent in all nine passwords for this great-looking shoot 'em up and they are:

MISSION ONE: AAAA

Destroy enemy aircraft

MISSION TWO: PLAN

Destroy land and sea targets

MISSION THREE: ALFA

Engage and destroy enemy convoys

MISSION FOUR: DELL

Fly through canyon destroying enemy bases

MISSION FIVE: NINE

Fly low and break out enemy radar installations

MISSION SIX: LOCK

Deliver documents to a hidden airport

MISSION SEVEN: HAND

Destroy enemy radar installations

MISSION EIGHT: FLEA

Night-time bombing run

MISSION NINE: LIFE

Destroy tanks and land-rover but not friendly forces.

GATES OF ZENDOCON

Cliff May sent in all 21 pass words for this game, but I thought instead of giving you those, I'd tell you how to reach the hidden level. Enter 77777 as the level code, then as soon as you get going, press down and right to go



through the floor (do it quickly to avoid crashing). Once you're down there, dodge the obstacles and go through the gate to collect all the weapons.

SUPER TANK SIMULATOR

Thomas Campbell of Paisley gives you the power of invulnerability in this nifty Code Masters game. All you have to do is pause the game, type in the word STANK (how appropriate) and Bob is what you might call your uncle.

FANTASY WORLD DIZZY

Lots of people have sent in solutions to this popular game, but if you're one of

the ones who are still stuck, here's the complete solution, as sent in by Jameson Portlock of Reigley.

● Pick up the jug of water and drop it next to the fire to put it out.

● Pick up the stale loaf and put it in the path of the rat.

● Get the Boulder from the other side of the altar and drop it in the entrance hall.

● Pick the lever to open the portcullis.

● Get the bone and the first golden key and drop it in the entrance hall.

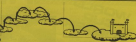
● Get the rope from David and drop it in the entrance hall.

● Pick up the bone and one of the boulders. Swap the bone for the Boulder in the cave next to Armoing.

● Go to the screen after the dizzy tank and drop both boulders in the water.

● Go and get the other Boulder and drop that in the

FANTASY WORLD DIZZY



FROM THE BEANSTALK
TO THE CLOUD CASTLE

same place.

- Go and get the sleeping potion from Dizzy and also pick up the golden key.
- Go and drop the sleeping potion in front of the dragon and pick up the key from the top of the wall.
- Pick up both the keys from the entrance hall and put them in the life control.
- Go and get the other key from the bottom of the volcano and put it in the life control.
- Go and talk to Dylan.
- Pick up the pygmy cow.
- Find Grand Dizzy and get the crowbar from him that put on top of the wall.
- Find the shopkeeper and swap the cow for sheep. Get the golden key from the Chapel and put it in the last life control.
- Put the coin in the mature.
- Get the chair knocker and pick one from around the

Grand Dizzy.

- Put the chair knocker where it says "Knock and enter".
- Get the bucket and drop it on the puddle at the bottom of the volcano.
- Drop the bucket of water on the mature.
- Climb the beanstalk as far as the first cloud, then follow the diagram.
- Once in the castle, collect the dragon egg.
- Take the egg to the green dragon and put it next to the other one. Walk past.
- Use the pick axe on the next level on the left and get the rug.
- Put the rug on the spikes in the castle.
- Jump up to the lever and walk into it. Wait until it gets level with the table then walk into Dizzy.
- Now use the map to find the coin and take them to Dizzy's hut.

SEGA WONDER BOY III

Here we have a guide to this game's secret rooms by Ian Hodgkinson of Underwood.

● Climb over the pyramid and you will find a sphere containing a life heart. Go inside and use your sword to destroy the left wall and walk outside. Level the first chest, then walk to the second and push up. Enter the sphere again but this time go to the right. Load the second chest. All the others are empty so you may as well leave.

● As Mouse Man, head left past the two fireball-spitting skulls and you will come to a mine of mouse blocks. Climb to the top left of the mine, then when you're off the screen, jump and you should find yourself in a secret treasure room.

● If you enter the basement in the village, where the first life heart is, you can enter a hidden shop by standing in front of the door on the left of the chest and jumping up. While in the air, push up and a magical weapon shop appears (though only the fan can buy all the items).

● On the way to the Samurai Dragon you will find yourself in several dead ends. Go right to the end of these and push up and you might well find a hidden shop or hospital.

● Go to the sphinx as Birdman, then fly to the top of the treasure room, get out and land on the roof. Push up and you're in the py-

ramid!

● If you've used a password to get a long way into the game, but want to earn some extra credibility, go to the room which leads to the transformation chamber. Go one space to the right of black which contains the question mark and push up to reveal a door. Go through the door and you will be in the pyramid, a mere stone's throw away from the Mummy Dragon. You will now find that all the dragons are seriously weakened and die with only a couple of sword blows!

NINTENDO TROJAN

Justin Bailey of Birth reckons that when the Trojan dies, you should press UP and START simultaneously on the title screen to restart the game on the last level you were on.

PC ENGINE DUNGEON EXPLORER

Rudolf Chopin of London has discovered how to control all five characters from one joystick, but you'll need a proper stick like the AC-15T, not a joystick. Hold down SELECT while you're switching on the power, then on the title screen press RUN (just hold the SELECT button) to go to the player select screen. Keep pressing the RUN button and you should see Japanese text followed by full stops. When this has happened five times (it takes a while) release SELECT, and all five players should now be under your control.



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Course B, \$40,000 Steven Bell,
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\$68,800 Andrew Stamp, Park
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\$10,630 Jasper Jents, London
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BAMBIER

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\$17,120 Ian Mulvan, Preston,
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\$1,425,230 Richard Nelson, Norwich,
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\$100,000 Paul Frost, Slough, Berks.
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BUSBY BONNIE II

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Inflon

GROUNDELS is a scientist with all the skills of a first-class chef. One day he was cooking up a new recipe for ground beef in his kitchen. Then he thought of other things that are cooked in the form of treatment. One species of pine wood borer and its results were obtained early in 1986 when a description was as-

to short life cycle in can multiply at an alarming rate. Drowning in every month of the year.

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The realisation of a telescope in space offers the beginnings and foretell an end says Nicholas

NEXT WEEK'S issue includes perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise as it allows us new perception of the universe. High above the disturbing influence of our atmosphere, Hubble's 24 inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere. It acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, principally visible light, part of the infrared and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'fuzzy ones,'" says Professor Malcolm Longair, director of Edinburgh's Heriot Observatory. "Atmospheric turbulence also causes problems. Some greatly limit the resolution of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a bigger, 4 metre mirror operated by astronauts. Throughout the 1970s, NASA lobbied hard for this "Large Space Telescope" using all it had at its command,

him," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or collapsed into galaxies."

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's director, adding a bill of 11 million per month while it was kept in storage. During regional fund-raising, administrator James Heagy tried to improve the political leverage of the party by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticism that it is an idea behind the times. "The main" The Joint Orion Camera will be used to assess the mass distribution in galaxies, so that theories can try to pinpoint where this mass might be. "We'll have a better look at the Milky Way, so we can find out what makes our Galaxy tick," says Peter Jakobsen.

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"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know any-

thing-counting techniques developed by Alan Fowler, now director of the local Greenwich Observatory. The JPL's successor Hubble's view will be into the ultraviolet, the light which is normally absorbed by atmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we still learn about the universe at ultraviolet wavelengths." Indeed, astronomers claim this part of the spectrum as the "FM band" because of known objects, asteroids will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in JPL's publicity efforts, the ultimate expression of hyperbole goes without. Its main selling point is its optical purity that it is more suited up to the size of Argonne's mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throwing a dart. "This is the most accurate in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's best friend."

The European Space Agency provided the "Wide Open Camera" (WOC) which uses photon-counting techniques developed by Alan Jakobsen,

the large telescope will be into the ultraviolet, the light which is normally absorbed by atmospheric oxygen and ozone. "Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we still learn about the universe at ultraviolet wavelengths." Indeed, astronomers claim this part of the spectrum as the "FM band" because of known objects, asteroids will have a clearer picture of their temperature, physical and chemical properties.

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For Eagle eyes only.

COMPETITION RESULTS

Here are the results to the comps held in the April edition of C+VG. All Megacomp claims have been sent to US Gold and are currently being processed, so if you're a winner, expect your prize to appear within the next four weeks.

APRIL HOTLINES

LINE ONE - MEGADRIVE

Ceo heck! JOHN STORES of BASILDON is the lucky, lucky winner of this dead raunchy mega-console.

LINE TWO - COPIES OF E-MOTION

Very E-motional giveaway, this - 10 copies are going to...

TERRY HALL, BODHILL-ON-SEA, E SUSSEX; NEIL BURROWS, RAINHILL, MERSEYSIDE; M PARKER, NEWPORT, GWENT; CHRIS WATTS, REDHILL, SURREY; SIMON BICKNELL, LYMINGTON, HANTS; G WALL, WALLSEND, TYNE & WEAR; STEVEN PEARSON, HUDDERSFIELD, W YORKS; NATHAN HILL, WOKING, SURREY; RICHARD CHAPPELL, WAKEFIELD, W YORKS; NEIL SNEEDON, GLENROTHES, FIFE.

LINE THREE - £150 WORTH OF SOFTWARE

Smashing through WAYNE DAVIES' door in STEVENAGE very soon will be a glomorous parcel of software. Hurrah!

LINE FOUR - MAN UTD GAMES

Up the red! Ten copies of Manchester United are going out to...

ANDREW BOGUE, STOURPORT, WORCS; MATTHEW RIVERS, LISVANE, CARDIFF; JOHNSON TANG, CATHAYS, CARDIFF; B DASS, CROYDON, SURREY; WILLIAM P MCDONAGH, ARNTHORPE, DONCASTER; NEIL LUNSEN, CUPAR, FIFE; A PROCTOR-PEARSON, HALE, CHESHIRE; GARETH GARETH, WREXHAM, CLWYD; WILLIAM REID, ROSEBARK, GLASGOW; JONATHAN PROCTER, DRONFIELD WOODHOUSE, SHEFFIELD.

THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

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WIN TWO TICKETS

US Gold have gone and caught World Cup fever! In fact they've got it so bad that they've giving away a once-in-a-lifetime trip for two to see the World Cup final in Italy! Imagine - you could be there to see England lift the Cup (apologies to all our non-English viewers out there, but we have to be patriotic). The only catch is that one of the two who go off to Italy must be over 18. Right, to stand a chance of winning this truly incredible prize, all you've got to do is answer the following questions correctly - they're not hard, and anyone who likes football should be able to answer them.

When you've got the answers, fill out the form below and post it off to us as quickly as possible to: **WE'RE ALL OFF WITH BOBBY'S ARMY WE'RE ALL OFF TO ITALY!!! COMP. CIVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** The closing date is June 1st. After that, we'll be putting all the entries into a bag, and the first correct one pulled out will win its sender a trip for two to the World Cup final in Italy. Better get your skates on mate.

THE QUESTIONS

1. Who won the 1970 World Cup final?
2. When did England win the World Cup final?
3. Which country hosted the World Cup finals in 1986?
4. What colour is Italy's strip?
5. Which England player scored 6 goals during the 1986 tournament?

ANSWERS

1.
2.
3.
4.
5.

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ADDRESS

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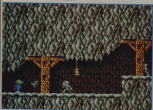
IF YOU ARE UNDER 18 PLEASE GET YOUR PARENT OR GUARDIAN TO SIGN HERE. IF THE ABOVE NAMED ENTRANT WINS THIS COMPETITION, I CONFIRM THAT I WILL TRAVEL TO ITALY WITH HIM/HER.

TO THE WORLD CUP



IMPOSSAMOLET

BY GREMLIN



▲ Skeletons and bats inhabit the Klondike level.

Monty Mole became a national hero during the Miners' Strike, his coal-pitching antics brought him, and Gremlin, untold fame and fortune in the form of substantial coverage on News At Ten and the considerable sales which followed. Never ones to miss out on a spot of money-making, the Sheffield cartoon released two more games based on the lovable earth-dweller: *Monty On The Run* and *Ap! Wilderness* Monty. Everyone thought that, once Monty had reached his island paradise of Molecavia, he would be left in peace, but no such. He's back, only now he's a Supermole, complete with cap!

And how has this come about? An alien race, overruled by an enemy force controlled by the infamous Five Guardians, has been monitoring Monty's escapades over the

years and has decided that, given the correct powers, he can overthrow the invaders and return the planet to normality. Never one to turn down a plea for help, Monty

▼ *In the Amazon, Monty is beset by deadly humming-birds and monkeys.*



▲ Ice Land, home of adorable snowmen and short sea-monkeys.



MOLE



objects and, in his few persons, sets out to defeat those baddies and receive a big wad of cash in the process. What ensues is over 200 screens of platform antics spread across five distinct levels, in which Monty must annihilate the intruders using his fists and, should he find them, bombs and a bazooka. If any of the enemy should come into contact with him, Monty will lose energy, luckily, shrewn across the planet

are done of worms which, when picked up, add to our hero's strength bar. Also to be found are shops where Monty can purchase useful items - should he find enough cash to pay for them!

UPDATE

CD4 and Amstrad versions are also on the shelves as you read this. Both priced at £9.99 on cassette and £14.99 on disc.

SPEC £9.99

The number of decent, cheap platform games on the Spectrum makes it tough for this version of Impossamole to make a good impression. It suffers from obscure, blobby sprites and like the ST version, it's frustratingly difficult from the outset.

OVERALL 70%

REVIEW

The Spectrum's colour scheme make Ice Land look especially chilly.

AMIGA £19.99

Plays pretty much like the ST version, but earns extra points for its terrific soundtrack and slightly improved graphics.

OVERALL 77%

ST £19.99

I loved the original Monty games, and was looking forward to this turbo-charged version very much - but unfortunately it's turned out to be a bit of a disappointment. My main gripe is that it's incredibly frustrating. Take the collecting of bombs, for instance: there isn't any sort of indication as to how many you are actually carrying and, if you walk into an area expecting to blow up the baddies and suddenly find that you're out of explosives, you're more than likely to be killed. Also, you can pick up weapons such as bazookas and blast away to your heart's content. However, stray too far away from the place where you collected your gun and it mysteriously disappears, leaving you with only your feet to defend yourself. Impossamole looks and sounds very jolly, but at the end of the day it just doesn't have anything special to make it stand out.

PAUL RAND

GRAPHICS 78%
SOUND 71%
VALUE 69%
PLAYABILITY 72%

OVERALL 70%

MAX



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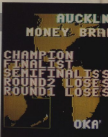
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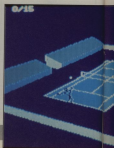
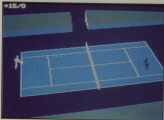


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INTERNATIONAL 3D TENNIS

BY PALACE

▼ The grandstand view.



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▲ Pretty title screen, isn't it?

NINJA SPIRIT

BY ACTIVISION

It's not all Bruce Lee videos (and that's just rocks if you're a ninja, you know). A few minutes of the well-handled brotherhood of sword-wielding orientals actually have to do a bit of work to earn their daily five star.

The arduous labour in question is to rid the world of a tribe of eastern bad guys, whose crimes, though they're main sometimes, are the kind that even the Blue of Fu Man Chu would shudder at.

Grasping one of four handy weapons - sword, Deathstar, dynamite or fast-noon razor blade - the lordy

ninja hurls himself into battle, laughing in the face of sword-men and leaping the nose of diving wolves. He leaps heroically against perilous rock faces and scoops up

crystals which conjure up who-knows-what ninja spirits, extra energy or emergency flame ropes. What needs flame ropes when life is as exciting as this?

▼ The bubble transports you to the start screen.



AMIGA £24.99	
Let's face it, when you've got a meditative zen-age, even the most accurate conversation shouldn't turn it into the funniest thing since dumplings fell. On the silver-scale Ninja Spirit is more of a very mild whimsical punny; it isn't out original slash 'em up with mega jumps and a choice of weapons to give it that extra dash of spice. On the whole, Activision has made a pretty good job of the conversion - the graphics are faithful to the original and feature a few nicely animated weapon effects. On the down-side, the collision detection is clunky and the controls are a tad on the sluggish side. It all adds up to a fairly standard slice shoot which some people might find just a touch too hard.	
GORDON HOUGHTON	
GRAPHICS	77%
SOUND	63%
VALUE	72%
PLAYABILITY	71%
OVERALL 67%	

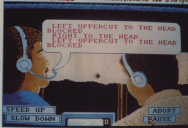
UPDATE

■ Got version one expected soon, the haven't seen them yet, but there shouldn't be any major differences in gameplay.

ST £24.99	
Identical to the Amiga version right down to the music snippets, the ST looks and sounds exactly the same, it's good - but not that good.	
OVERALL 67%	

WORLD CHAMPIONSHIP BOXING MANGER

BY GOLIATH GAMES **▼** The commentators provide the 'flair' of the fight



Want to be the next Terry Lawless? You won't need a bullet-proof vest to play World Championship Boxing Manager, but you will need a shrewd mind and a fair bit of skill.

After selecting your boxer and exchanging contracts you select at the start of the game, the scene switches to the main play area, the manager's office. It's from here that most of the day-to-day decisions are made, by clicking the cursor on various items such as the telephone (to keep in touch with your boxers, or to arrange fights with promoters) to the filing cabinet, in which is stored all sorts of information, from the boxers' contracts to inside info on other fighters. There are times when you need to leave the comfort of your seat, to go and check each boxer's physical fitness in the boxer's physical fitness in the Physio room, for instance, or to advise on training schedules in the Gym. Come fight-night (which you're informed of by post), you're given the

option of going down to the venue in your flash Ferrari (and who says there's no money in fighting!), where you're given a blow-by-blow account of the bout. Lead the opposition and you'll go up in the ranks - get high enough and you can go for the Area, National or World Championship!

UPDATE

ST and PC versions (both costing £19.95) are imminent as are C64, Spectrum and Amiga versions, all of which are priced £9.95.



▲ The physio gets to work on our boy's physique.

AMIGA
£19.95

I can't ever remember seeing a boxing management game over World Championship Boxing Manager, and any which follow are going to have to be a bit gutsy to match it. Everything has been designed to make the game as playable as possible while making the player write as though he is actually in the office, making tough decisions concerning the future of the boys on your payroll. Graphics aren't exactly brilliant, but they're not terrible either, and there are some quite humorous as some quite humorous touches such as the early secretary who stands complete with short skirt and overflowing chest! Working our contracts is crucial - produce too many fights in a year and you may find yourself struggling to keep those promises, which in turn means the loss of a fighter to a rival manager. The fight sequence is imaginatively done and is a great of seeing the two boxers slug it out on-screen, you're informed of the action by two commentators. This might sound a bit on the dull side, but it does work and is actually informative because the commentary gives you hints as to which areas your boy needs extra help in. World Championship Boxing Manager may not have the blood, sweat and tears of the real fight game, but it more than makes up for that in terms of playability and long-term addictive qualities. A quality purchase which makes a change from all those busy management sims coming out of the woodwork at the moment.

PAUL RAND

GRAPHICS 73%
SOUND 69%
VALUE 87%
PLAYABILITY 85%

OVERALL 80%

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CBM 64/128 Cassette -
April - \$9.99
CBM 64/128 Disk -
April - \$16.99
Amiga - April - \$24.99
Screen shots from IBM and CBM also
shown.

WIN THIS!!!

Got a spare space on the wall? Fancy winning the original painting of the picture shown on the page? Well, why not enter this competition then?

This big and fabulous painting is actually the box artwork for Turbicon, Rainbow Arts' latest and greatest which was reviewed last month and gained a deserved C+VG HIT!

And it could be all yours - either to hang on the wall and admire forever, or to draw sketches and wiles on. Whatever you like.

But you have to win it first - and to win it you have to answer the following easy-peasy lemon squeezy questions about famous paintings. If you've got half a brain, you should be able to get them right - if you've got less than half a brain, tough benzo!

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3. Who painted the self-portrait of Vincent Van Gogh?
4. Who painted Julian Rignall's bathroom?

Got all the answers? Write them on the back of a postcard or sealed down envelope and send it off to: **WHEN IT COMES TO BLOWING OFF TM THE LOUDEST IN MY HOUSE COMP, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** Closing date is June 31st - after that we'll be putting all the entries into a sack, and the first correct one (or the first one that makes us laugh) pulled out will win its sender that fab painting.

1989

WINNER

8 BIT

BEST SIMULATION

GOLDEN JOYSTICK AWARDS



WHAT'S THE SCORE?

ACE RATING #13

Concept play is dead-on and the package as a whole makes an extremely attractive proposition.

CLASH 90%

The graphics and superb, instructive commentary and game play and additivity are all brilliant.

AMSTRAD ACTION 87%

Its complexity creates a deep and enjoyable game life.

ZZAP 90%

The best overhead soccer ever we've seen so far.

TGM 88%

Fast action makes it far more playable than other soccer games.

CS+G HIT

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▶ AMIGA

REVIEW

PERSIAN GULF INFERNO

AMIGA
£19.99

Cheer up, what a sparkling little game this is! Persian Gulf Inferno is packed with about "ten up million" enemies, as you storm around the oil platform, killing terrorists and collecting new guns with which to perform your massive duties. The character sprites are small, but well animated and, when you choose to use a new weapon such as the shotgun or the, the respective gun can be clearly seen in your sprite's hands. All of the sound effects in the game are sampled, and they work really well too, especially the shouts of the terrorists as they appear on-screen. But this isn't just a reason in international dancing - there's a job to do, and with only five lives and thirty-five minutes to complete your assigned task, you'll find time very tight indeed. Persian Gulf Inferno isn't the sort of game which you'll be playing well into the night for weeks on end - in fact, its long-term qualities are very questionable indeed. However, I've enjoyed playing it because it's fast-moving and fun, so if you're not a bit of averse about hell ever from Hellier, you could do worse than take a butcher's at Persian Gulf Inferno.

PAUL RAND

GRAPHICS 78%
SOUND 87%
VALUE 73%
PLAYABILITY 78%

OVERALL 79%

BY MAGIC BYTES

Terrorism has been growing steadily more widespread and daring over the past decade. Bombs, assassinations and other such unsavoury practices have become an unfortunate fact of life. But never before has the world been in such a grip as now. One of the organisations most active in the international violence game is reported to have taken a nu-

▼ Another terrorist gets hit.



▼ First floor, going up. Messinas, military hardware, and two towers.



▲ Find the armoury and you can collect some hefty firepower.

clear warhead from a US bomber which crashed while on a routine spying mission over Iraq.

It was only a matter of time before they would put their terrifying new toy to use, and that time is now. The terrorists have overran the narrow oil platform in the Persian Gulf and are threatening to detonate the warhead, killing themselves, their half-dozen hostages and a quarter of the population of the southern hemisphere in the process.

And guess who's just received a phone call from an anxious President asking for a one-man army to go in, rescue the hostages and defuse the bomb? Well, just an eight-shot revolver for company, you have to race around the multi-level platform, searching rooms for weapons, explosive charges, door passers and, of course, captive rig workers. Once you've released the hostages it's time to go and find that nuclear warhead. But be careful, one wrong step and you will spell more than a bad headache!

UPDATE

Expect an ST version to hit the shelves in late June (priced £19.99) accompanied by Spectrum, C64 and Amstrad versions which will be £9.99 price tag.

For seventeen years, Bobbie Theradbane has been brought up as a fine craftsman at the Guild Of Weavers on the island of Loom. He was content with his life, despite the Elders' strange insistence that he should not be allowed to attend school or make friends. One day, though, everything was made startlingly clear when he heard his adoptive mother, Hatcher, having an argument with the Elders who settled the old agreement by changing her into a oggyn.

From what they were saying, Bobbie surmised that he isn't the dim-wit people would love to believe, for he, in fact, a child of the Loom, pulled out of the Guild's source of magical power and his powers a threat to the left turn, long grip which the Elders blank held over the community.



▶ Night time on the graveyard, with only a lantern for the company.

Loom

▶ *Special 3-D version: The magic spellbook is not quite as handy.*



BY LUCAS-FILM'S GOLD

Armed from the start with only a simple opening spell, Bobbie must leave the world and seek his destiny, aided by the wisdom of his oggyn mother.

Bobbie's quest unfolds before your very eyes in the latest interactive movie from the Lucasfilm stable. While displayed in a similar fashion to the Indy and Zak McKracken games, the programmers have done away with typed commands completely, and a simple click of the mouse over an object or area of the screen is enough to make Bobbie carry out the required action. An unusual feature of the game is the instruction manual - it's stored on a cassette and takes the form of a story spoken over a background of suitably spooky, mythical music.



UPDATE

Alpha and beta versions of Loom should be appearing at the end of June, but sadly, due to memory restrictions, no other versions are planned.



The secrets you reveal to Cygna's son may be turned against us.

REVIEW

PC
£34.95

My hopes were high for Loom after the excellent early adventures, and the game meets with expectations in almost every way. If anything the graphic style works even better than in the previous titles, with lots of atmospheric (and occasionally rather comic) animation and screens of lush backdrops. The cut-scenes which make this type of adventure stand out from the crowd are as enjoyable as ever to watch, and the different puzzles, ranging from finding repaired spells to working out how on earth to get into certain rooms without being hurled out, are taxing without being infuriating. But in spite of all its good points, Loom is marred by one flaw - it's just too easy. It took me only one six-hour session to get from beginning to end, as opposed to almost a full day's play in Zak McKracken, and for £35 I think you should get more for your money. Don't get me wrong - Loom is an extremely clever game which at times will have you tearing your hair out in absolute riddles; besides, it's *SOO* good - you won't want to leave it alone if you read a *Lunch Hour* playing it! But for a producer which looks as though it could go on for ever, Loom is ultimately disappointing just because it's all over so quickly.

PAUL RAND

GRAPHICS	94%
SOUND	82%
VALUE	70%
PLAYABILITY	96%
OVERALL	80%



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THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEI	C 64	AMS	AMI	ST
1	2	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●
2	1	PAPERBOY	ENCORE	●	●	●	●	●
3	-	ROCK STAR	CODE MSTRS	●	●	●	●	●
4	5	RAINBOW ISLANDS	OCEAN	●	●	●	●	●
5	-	THOMAS TANK ENG	ALTERNAT	●	●	●	-	-
6	3	IKARI WARRIORS	ENCORE	●	●	●	●	●
7	9	BATMAN	OCEAN	●	●	●	●	●
8	-	CAPTAIN BLOOD	SMASH 16	●	●	●	●	●
9	4	BUGGY BOY	ENCORE	●	●	●	●	●
10	6	CHASE HQ	OCEAN	●	●	●	●	●
11	-	PLATOON	HIT SQUAD	●	●	●	-	-
12	10	TREASURE DIZZY	CODE MSTRS	●	●	●	●	●
13	13	1943	KIXX	●	●	●	●	●
14	18	FOUR SOCCER SIMS	CODE MSTRS	●	●	●	-	-
15	11	GHOSTS/GOBLINS	ENCORE	●	●	●	●	●
16	-	IK+	HIT SQUAD	●	●	●	●	●
17	-	SUPERLEAGUE	CULT	●	●	●	-	-
18	-	WORLD CHAMPIONS	E&J	●	●	●	-	-
19	-	BIONIC COMMANDO	KIXX	●	●	●	●	●
20	-	ARKANOID	HIT SQUAD	●	●	●	●	●



▲ Paperboy - Number 2



▲ Ikari Warriors - Number 3



▲ Chase HQ - Number 10

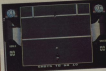
Budget, budget everywhere, and only Ocean have the products to fight those cheap blues. Fantasy World Dizzy and Paperboy remain the unconquered kings of budget software,

actually swapping positions from last month. Rock Star, now out on all formats is making big news, and deservedly so, it being one of Code Masters more entertaining products.

THE C+VG CHARTS

AMIGA TOP 20

1	4	Manchester Utd	Krisalis	93%
2	2	Italia 1990	Code Matri	90%
3	8	Rainbow Islands	Ocean	90%
4	6	Advanced Ski Sim	Code Matri	88%
5	7	Captain Blood	Smash 16	75%
6	10	Bomber	Activision	89%
7	-	Player Manager	Anco	85%
8	-	Drum Studio	Players	88%
9	5	X-Out	Rainbow A	92%
10	-	Infestation	Psygnosis	80%
11	9	Op Thunderbolt	Ocean	89%
12	18	Chase HQ	Ocean	93%
13	12	Kick Off	Anco	84%
14	-	688 Attack Sub	EA	84%
15	-	Turbo Outrun	US Gold	80%
16	19	Ninja Warriors	Virgin	89%
17	-	Extra Time	Anco	73%
18	1	TV Basketball	Miramsoft	93%
19	-	Untouchables	Ocean	88%
20	-	Black Tiger	US Gold	80%



Football topples basketball in the Amiga chart, but stop all those sterling products squats the chunky Italia 1990. Soccer aside, it's pretty much a mixed bag, and the new products are finally clearing out the Christmas releases.

PG'S TIP FOR THE TOP

SEAWINTER: Delayed on the launch pad, but this is definitely going to make an impact when it finally takes off at the start of May.



Cor! Budgetsville, Arizona! The only full price software house making headway in the CD4 market at the moment seem to be Ocean with Rainbow Islands and Barnes, and even those two are on the wane. The rest of the top twenty is budget gear, most of which is okay, but how has cruddy Paperboy managed to stay at the top for so long?

PG'S TIP FOR THE TOP

TURRICAN: Tremendous arcade adventure from the makers of Demolix. Bound to do well.



1	1	Paperboy	Encore	88%
2	-	Fantasy Dizzy	Code Matri	81%
3	5	IK+	Hit Squad	91%
4	2	Buggy Boy	Encore	89%
5	7	MIG 29	Code Matri	89%
6	10	1943	Kixx	85%
7	12	Platoon	Hit Squad	85%
8	4	Rainbow Islands	Ocean	87%
9	-	Bionic Commando	Kixx	89%
10	3	Nari Warriors	Encore	89%
11	-	Batman the Movie	Ocean	90%
12	14	Four Soccer Stars	Code Matri	70%
13	-	Thomas Tank Eng	Alternative	77%
14	-	Ghosts & Goblins	Encore	81%
15	-	Arknohd	Hit Squad	88%
16	-	Rock Star	Code Matri	80%
17	-	World Champions	E&J	77%
18	-	Night Raider	Kixx	49%
19	-	Wonderboy	Hit Squad	82%
20	-	Future Bike Sim	Hi Tec	78%

ATARI ST TOP 20

1	1	Rainbow Islands	Ocean	88%
2	-	Midwinter	Rainbird	86%
3	6	Captain Blood	Smash 16	75%
4	2	Italia 1990	Code Matri	75%
5	8	Prayer Manager	Amoc	75%
6	-	SAS Combat Sim	Code Matri	87%
8	14	Bomber	Activision	88%
9	15	Chaos Strikes Back	Mirrorsoft	86%
10	5	Op Thunderbolt	Ocean	88%
11	-	Manchester Utd	Krisalis	83%
12	-	Black Tiger	US Gold	80%
13	-	Rock Star	Code Matri	80%
14	-	Prohibition	Smash 16	70%
15	3	Superguns	Gremlin	82%
16	-	Macedon Dumper	Smash 16	71%
17	12	Batman The Movie	Ocean	81%
18	-	Xenomorph	Pandora	83%
19	-	X-Out	Rainbow A	85%
20	-	League Challenge	Atlantis	70%



Rainbow Islands holds onto its position at the top, and is joined by the fabulous Midwinter. The budget houses are eating a pretty penny with some day products, but it's a shame the dire Italia 1990 is still hanging around the upper reaches of the chart.

PG'S TIP FOR THE TOP

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: The best arcade conversion Donark have ever done - brilliant!



SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Matri	81%
2	6	T I Dizzy	Code Matri	80%
3	2	Paperboy	Encore	89%
4	-	Rock Star	Code Matri	79%
5	8	2 Plyr Superleague	Cult	80%
6	4	Ikar Warriors	Encore	80%
7	3	Ghosts & Goblins	Encore	88%
8	7	Buggy Boy	Encore	88%
9	-	Thomas Tank Eng	Alternative	72%
10	10	World Soccer	Zeppelin	70%
11	14	Batman	Ocean	80%
12	-	Soccer Director	GTI	76%
13	17	Renegade	Hit Squad	84%
14	-	Four Soccer Sims	Code Matri	76%
15	11	Platoon	Ocean	85%
16	19	Beardsley's Footy	Bug Byte	49%
17	-	Bionic Commando	Klok	88%
18	9	Chase HQ	Ocean	87%
19	-	Match Day	Hit Squad	70%
20	-	Arkanoid	Hit Squad	90%



At last Dizzy stooges to conquer the Spectrum chart! The egg-like adventurer takes the top two positions to prove the vastness of his following. Like the C64 chart, budget abounds here, and similarly, Ocean are the only full price guys operating successfully in the market.

PG'S TIP FOR THE TOP

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: If the other versions are anything to go by, this should be great on the Spectrum.

AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Mstra	85%
2	-	Thomas Tank Eng	Alternative	80%
3	2	Paperboy	Encore	85%
4	-	Rock Star	Code Mstra	80%
5	4	Chase HQ	Ocean	87%
6	-	Pub Trivia	Code Mstra	79%
7	10	Batman	Ocean	87%
8	3	Ikari Warriors	Encore	83%
9	-	2 Plyr Superleague	Cult	78%
10	-	World Champions	EAJ	79%
11	8	1943	Kixx	80%
12	-	Night Raider	Kixx	80%
13	-	Platoon	Hit Squad	84%
14	13	Spy vs Spy 2	Hi Tec	85%
15	5	Buggy Boy	Encore	80%
16	-	Champ Sprint	Alternative	70%
17	-	Blasteroids	Kixx	86%
18	15	Four Soccer Sims	Code Mstra	70%
19	-	Road Blasters	Kixx	77%
20	-	Boxing Manager	Goliath	88%

Afterburner - Megadrive



Ghosts 'n' Ghouls - Megadrive

MEGADRIVE TOP 5

1	-	New Zealand Story	94%
2	-	Super Real Basketball	93%
3	1	Ghosts 'n' Ghouls	94%
4	-	Afterburner II	88%
5	-	Air Diver	86%



Flandish Freddy - in next month, surely?

Alternative's TV scores always seem to do well with Amstrad owners, and Thomas the Tank Engine seems no different. Will it be at the top next month? Fantasy World Dizzy (two months at the top) will be a tough egg to beat (art art)

PG'S TIP FOR THE TOP

FINNISH FREDDY'S BIG TOP OF FUN: Ails no sign of it this month, but this deserves a place in the chart next month.

Chase HQ - PC Engine



PC Kid - PC Engine

PC ENGINE TOP 5

1	2	PG Kid	98%
2	-	New Zealand Story	90%
3	1	Chase HQ	88%
4	-	Parnola	83%
5	-	Gunhed	88%

PC ENGINE CHART

PC Kid takes top spot and it looks like he's there to stay. At last supplies of Gunhed are reaching these shores again, allowing it to return to the chart. This chart is compiled exclusively for C+VG by the groovy geeks at Spectresoft, Covent Garden.

MEGADRIVE CHART

It's all change this month, apart from the perennial favourite Ghosts 'n' Ghouls. Don't expect Air Diver to be in there next month, not with Super Monaco GP coming out (we hope). This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.

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RASTER RUNNER MASTERTRONIC

Race up your light cycle and prepare to run rings around your opponent in this twin-screened Twin game. Use your coloured force field to block in a three skill level computer opponent or, if you have a friend who's up to it, a human rival. The innovation of twin screens and the radar scanner let you keep track of your opponent, but while you're looking away you usually end up diving into a wall. As these games go, Raster Runner is pretty smart but it's only at its best with two scrambling players at the controls.

C64
£2.99

Funny music, silly graphics and enjoyable gameplay. Worth three out of anyone's money.

OVERALL 75%

AMSTRAD
£2.99

The over-zealous collision detection makes this version difficult, but not unplayable. Good.

OVERALL 70%

WONDER BOY HIT SQUAD

Another Sega coin-up, Wonder Boy was a kind of diaper-clad Super Mario Brothers without the death or wit. Seven levels of swirling jump-out action separates Boy from his main equipment, Time, who has been captured by the evil King. Collect the

fruits and the magic wots, and hunt down the winged weapons (a stone mallet and a skateboard being two). Dodge the magic frogs (have you ever seen a magic frog?), the magic bats and the magic snakes, then do in the magic Ogre at the end of the level. None of the conversions are particularly enjoyable, but if you were once a fan of the coin-up they might have some sentimental value.



3D PINBALL MASTERTRONIC

For extra realism the playable in this simulation is tilted into the screen, so you get a near perspective 3D view of the action. What this view amounts to is a ball that grows smaller as it moves up the table, and though this is impressive for about a minute it doesn't really add an awful lot to the game, which turns out to be pretty dull. The so-called table layout hides any of the interesting features you'd find on a modern (ie post 1980) machine so if you're pin-head you'll find the action soon becomes yawnsome. Anyone new to this game, though, should be able to skip an hour's play out of this game.

SPECTRUM
£2.99

The 3D in this version is a bit wrong as the main hazard appears to be a gravitational vortex at the top of the table. Not so bad.

OVERALL 65%

SPECTRUM
£2.99

Not the pinnacle of Spectrum programming but mildly enjoyable in very mindless sort of way.

OVERALL 60%

AMSTRAD
£2.99

Just like the Spectrum version. Oh if you can't tolerate anything complex today.

OVERALL 64%

C64
£2.99

All the features of the other two versions, but with chunkier graphics.

OVERALL 62%

C64
£2.99

The 3D format just to be a total gimmick, but the action is interesting enough to keep you occupied for a while.

OVERALL 72%



DOGET

QUARTET HIT SQUAD

Score on five-player action adventures designed to give you the best of three worlds: a choice of four or six players, a choice of four or six levels, and a choice of four or six weapons. How many can you



PARALLAX HIT SQUAD

Competition? Count on them're taking over the world! Well, that's about over this world and its inhabitants in what you are like than ever else. So you have to bring your own ideas, thinking out the bugs, and dispatching the plot to capture alien scientists and key items. The cards provide money for extra ammo, etc., and, more importantly, parts of the password that gets you to the next level. The graphics are great particularly on later levels, and special

C64
\$2.99
One of Incredible Software's early classics. An excellent budget buy.
OVERALL 86%

relief must go to Martin Galway's funky music. Gameplay is good, but it would have been better if there was more playing and less othering around looking for key items.



SPECTRUM
\$2.99
Slow, dull gameplay and poor graphics. Hardly the jewel in Hit Squad's crown.
OVERALL 39%

C64
\$2.99
The worst of the bunch. Gameplay is as bad as the others, but the graphics are a fair pass.
OVERALL 23%

AMSTRAD
\$2.99
Imagine a coloured-in version of the Spectrum game. Equally dismal in all respects.
OVERALL 40%



OVER LANDER ENCORE

In this Road Blasters clone, you have to drive your armored auto along hectic, high-speed auto racing roads. With the money you earn from this business, you can buy various bolt on weapons for your car, which come in handy when rival motorists are trying to cut you off the road or when bombs are falling off the back of lorries. Although it won't have you hooked madly,

Overlander isn't a bad game at all, and it has a pleasing alternative to the official Road Blasters. Worth the money.

SPECTRUM
\$2.99
A decent burn-up-the-road game with a fair few hours of blasting built in.
OVERALL 75%

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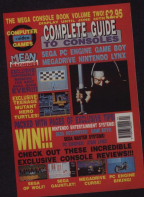
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BATTLE SHIPS ENCORE

If you're the sort of person who has neither hands nor squared paper, this could be the game for you. The ancient pencil-and-paper parlor game has been playfully computerised with a fairly intelligent electronic opponent and fancy graphics of battleships, aircraft carriers, submarines and torpedo boats glugging their way to a watery grave. It's a nice game of Battleships but no more enjoyable than the low-tech original, so you might as well save yourself a couple of quid and buy a pad of graph paper and an HB pencil.

AMIGA
£4.99

Battleships is Battleships is Battleships. A good translation but only entertaining until the novelty wears off.

OVERALL 61%



SAS COMBAT SIM

CODE MASTERS

Never ones to exaggerate, Code Masters reckon this game has "Absolutely no outside playability", but we beg to differ. SAS Combat Simulator is an unrelenting sort of Commando done with

extra bits, namely horizontal AND vertical scrolling, the ability to climb into any nearby vehicles (as in SAS War) and a small but useful weapon. These features do add a bit to the basic game, but not enough to raise it above the ranks of the old duffers. The editors are cute rather than macho, yet the collision detection sometimes renders them tough enough to stand up to a bloody bullet through the head. If you want a decent combat game, Encore is a recently released

Amiga version of SAS War, and is the same price.

AMIGA
£4.99

First murdering-people game which makes a mockery of the Code Masters Seal of Approval.

OVERALL 50%

HALLOWE'EN SILVERBIRD

Remember Ollie and Lisa. The ambitious bits from the old Silverbird platform game? Well, they're back (sort of) in Halloween. The storyline is simple to follow, but apparently Ollie's ohm, Arabella the fairy (who looks more like a witch), has baked a cake which exploded and blew 16 objects all over Ollie and Lisa's castle, and

now she has to return them. Before she can collect each item, though, she needs to collect a wand, which seems an unnecessary fiddle, but thus is not she can conjure the nasty creatures which have invaded the castle. Unfortunately, finding your way around the multitude of screens can be a bit confusing until you've worked out which doors lead to which

rooms, but once you've got that sorted out the turns out to be quite an enjoyable game. Arcade adventure fans, check it out.

SPECTRUM
£2.99

A good example of the sort of arcade adventure you see a lot on Spectrum budget labels.

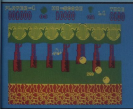
OVERALL 78%



70000
300000



DOG EAT



HOPPIN' MAD ENCORE

Life is tough when you're a rubber ball, and even tougher when you're four rubber balls, as this surreal piece of software shows. The scrolling landscapes are packed with enemies - bees, rocks, worms, and worst of all, nasty, spiky cacti plants - which your spherical quartet have to bounce over if they're to remain unpunctured. To progress to the next level you have to satisfy your balls' rubber fixation by col-

lecting a quota of drifting balloons. It's a brainless, jolly sort of game with adequate graphics and sound accompaniments, but the action is unlikely to get the pulse racing, even in a chronic engine patient.

AMSTRAD
£2.99

A cute but unexciting game. Buy it for your little sister.

OVERALL 67%



ENTER-PRIZE MASTERTRONIC

AMSTRAD
£2.99

Very stupid and annoying attempt at a space trading game which is about as enjoyable as eating live slugs.

OVERALL 39%

STREET WARRIOR SILVERBIRD

Just by coincidence, this run-down Double Dragon lookalike actually features the "Dragon" Dangle feature, you play the lone defender of niceness in this neighbourhood and it's up to you to punch and kick your way through the gang's ranks and teach their "Boss" the error of his ways. Covered slug leave

C64

£2.99

A very simple beat 'em up that fortunately doesn't play as bad as it looks.

OVERALL 51%

their wallets for you to pick up and at the end of the level you can collect a bugging sack of cash to turn into extra time, or a bonus to use on the next level. The combat is incredibly simple and the graphics could safely be described as guesswork, but the music is quite a good groove and an ardent leather up could probably squeeze a couple of hours play out of Street Warriors.



to you, this is the game you were born to play.



UP TO THE MARK



PUFFY'S SAGA UBISOFT

Puffy and his girlfriend, Puffyn, are trapped in a weird world of mazes. Quite how they came to be there is unclear, but they're there and it's your job to get them out. Twenty levels await the spherical sweethearts, levels which are jam-packed with all manner of hazards from locked doors to energy-drain-

ing toxicities and, of course, a whole stack of badies which include scarier ghosts and fire-breathing dragons. To give you a helping hand there are a collection of items to collect, such as keys, extra weaponry (you begin with pretty basic spilling capabilities) and, of course, loads of food to keep your pecker up. Puffy's Saga is an out-and-out Gauntlet clone, but a very good one. Cute graphics, lots of sampled sound and music, and a fre-

quency crash around the many mazes ensure enjoyment from the moment the game's finished loading.

AMIGA
£24.99

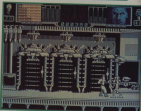
It looks cute and plays rather well indeed. One of the better Gauntlet clones ever available.

OVERALL 82%

TV SPORTS FOOTBALL CINEMAWARE

Twenty-year-old Matt Hull is those of you not in the know, that's a guy often heard by fans of American Football. You won't hear it in the C64 conversion of the classic Amiga title, but you do get some hard and fast footy, complete with a pre-game commentator to give you the lowdown on exactly who is doing what and where.

There's actually very little difference between C64 TV Sports Football and its 16-bit father. Graphically it's superior, with lots of animation screens such as the flip of the coin at the start, the "talking" TV front-man, and the like. The main game too has been well programmed, although I would have liked more time to plan a move than the computer actually allows. Generally though, a fine conversion of a great game (if Godwin is your thing, that is).



C64
£14.99

A first rate American Football sim made even better by the inclusion of narrative graphics throughout.

OVERALL 84%

POWER-BOAT USA ACCOLADE

It's the boating season in America, but as we're all stuck here in chilly litigation why not take to the seas in one of the craft offered by Accolade? There's a choice of boats, including the Dan Johnson Special (7), and a selection of courses to race on. Just sign in at the registration post, go out for a qualifying lap and you're in the race! Watch out though, because if you over-rev or crash too often you'll damage your boat and that means time wasted in the repair shop.

Sounds dead exciting, but believe me it isn't. The different courses all look and feel exactly the same at each other, and there simply isn't any challenge, short term or otherwise.

C64
£9.99

A poorly programmed arcade simulation, sporting badly-designed graphics and little in the way of playability.

OVERALL 31%



HAMMERFIST VIVID IMAGE

The Master has been a bit of a naughty boy, so two of his holographic fighters have appeared from their chamber and set out to close down his system. What follows is screens and screens of strategic killing, using Hammerfist to take out lethal power punches and his female counterpart to leap and somersault around the various levels. We looked at Hammerfist last month, and now we've got our mitts on the Spectrum and CPC versions which are actually very good! Both conversions. The graphics are sharp (more so on the monochrome Spectrum game), and all the gameplay found on the other versions exists in these two. A great start for a fledgling company.

SPECTRUM
£9.99

Monochrome graphics, but that doesn't harm the overall game which stands out as one of the better arcade adventures doing the rounds of late.

OVERALL 87%

AMSTRAD
£9.99

Essentially the same game as that on the C64, with excellent graphics and well-hard gameplay.

OVERALL 88%

TOWER OF BABEL MICROPROSE

Here you are, stuck in the spiralling tower of Babel, with nothing save your wits and three programmable robot spiders to assist you in your escape. The spiders - Grabber, Pusher and Digger, can be moved around the jigsawwork landscape and made to grab, push and tap objects and baddies, allowing easy access to the Mordles keys which open the routes to more demanding levels. The Mordles are always heavily guarded in places which at first glance look impenetrable, but with a bit of sunning (and a good knowledge of how to exploit each ob-

AMIGA
£24.99

ject's characteristics). Tower of Babel is an unusual game - fast and furious blasting of enemy hordes, just good, honest arcade strategy made even more appealing by the pretty 3D graphics. You'll probably take the first few goals, but with a couple of the levels and you'll be hooked.

OVERALL 90%



REVIEW

► C64 AMIGA

End professor Franz Dandruff's rejuvenation experiments have gone seriously wrong and instead of becoming eternally young, he's ageing rapidly. The only way for him to restore his fading youth is to extract the body fluids from a virgin young lady to replace his own. Unluckily, he's kidnapped Pearly, the girl of Flimbo's dreams, and in only twelve hours he plans to throw the switch and suck her dry.

Between Flimbo and Dandruff's castle are seven obstacle-wrangling levels. Drawing with the products of Dandruff's latest genetic ex-

PERFECT
C+VG
HIT!



BY SYSTEM 3

FLIMBO'S

▼ Waaay! Flimbo's found a secret treasure room!



▼ Yeah! Pearly's given chase in the C64 version.



'S QUEST

☛ The wizard can help you out with all sorts of advice.



☛ Where does that door lead?



perments. Certain pressures indicated in a panel at the foot of the screen are carrying letters from a password and to complete each level. Flimbo has to shoot these creatures, collect the letter and take it to the local wizard's Password and Extra Weapons Emporium. When the wizard has the whole word (they're actually machine code instructions), he lets you into the next bit.

As I've already mentioned, the wizard also sells extra bits to help Flimbo's quest. Collect the cash from dead beasts or a secret treasure room and you can buy a better weapon, extra lives, an invulnerability potion, a password letter or even the whole code (which saves a lot of time but costs a lot of money).

C64
£9.99

This is quite a departure for Spectrum 3 - a game without ninjas or machine guns! Obviously they've decided to go for a console-style look and feel in the hope of capturing some console playability, and unlike so many other software publishers, they've succeeded. The graphics are stylish and cartoony, the gameplay is simple yet very, very addictive, and they've even combined in Mario Brothers-type treasure rooms and hidden bonuses to make things even more interesting. If you're currently lamenting the lack of decent, original software on the C64 then Flimbo's Quest is a game you absolutely must get your hands on.

PAUL GLANCEY

GRAPHICS 89%
SOUND 88%
VALUE 90%
PLAYABILITY 92%

OVERALL 91%

UPDATE

Spectrum, Amstrad and ST versions of Flimbo's Quest are on the way costing £9.99 and £18.99 respectively, and they should be at the shelves of your local software store by the end of May.

AMIGA
£24.99

This version boasts cleaner graphics and a slightly more tuneful soundtrack of course, but apart from those differences Amiga Flimbo's Quest is the same as the C64 version, just as playable, just as addictive.

OVERALL 92%



▲ Carlos and Jose psyche each other out on the baseline.

TENNIS CUP

BY LORICIELS/
US GOLD

With Wimbledon more than a ball's foot, up and away, tennis-starved fans can gorge themselves on

some French racquet play. Tennis Cup offers both tournament tennis and one-off matches, with enough options to satisfy the most fastidious aficionado at the spot. One or two players can take

part over one, three or five sets against each other or the computer in a doubles match. Four types of court are available (grass, clay, indoors, hard), and computer opponents are set at all one of three difficulty levels.

The action is displayed soft-screen, the players' eyes swivelling sideways to accommodate wide shots collectively. This gives two tennis' skills. There are six different types of service and 30 different kinds of stroke available, depending on where you're standing and the type of shot your opponent has just played. Normal tennis rules apply, and particularly successful players can be saved to disk for later win.

UPDATE

Tennis Cup is only available on 16-bit, and the ST version should be at your local software emporium soon.

C+VG HIT!

AMIGA
£24.99

Tennis Cup is one of the most innovative and complex simulations of the sport yet seen on 16-bit. The split screen perspective, even though it sometimes feels cramped, conveys the action brilliantly - both players can have the extra realism that 3D offers. Technically, too, the gameplay is accurate: the ball movement and shadows are nicely done, there are some smattering of speech and the players are well animated. Matching the wide variety of strokes and services takes a lot of practice, but there are plenty of easy opponents to play against before challenging the real masters. What makes Tennis Cup so appealing, though, is the presentation - apart from some wiggly disk loading times, there's great scope for changing all the parameters from player statistics to the type, length and difficulty of a match. It's a game any tennis fan should get their hands on.

GORDON
HOUGHTON

GRAPHICS	78%
SOUND	80%
VALUE	83%
PLAYABILITY	86%
OVERALL	85%





ESCAPE

FROM THE FRONT OF THE ROBOT MONSTERS

ESCAPE - FROM THE WORLD OF BORING VIDEO GAMES!

Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.

"Lots of beautiful girls have been abducted to Planet X by the evil reptilians. And when I say abducted, I mean... well, yes - exactly! It's a disgrace! And those evil reptilians are downright... evil! And that's not all - there's more. Where? Inside of course! Good luck over!"

Bzzz. 'crackle', hizz. pop: This is Radio S.M.O.G. bringing you the latest update.



"We take our business on the surface of Planet X where a massive invasion is in progress. You SEPTA's job here is to save the human population there. They are being forced to create an evil Robot Army designed to DESTROY THE S.M.O.G. Listen out for our next broadcast!"



JACK

"THE FURY OF THE WORLD IS IN YOUR HANDS!"



DUKE

"DESTROY THE EVIL REPTILIANS!"



TENGEN

The Master In Coin-Op Conversions

DOMARK

Available on: Amiga, Atari, IBMPC, S.G., S.32, Commodore 64, Macintosh, MSX, Amstrad computers, MSX, Spectrum, S.H., Sega Saturn, MSN 100.
 Published by: Tengen, 10000 Wilshire Blvd., Los Angeles, CA 90024, USA. Tel: 310 207 1000.
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From
 eric forces
 been collect
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 other-act.

of flying 2
 every hand



Control and

MISSION BRIEF
 A B-2 needs to be weathered first run, so we'll have to make them look good again. The new GDI software can handle frequencies above 12 THz, so it's finally defensible against radar-tracking SAMs.

Your job is to fly in ahead of it and take out the two mobile SAM sites in its path. If you don't destroy them, the B-2 will be a sitting duck. Or rather, FDR's of sitting duck.



- ▲ There are three theaters of war to explore, East, West, Central Europe and the Middle East, and the skill levels, indicated by the pilot's expression!

- ▲ Your mission briefing. There is a wide variety of missions, from supply drops and behind-enemy-line rescues, to flying shotgun for B-2 Stealth Bombers. Boy, these new-angled birds can sure be a pain in the butt!
- ▲ Once you've memorized a key and the narrow slot for takeoff.

BY ELECTRONIC ARTS

THE ATTACK CHOPPER

Have you the security clearance and the courage to fly the LHX Attack Chopper? That's a some dangerous work to be done on the world's battlefields, but medals and promotions are the rewards for the most valiant members of the Air Cavalry...



▲ The Bell Boeing V-22 Osprey Multi-Mission VTOL aircraft. Though its tiltrotor resembles that of a transport plane, the Osprey has two huge propellers mounted in rotatable pods within its fuselage that let it take off like a helicopter, then fly like an airplane. This gives it a flexible speed advantage over the other machines, and it's worth getting used to the unusual handling as the Osprey is perfect for making fast getaways after a supply drop.



▲ The Sikorsky UH-60 Black Hawk (left) is a multi-mission helicopter. Never seen by the enemy's eyes, the top rotor guardrail features state-of-the-art avionics and weapons capabilities. It has an adjustable tail rotor, and instead of a tail boom, it constructs the torque generated by the main rotor. Unfortunately, the one got in the way of one helicopter's top rotor and is about to become several million dollar's worth of scrap metal.



...you've lost your aircraft and armed it, choose Mission plan. Once you're done, fly and Mission starts right down into the fray where chopper is ready and waiting about.

▲ Each helicopter is kitted out with advanced targeting systems to pinpoint the exact position of the enemy and your objective. Here, for example, is a Russian T-72. Better launch a Helix before it gets you in its sights!

UPDATE

Unfortunately LHX looks like it's going to be a PC-only title for the foreseeable future, but we reckon Electronic Arts would be wise to consider for bit conversions.

**C+VG
HIT!**



▲ For most missions you get the choice of all four helos, but the rescue sorties and supply drops require the cargo bays of the Black Hawk or Osprey.



▲ The lord on the ground is the Sikorsky OH-6A Black Hawk Multi-Role Utility Transport Helicopter. Bigger and slower than the Apache so it's best used in rescue missions, but fully armed, the Black Hawk can still pack a powerful punch when faced with enemy ground forces.



▲ The McDonnell AH-64 Apache Anti-Airborne Attack Helicopter. Armed with a pair of Hellwinder air-to-air missiles, some Hellfire air-to-ground rockets and a 30mm chain gun, this makes a formidable opponent in all combat situations.

PC
£39.95

Simulations of "main-battle" aircraft are rarely as stimulating as games based on the real thing, but LHX Attack Chopper is the exception to the rule, especially as there are also three proper choppers to take to the skies in! The number of weapons is initially disappointing, but when you see the list of scenarios for each one, everything is put into perspective. Each craft has a distinctive flying feel, which means you need to alter your strategy each time you play, and even on the easier level, the enemy are tough nuts to crack, calling for all your skill and nerve if you want to live to fight another mission. Graphically, LHX is nothing short of outstanding. Each helicopter looks exactly as it should, as do the tanks, choppers and jets, and as well as the usual mountains, bridges, roads and bunkers, the ground detail also extends as far as tents and camels in Libya, men with AK-47s in Vietnam and half-timbered houses in Germany! When you choose a rescue mission, the rescue even saves his arms in the air to attract your attention! Brilliant though it is, this still isn't the best flight sim available (F15 Strike Eagle II holds that accolade) but it's the best helicopter sim EVER, if you've got a PC, put LHX Attack Chopper right at the top of your games shopping list.

PAUL RAND

GRAPHICS 97%
SOUND 90%
VALUE 95%
PLAYABILITY 96%

OVERALL 97%

ULTIMATE GOLF



BY GREMLIN GRAPHICS

Gregory John Norman, the kid with the golden locks and Gullie Baron, has won 68 major tournaments around the world. Last year he decimated \$800,000, bringing his career total to just over \$3,000,000. He's 6'1", disabled in snowdrift and has his name plastered all over Gremlin's answer to Leaderboard.

▶ Make your stroke fit perfection here.

▶ Plan your strategy on the map of the hole.

Ultimate Golf claims to simulate real holes and courses right down to information about vegetation and yearly weather cycles. An introductory menu screen features four basic game types for 1-4 players, allows you to alter the wind, weather and ball effects and load a saved game.

The action is presented in 3D, an info bar reveals all the necessary course details - wind speed, weather condi-

tions, course length, club selected, hole and par numbers, and strokes used.

AMIGA £24.99

Virtually the same game as the ST, it needs practice, but it'll well worth it.

OVERALL 81%



UPDATE

No other versions are planned.

ST

£24.99

Ultimate Golf lives up to its title: it's just about the most comprehensive simulation of the sport to date. The easily accessed menu system allows easy subtle alterations to every stroke, and the random wind meter adds an extra edge of judgement and skill. The realistic view-points are very quickly shown and quite detailed - but dividing the terrain into grid sections gives the game an artificial touch. This isn't the only fault: the quality of your course isn't a total of choosing the tee box, and the ball movement, though usually accurate, occasionally feels awkward, particularly when putting large distances. These are minor drawbacks, though: the game system is enthralling in its flexibility - you can change everything from opening the face of the club in the viewpoint - all of which can alter the game significantly. It's not as much fun as Leaderboard, but it is a far more accurate simulation and should appeal to anyone who's looking for something a bit more demanding.

GORDON HOUGHTON

GRAPHICS 79%
SOUND 81%
VALUE 77%
PLAYABILITY 84%

OVERALL 81%

HOT ROD

▼ The cars line up on the starting grid.



▼ May! You want!



BY ACTIVISION

This is the bit. Popping up the track, slamming pedal to metal with the sheep tang of burning rubber up your nose. What could be better than coasting around a course in your favourite four-wheeler?

Hot Rod has thirty tracks with differing terrains - just when you've got the hang of terrain you speed onto rough ground. If you think that's easy, there's also ice, rain, snowdrifts, fatal rock slides and slippery sand. And just for good measure there are

UPDATE

ST owners with the need for speed will have to fork out £4.99. Buy racers with a floppy, Amigalet or C64 face a mere £3.99 (imported) and £4.99 (stock). All versions are out now.

plenty of mad drivers who, being asked why aren't even in the race?

Those nifty enough to take the lead are rewarded with first pickings of extra petrol and points - and what do points make? Money, in this case. No race game would be complete without cash to buy a collection of crucial car customisations - and Hot Rod obliges with bigger engines, fairs, wings (for increased manoeuvrability), and bumpers.

With the race and you get lots of extra money and points. Run out of petrol and you've had it.

AMIGA
£24.99

Hot Rod is a pretty nifty Super Sprint clone, but lacks the polish to make it a great game. Disappointingly it's nothing special - the cars are basic and the landscapes don't show much imagination; sound too, is limited to monotonous music and some feeble bums. The real problem is the map design - some of the corners are just too tight to avoid, and if you slip behind the leader or bump into an obstacle it's almost inevitable that you'll lose gas catching up. As a single-player game it's not bad, because most of the computer opponents are thick and you end up having to beat just one. The multi-player mode rescues it from obscurity, though - if you've got a four-player adapter, you get the fun of competing against equals.

GORDON HOUGHTON

GRAPHICS 65%
SOUND 60%
VALUE 63%
PLAYABILITY 70%
OVERALL 70%

THE MIGHTY LEGEND

Quanthorpe



VENTURE INTO A
WORLD OF DANGER!



Enter a medieval era in a magical world where dragons are ubiquitous, hero-pieces are plentiful, and... a quest from which most mortals would run... an adventure which most men would fear! Strap on your armor, take up your sword and brace yourself to face the magical powers of the most evil of villains, the ghastliest of beasts, the most voracious of dragons and a host of hideous 'brings' in this land of legends.

Superb animation, by the award-winning British game art studio, the British studio, and beautifully executed graphics create a total impact on get access to the world of interactive entertainment. Available for your PC... and Amiga!



ATARI
ST

ocean

AMIGA

OKAY TENNIS ACE

NOW'S YOUR CHANCE
TO COMPETE WITH THE BEST.

(IBM OUT NOW! TILT MAGAZINE: 19/20)

Pro Tennis Tour - The Ultimate Tennis Simulation tests you 50% amongst the best tennis players in the world. Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open. Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



Warm up on one of six practice programs containing three levels of increasing difficulty. **Put away shots** like a Pro! Master back-hand volleys, passing shots, and other winning tennis strokes.



Reach the net with confidence. Knowing you can strategically place your next return. **Feel the excitement** build as you challenge your best opponent and **make your way to the top!**



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PRO TENNIS TOUR

Blas Byla



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Entertainment Software

► **AMIGA**

SONIC BOOM

BY ACTIVISION

It's talk bag time again, folks. Time to slip into that cool leather flying jacket, strap on the shades and prove that you and your joystick are masters of the skies.

Sonic Boom, the title of the original Sega coin-op, is also the world's most powerful jet fighter - and you drive

the shell since when it came to defending vital military bases from global terrorist attack. Mission instructions are short and sweet, wipe out aerial formations and ground-based rigs, pick up power-ups and additional subter jets.

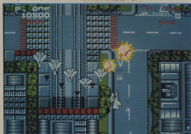
That's if you can manage to dodge all the bullets and avoid the fireballs the exploding

rigs leave behind. One or two players can take part and there are six levels, stretching across deserts, cities and seas. At the end of each stage a huge image target appears - put out all its gun emplacements and you're well on your way to becoming top gun.

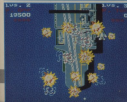
ing rigs leave behind. One or two players can take part and there are six levels, stretching across deserts, cities and seas. At the end of each stage a huge image target appears - put out all its gun emplacements and you're well on your way to becoming top gun.



▲ Shoot all the red planes for a power-up.



◀ Level one's carrier is no more!



UPDATE

ST (24.99) and 8-bit (16.99) versions should be coming out round about now. The gameplay is essentially the same, though as it ain't there won't be a two-player option.

AMIGA £24.99

There are great shoot 'em ups that would tempt you to trade your granny for, and there are shoot 'em ups you wouldn't even swap a purple tank top for. Sonic Boom comes somewhere in the middle. Technically, it's all fairly competent - the scrolling's smooth, the collision detection's accurate, the graphics are adequate - but what's really missing is some seriously exciting gameplay. Fast-paced action, innovative weapon improvements and diverse alien formations. Sonic Boom just hasn't got. Instead, it's just a plain, old-fashioned and really unoriginal blaster which chucks out wave after wave of well-defined enemies but still lacks the pizzazz that would lift it head and shoulders above the crowd. Weedy bullets, irritating drooping sound and unimpressive graphics amount to more of a sonic pop than a boom.

GORDON HOUGHTON

GRAPHICS	62%
SOUND	59%
VALUE	46%
PLAYABILITY	50%
OVERALL	53%



THE COVERS





CONTINUED...NEXT MONTH!

SCOTT CHESLER/ARTIST/CHARLES SCHNEIDER



▲ You need a helmet on the building site.



▲ Good skaters always bring their site jackets.

SKIDZ

BY GREMLIN

Richard Branson has a lot to answer for in this game: you play a devotee of his urban clean-up campaign, but just to be different you've decided to go about your litter-collecting spree on wheels. Regaled in pay-chairelle racing gear, choose either a skateboard or a bike (there's not an awful lot of difference as far as gameplay goes) and head off to clean up town.

The highway is strewn

▼ Wonder if they've got an Out Run in there.

with bits of paper and bottles, and you have a limited amount of time to ride from west to east, collecting up at least 75% of the litter and dumping it in dustbins.

Accompanying the rubbish on the roads are some more environmentally-friendly objects which aid your mission. Coins give you extra time, but boost your energy level, bolts fix any damage you may have incurred by crashing or riding over broken bottles, and coins let you buy

extra equipment (helmets, puncture repair kits, water bottles, etc) in the shop which appears between levels.

Certain pick-ups are stashed in such awkward positions that you'll need to use all your trick cycling/skating skills to leap over obstacles. Score bonus points while you're in the air by performing wacky stunts, but get a wing and you could come a cropper and lose energy.

If you get bored of the rubbish collection, you can enter a race around the local skate park. It's jam-packed with obstacles, though, so you must master jumping techniques just to stand a chance of winning the practice race!

UPDATE

Although it still covers, this one's ST and Amiga only, at least for the foreseeable future.



ST
£19.99

Gameplaywise, the ST version of Skidz is the same as the Amiga version, the only differences being in the graphics (no overcast scrolling) and the sound (no samples in the music). Still good fun though, especially if skating or cycling is your bag.

OVERALL 78%

AMIGA
£19.99

Difficult gameplay seems to be a hallmark of Gremlin games (Miss Dangerous, Impassable, Switchblade, Action Fighter, etc) and while Skidz is one of their easier productions, it's still quite tough to play. The major difficulty is down to the controls, which are a bit finicky, but you have to press the continuously to keep your speed up, and once at top speed a further press makes you jump, so if you don't keep a constant eye on the speed at the bottom of the screen you end up jumping when you're falling a wall, or riding straight into a tree when you wanted to stop there. Coping with that demands heaps of frustration and precise balance you've got into the rhythm of avoiding/locking, the game is pretty good fun. The graphics are excellent for the Amiga (the game uses a full-screen display), and the soundtrack is a decent groove with plenty of sampled sound. If you're a skater or a mountain biker, give Skidz a whirl.

PAUL GLANCEY

GRAPHICS 84%

SOUND 81%

VALUE 80%

PLAYABILITY 80%

OVERALL 80%



CRUDE BUSTERS



The weirdly named *Crude Busters* is one of the best beat-'em-ups I've seen in years.

The graphics are completely superb—the big, stately hero trots through the graffiti-splattered ruins of a city and fights all manner of equally muscle-bound baddies. Combat is brilliant not only are there a wide variety of moves available like kicks and punches, but you can also pick up any

objects that are lying around such as bats and throw them at the enemies. Best of all, if you get into the right position, you can even pick up a handle and use him as a weapon by throwing him at his mates!

Crude Busters is excellent—get down the arcade and play it as soon as you can. And make sure you have lots of change when you do!

JULIAN RIGNALL

GRAPHICS	95%
SOUND	90%
VALUE	90%
PLAYABILITY	98%
OVERALL	95%



Very much in the *Star Wars* tradition, *Mercs* should be Mercs, a shoot 'em up which casts you, two or three players as soldiers of fortune on a long, hilariously scrolling mission to decimate a vast enemy force.

Each fighter has an energy bar which gets worn down as he gets hit - but fortunately each can give as good as he gets, with a variety of pick-up weapons, including shotguns, flame throwers and missile launchers.

Mercs is an enjoyable shoot 'em up which looks great (the background graphics are gorgeous) and plays brilliantly. If you're an

MERCS

Star Wars fan, grab a handful of ten pacs and get blasting - you'll love it.

JULIAN RIGNALL

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



adidas 

CHAMPIONSHIP FOOTBALL

Experience the excitement of the game with the most realistic and authentic soccer action ever.

**EXCITING
AUTHENTIC
SOCCER ACTION**

With the most realistic and authentic soccer action ever, CHAMPIONSHIP FOOTBALL is the most realistic and authentic soccer action ever.

"flow of play"

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TAKE ON THE WORLD!

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automatic team response

With the most realistic and authentic soccer action ever, CHAMPIONSHIP FOOTBALL is the most realistic and authentic soccer action ever.

the choice of all football players,

because they're playing the game instead of watching it. CHAMPIONSHIP FOOTBALL is the most realistic and authentic soccer action ever.

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AMSTRAD
SPECTRUM
COMMODORE

ATARI ST
CBM AMIGA

ocean

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Telephone 021 625 0200 Fax 021 625 0201

SEGA

MEAN MACHINES

CHAS

▼ The bulletin from Nancy at HQ.



▼ Avoid the barriers or you'll lose speed!



BY SEGA

It's here at last! The official Sega conversion of Chase HQ. This is brilliant crash 'n' burn police chase non-stop.

The object is simple: a group of villains are escaping the city in various fast sports cars and you've got to chase

after them in your well-cool black Porsche and smash them off the road before they reach the safety of the State Line.

The action is played against the clock - first of all you have to catch up with the villain, and once he's in your sights extra time is added

▼ Time to stop the cuffs on the Countach driver!



▼ He! They stopped him!



SE HQ

and the fun really starts. What you've got to do is repeatedly smash into him and damage his car enough to force him off the road. A damage meter at the side of the screen shows how much of a demolition job you're doing - fill it up completely and the crook is forced to give up.

However, failure to do that before the timer expires results in the villain escaping and the end of the game.

When you've finally smashed the face off the highway and arrested him, it's off to chase after the next badgie - and he's escaping in an even faster car!



DAMAGE ■■■■■ TIME 25 H L ■■■■■ SPEED 170 km/h
 SCORE 95000 DISTANCE 1000 TURBO CONTINUE
 ROUND 1 STAGE 1



STAGE 1 COMPLETE
 DICK YOU'RE UNDER ARREST ON SUSPICION OF FIRST-DEGREE MURDER.
 CLEAR BONUS 10000 SCORE 221000
 TIME BONUS 25 X 5000



TURBO MONITORING SYSTEM 50-000
 FREQUENCY 130 ch 20 LEVEL
 CALL BUSY
 Carlos, the New York Armed Robber, has been spotted in a yellow sports car on the freeway. Over.

- ▲ Catch the Crookback in minutes less.
- ▼ One more bump should do it!

SEGA £29.95

First impressions of Chase HQ aren't very good. The title screen and introductory engineering look great, but aren't matched by the in-game graphics - the main car sports a bit squashed spine and there are hardly any roadside obstacles. However, once you start over, once you start playing, the negative feeling goes out of the window - the fast and addictive drive action of the game itself more than makes up for the graphical deficiencies. The initial burn up the highway to catch up with the villain is intense enough, but once he's in your sights the action really holds up and you have to drive like a lunatic if you're going to smash him off the road and it's very satisfying when you catch-up, or just want to coast-off, or just want to experience the fastest and most enjoyable road action system yet seen on Sega, chase after this and grab it before it escapes.

JULIAN RYGNALL

GRAPHICS	81%
SOUND	81%
VALUE	82%
PLAYABILITY	87%
OVERALL	83%

SEGA

MEAN MACHINES

Calling all light gun commanders! An airplane has been hijacked and flown to the Middle East and the passengers are being held hostage. We need one crack soldier to infiltrate the country involved, fight his way to the plane, kill the hijackers and fly it to freedom. Can you do it? Well, grab your light gun and let's see...

The action is split into six different horizontally scrolling levels, starting from a prison camp. Enemy soldiers, armoured cars and helicopters pop up from all angles, and you've got to blast them with carefully-aimed shots before they fire back - if they do your

BY SEGA

OPERATION

energy bar is worn down to zero is fatal too.

Go through the prison camp and you move onto the village, then the communica-

A AAAAH! Hey Adams comes to a sticky end!

tion centre, jungle, atomic dump and finally the airport, where all hell breaks loose and the enemy blow everything and everybody at you in

this final confrontation. Succeeded and you fly the plane home to a hero's welcome. Fail and you'll be sent home in a wooden box.

▶ Another victory in the fight for freedom! God bless America!

▶ Better shoot that grenade and grenade that!



SUCCEEDED IN DEMOLISHING THE COMMUNICATION CENTER AND CUT OFF THE ENEMY FROM RESCUE.

RE 0000250

13 14

DAMAGE



▲ Ray chooses for the occasion.

WOLF



C+VG HIT!

SEGA
£29.95

I'm one of the many Sega owners who own a light gun, and must admit to being pretty disappointed at the amount of games available for it. Or rather, the lack of them. However, Operation Wolf goes a long way to redressing that deficiency - it's by far the best light gun game I've ever seen! In fact I'd go so far to say that it's almost worth buying a light gun for! It's a tense game which requires very sharp reflexes to survive as you blast your way through an entire enemy army. These guys chuck everything at you - armoured cars, helicopters, snipers, gunboats, javelin troopers... if there's one game that'll leave your trigger finger quivering with exhaustion it's this! Arcade fans who will be pleased to note that the graphics are very similar to the coin-op, with smooth-looking backgrounds and all the little cut scenes from the original. Operation Wolf is a brilliant game - if you've got a light gun, get on your combat gear and go on a mission to liberate a copy from your local Sega shop!

JULIAN RIGNALL

GRAPHICS	89%
SOUND	67%
VALUE	89%
PLAYABILITY	92%
OVERALL	90%

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► NINTENDO

MEAN MACHINES

BY SUNSOFT

He's big, he's bad. And he wears a black, plastic hat, too. By day he's millionaire Bruce Wayne, but by night he becomes the villain's worst nightmare: Batman.

Batman, the game, is loosely based upon the 1989 hit movie which is currently doing the rounds on video. You control Batman through five areas of Gotham City, in the search for his arch-enemy, The Joker. Each area is made up of a number of eight-way scrolling stages, in which Batman can cut,

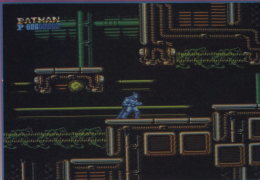
leap from platform to platform and, of course, hurl weapons at The Joker's cronies. Three types of weaponry are available as well as good old bat power, the Batarang, mini-rockets and three-way stunt bars all of which can be topped up along the way by collecting the power packs which some badies drop when killed. When all of the areas are completed you come face to face with the grinning Jack Napier himself—and he's got a little surprise up his sleeve!

BAT



▼ Watch out for that electric field!

▲ The Batmobile screeches to a halt. Get ready for action!



▶ MEGADRIVE

MEAN MACHINES



▲ Refueling time!



▲ Prepare for take off!

AFTERBURNER

BY SEGA

Rearing its fangs over the horizon comes Afterburner, Sega's own conversion of their smooth-to-hydraulic air combat classic.

The scene is set with

things looking grim for your air force. It only has three fighter aircraft left and an enemy air fleet is flying over the horizon. Guess who's got to save the day? Yeah - you.

The fighter is equipped with an infinite supply of bul-

lets, and a limited amount of homing missiles, which are best fired when your computer targeting system locks onto an enemy aircraft. If a missile is fired when no target is available, it wastes.

The object is simply to take out as many planes as

possible - obviously, they're not sitting ducks, and the missiles lock at you. Dodge them by nifty flying, or by setting the plane out of the way, but don't get hit. Collide with a missile and you lose a plane - lose all three and it's game over.

▼ The canyon run. Hit the tanks for bonus points.



▲ A cruise missile gives chase.

MEGADRIVE £40.00



A bit odd! The Hydra about to stop a missile!



ER

C+VG HIT!



To be perfectly honest, I'm not a great fan of the coin-op. The Hydraulic version gives you a pretty good ride, but the trouble is that its massive joy-stick is so sluggish that when you reach a situation, the plane moves a half a second later - usually half a second too soon doesn't apply with this conversion since this conversion since control is with the joystick and response is instant and accurate. So, the controls are alright, but what about the game itself? Well, it's a marvelous - some near-arcade perfect. Enemy planes and missiles zoom in at supersonic speeds - the 3D is easily the fastest and smoothest I've ever seen in a game of this type. In fact it all seems to feel at first, and games tend to end quickly with you thinking "what the hell is that!" But at the end of the game, it's a very tough game (and it is mean VERY tough), practice makes perfect, and once you get used to the sheer speed of the action, you start dodging and weaving, using missiles, ducking and diving (lots of lead and steering squawks) of steering out of the sky! Brilliant if you want to get a game not only to show your mates how completely amazing your Megadrive is, but also are Megadrive is, but also are the graphics superb, but the hard rock soundtrack and sampled coin-op effects are the best I've heard on the Megadrive! But also want to play one of the hottest, most addictive and definitely the most impressive coin-op conversions you've seen, get this.

JULIAN RIGALL

GRAPHICS	95%
SOUND	97%
VALUE	90%
PLAYABILITY	96%

OVERALL 95%



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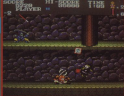
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Virgin

SEGA, VIRGIN, PORTOBELLO ROAD, LONDON W11 2BA

▶ PC ENGINE

MEAN MACHINES



▲ Watch out for that speed!

▼ **WARNING!** Prepare to split some skulls!



TIGER ROAD

BY VICTOR MUSICAL INDUSTRIES

Being the baddest man in town in the Ancient East is no fun, and whenever the local gang of ninjas turn up for a fight everyone expects you to be Hal Brynner and fight them off. Having beaten them off after a particularly

neatly said, you've chased them back to their hideout on Tiger Road, and now you've got to get inside and see the whole lot of them off for good.

You start outside the cave armed with a large axe, and once you've beaten the sentries, you can progress inside where you come face to face with spear-throwers, nasty bats, leaping axe men, Oriental tigers, Samurai and all

sorts of supernatural phenomena.

Luckily, the place is full of bones which, when smashed together, reveal one of three different weapons - the axe, a staff and a pointy stick - or a POW power up which extends the range of your weapon. There are also bonus points to be earned by collecting scriptures and sacred documents.

PC ENGINE
£34.99

I don't recall Tiger Road being a big hit, either in the arcade or on home computers, and this PC Engine version is unlikely to take its reputation any further. The graphics are fine and the music is okay, but the gameplay is just annoyingly difficult. The first level I can cope with without any problems at all, but from then on the computer gives itself all sorts of unfair advantages. In the second section, enemies off-screen lead javalinas at you from nowhere, then in the next bit you have to fly your way through very tight gaps while guys in the walls shoot at beams of invisibility at you. The fourth section is the most frustrating as it is played on a set of platforms suspended over a flame-filled floor. Each jump takes you to a set of platforms that are a bit lower than the last because instead of feet because instead of feet can appear out of the air, knocking you on the spikes. There's just nothing you can do to avoid them. Add superb collision detection to these flaws and you have the sort of game that makes you want to take a flame thrower to the console and incinerate it.

PAUL GLANCEY

GRAPHICS	77%
SOUND	70%
VALUE	35%
PLAYABILITY	39%

OVERALL 40%

PREVIEW

FLIGHT OF THE INTRUDER

SPECTRUM HOLOBYTE

This is the sequel to Spectrum HoloByte's original blockbuster flight sim, Falcon. The game is set in 1970s Vietnam during the US forces' Linebacker campaign and lets you fly one of two period war-

planes, either an A-1 intruder or an F-4 Phantom, or take the mission controller's post, work out your plan of attack and direct planes on the field of combat. The other feature that sets Intruder apart from most other flight sims is that you can interact with

other US fighters already on the battlefield, so you can join in dog-fights between US and North Vietnamese planes and save the good guys from getting a bullet up the bot.

RELEASE: 8T AMIGA, PC, SPRING
PRICES: £29.95



WONDERLAND MAGNETIC SCROLLS/VIRGIN

The product of Magnetic Scrolls' recently signed deal with Virgin is to be a graphic adventure following the plot of Lewis Carroll's Alice in Won-



SCAVENGER



HEWSON

From John Phillips, the man who brought you Nebula and Elimator, comes the time-travel-

ling shoot 'em up, starring the eponymous Scavenger who has been shot back into the distant past and now

has to navigate his way back through the chronostreams to his starting point. The only way he can do this is to collect artifacts from each time zone, but not surprisingly these are guarded by the local uglies, and the only language they understand is some kind of riddle through the brain. Is it good? We dunno, but cast your eyes over this early screenshot and admire the pretty graphics. RELEASE: 8T AMIGA, LATE JULY OR EARLY AUGUST
PRICE: TBA



ROTOX US GOLD

Bit of weirdo, this one. My Rotox has just been transformed into a cyborg soldier and to test his combat prowess his superiors have dumped him on a battle platform in deep space with orders to blast his way off it. The screen gives a scrolling overhead view of the platform's six levels, each with nine sub-platforms designed around a particular

derland, which, according to MS-MD, Anita Sinclair, will revise and revolutionize computer adventure games. The game does without keyboard input, being entirely mouse and menu controlled. To examine an object you can just click on it in one of the 100+ full screen pictures, some of which are animated. The command interface can be redefined to the nth degree, and the program takes care of the normally tedious jobs of mapping and getting help. We should be getting our hands on a copy of the game in May, so you'll more than likely see a review in the very next issue of C+VG. **RELEASE: ST AMIGA PC EARLY JUNE**
PRICE: TBA

FUTURE BASKETBALL HEWSON

You've probably noticed there are quite a few basketball games around these days, and Hewson are soon to release this futuristic variation on the theme which changes basketball from a non-contact sport into a game of thumping the man with the ball, then looting all his mates out of the way. Yep, fouling and weapons spice up



the gameplay in Future Basketball and further to that, there is a six-skill level management system, a league of two divisions and, of course, the

essential two player mode. Sounds like our sort of game! **RELEASE: ST AMIGA JUNE**
PRICE: BOTH £19.99



WINGS CINEMAWARE

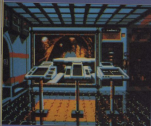
I say! Hello Gingsar! Time to get up the blue and

and bag some of those bally cabbage-crunching hen, what? Mirrorsoft are about to release this simply rrrrripping aero-

game, based on the jolly larks of our bally WW1 flying aces and those cads in the bally Red Baron's flying circus. The action is a mix of whizzo 3D dog-fighting and swooper, bird's-eye-view, scorchy bombing missions. The bally C+VG chaps played a demo while they were on a recent recess mission and did they like ST Phew, na-thar! **RELEASE: AMIGA JUNE, ST PC SEPTEMBER**
PRICE: TBA (PROBABLY £29.99)

there. You have to get from subplatform to subplatform torching the test drones with a selection of extra weapons as you go. It promises an unusual brand of computer entertainment, and programmers Creative Materials have created a technique called Rotocaps, which rotates the whole screen around the player. Review in the way. **RELEASE: ST AMIGA, END OF JUNE**
PRICE: TBA





DUSTER IMAGE WORKS

Realtime's (3D Starstrike, Carrier Command, Battle Command) latest is set on the agricultural world, Heaven, in 3800 AD. The planet's close proximity to the sun means its indigenous insect population is constantly mutating, and the mutants are devastating crops across the globe. Your job is to fix the insects but good, by

coming up with a suitable pesticide then flying over the planet dusting (hence the name - you didn't think it was about polishing the china horses on the fireplace did you?) the crops. A bit of role-playing and a lot of 3D vector graphic blasting is what it all boils down to, and Realtime are never ones to disappoint in that department. **RELEASE: AMIGA, ST, PC JUNE** **PRICES: TBA**

SLY SPY OCEAN

Ocean's next game after Shadow Warriors is this conversion of Kojima's enjoyable secret agent run-up. Casting you the renegade sly dog you must parachute into enemy territory, fight tanks, ride a machine gun-equipped bike and fight an entire army of boogie armed only with your trusty pistol and

your feet. As well, it's all in a day's work for your average spy. The Spectrum version, polished here, looks good - we'll bring you more news on the other versions (and maybe even a review).

RELEASE: SPECTRUM AMSTRAD C64 AMIGA ST, JUNE
PRICE: SPECTRUM AMSTRAD C64 £9.99, ST £19.99, AMIGA £24.99

TV SPORTS BASE- BALL

CINEMAWARE

Yes indeed, Baseball follows American Football and Basketball as the next Cinemaware sport. As with the other two games, TV Sports Baseball lets one or two players control the tactics and the action of their choice of US teams. The graphics, as

you can hopefully see from the screenshot, are pretty marvy, and it'd be no surprise if the gameable met of a similarly high standard.



KILLING CLOUD

MIRRORSOFT

Vector Graphics, the programmers of Bomber, are behind this game, which is a bit of a departure from their previous tight aim games. You play a futuristic crime fighter on the trail of the Black Angels, a gang who have released a cloud of poisoned gas into the air over San Francisco. There are fast cars to be driven, fast jets to be flown and

some moderately paced clue-finding to be done before you can bring the villains to justice. Sounds exciting doesn't



KICK OFF 2

ANCO

The follow-up to what is surely the best computer football game yet seen (an 16 bit - the 8 bit version's snail of pace). This new 'n' improved version features a referee who even runs over and books you for dirty play!, proper wags for free kicks, the ability to bend the ball, selectable strikers and a host of new gameplay tweaks. Could this be the footy game to end all footy games?

We're keeping up and down in anticipation and will give you a full match report as soon as we get hold of a finished copy.

RELEASE: SPDC,
AMS, C64, ST, AMIGA,
PC JUNE
PRICES: TBA



RELEASE: AMIGA
LATE THIS YEAR, ST
PC LATER
PRICES: TBA (C29.99
IS THE CINEMAWARE
STANDARD)



BT We certainly think so.
RELEASE: AMIGA ST
PC SUMMER
PRICE: TBA



IN FRANCISCO



PROJEC- TYLE ELECTRONIC ARTS

Another weirdo. Projectyle is a futuraspport which plays almost like ice hockey, but with

three teams of robots. It's played on a pitch with five quarters over three timed halves (five quarters? three halves?) and the idea is just to score as many goals as possible. You get a choice of eight team members and can hone their sliding and jump-

ing skills to suit their positions on field. There's no doubt about it, it all sounds a bit odd, but then who are we to cast aspersions without seeing the game. Reviews soon.

RELEASE: AMIGA ST,
END OF MAY
PRICE: AMIGA ST,
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