

684 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO
SEPT NO 106
DMS 7.50 SP 87.00 350 PPS

£1.30

COMPUTER +video GAMES

**EXCLUSIVE!!!
UN SQUADRON
SUPERSONIC DEATH!**

**EXCLUSIVE!
OFF ROAD
RACER!
WICKED
THREE
PLAYER
RACING!!!**



**EXCLUSIVE!
SUPER
MONACO GP
THE BEST
SEGA RACE
GAME YET!
IT'S MEGA!!!**



**EXCLUSIVE!
PANG!
AMAZING
COIN-OP
PERFECT
AMIGA
ACTION!**



INSIDE!!!

**ESWAT • TOKI
TIME MACHINE
RICK DANGEROUS II
BACK TO THE FUTURE II**



**EXCLUSIVE!
GX-4000
AMSTRAD'S
NEW MEGA
CONSOLE!**



SIGNS OF THE



SHADOW WARRIORS, the laziest, greatest and most ambitious martial arts cash-up game now ropes onto your computer.

FEATURING interactive scenic backdrops, The secrets of the Ninjitsu assassination techniques have been handed down since the Medieval wars, now they lie on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets of your fingertips...

Take your techniques to the streets. **SHADOW WARRIOR...the hero of the nineties.**



MC

IVANHOE

Enter a medieval era in a mythical world where Ivanhoe...

See dramatic hero, powerful enemies, castles of dust from which most warriors would flee. Rise on your armor, take up your sword and bring yourself to lead the tropical powers of the medieval era. The medieval period, the most awesome of eras, and one of the richest sources in the land of legends, superb animation, of cartoon quality and beautifully rendered graphics create a visual impact unrivaled in the world of interactive entertainment.

THE LOST PATROL

LET IT BE WIFE ALIVE, BUT LET IT BE NOT SACRIFICING.

Our chopper lead-out after taking a hit... the pilot won't be leaving the ground again. Now I have to eat my enemy's pillocks, burn to see him through the jungles and pass by. Now, entering what appears to be a friendly village, only to find it a cover to a guano factor. Is that one of the things that helps our mission... Yes, all the things we never wish.



THE TIMES

S



The hit coin-op game brings espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerrilla warfare. Rescue a beleaguered nation from the oppressive regime of the Council for World Domination.

**ESPIONAGE EXTRAVAGANZA
FEATURING 9 LEVELS OF HIGH ACTION!**



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



4 Central Street, Manchester, M2 5AB
Telephone: 061 833 6631, Telex: 629977
OCEAN/C Fax: 061 834 0650

ATARI ST AMIGA



CONTENTS

THE CORPS!

Can the Corps survive the onslaught of a tank, great guns and a mortar? Read on...

96

PREVIEWS

A whole world of previews, including exclusives on *Ulti Squared* from US Gold and from "Strategic" Steven's *Super-Drift* & *US Gold's Operation Harrier*, and *Duke's* coming conversion of *Pang and Toki*

108

PLAYMASTERS

More PC/E's, tips, hints and cheats for your computer, including the full solution to *Navigator's Demise!*

23

ARCADE ACTION SPECIAL

A bumper bundle of coin-operated hits from this month, with *Mashed* & *Moonwalker* (see p. 66), *Bonanza Bros.*, *Mega Pin* and the delightfully brilliant *Miss Marmalade*

66

MEAN MACHINES

This month, we have a look at the marvellous *Dest. Delta* from the PC Engine, *Blay Kold* in *Star Wars* World and *Super Monaco 2* on the Sega Master System, and *Chocobusters* and the totally out-there *ESNA?!* on the Megadrive! Read!

98



EDITOR: Julian Knight ART EDITOR: Andrea Walker DEPUTY EDITOR: Paul Gancey STAFF WRITER: Robert Swan AD MANAGER: Nigel Taylor DEP AD MANAGER: Marina Malahouhy PRODUCTION: 0208 622215/631, George Power PUBLISHER AND NEW ENGLAND MANAGER: Graham Taylor SUBSCRIPTION PROBLEMS: CNYO, Subscriptions, PO BOX 380, Leicester, LE9 6AA TEL: 0533 470018. EDITORIAL AND ADVERTISEMENT OFFICES: Priority Court, 38-39 Farringdon Lane, London EC3R 3JL TEL: 071 261 6033, FAX: 071 480 1285.

PRINTED BY: KINGFISHER WEB LTD, PENCATE, PETERBOROUGH COLOUR BY: PROPRINT, LONDON E13 TYPISET BY: THE BIG PRINTER GANG DISTRIBUTED BY: BBC FRONTLINE (C) C+YG 1990 ISSN No: 0261-3697

ENTER GUY: 20 2025 MAN: 100-MAIL

Here's the guide who runs the show. An unusual up with you about to go. A high grade and a great and a great. Check back to the future to the future!





TS

MEGA COMPS THE HOTLINES!

18

Four amazing mega-consoles are up for grabs in this month's madcap hotlines!

WIN £500 OF TRAVEL VOUCHERS!

68

Travel through space (and possibly time) with the £500 (or just a bit of travel vouchers on offer in our amazing Australian Time Machine competition!



WE HAVE THE TECHNOLOGY

Don't you? We have a look at Atari's flash new console, the GX400!

8



THE OTHER STUFF

REVIEWS INDEX	8
NEWS	8
MAILBAG	20
HIGH SCORES	29
BACK ISSUES	46
CHARTS	49
UPDATE	54
BUDGET	60
RESULTS	70
ARCADE HIGH SCORES	78
NEXT MONTH	98

REVIEWED THIS MONTH SEPT 1990 No.106

ANARCHY	14
GOLD OF THE AZTECS	32
MURDER	38
BACK TO THE FUTURE 2	41
SIMULCRA	42
POWER DRIFT	54
RICK OFF 2	54
BLOODWYCH	55
LOST PATROL	55
SKI OR DIE	55
ESCAPE FROM THE PLANET OF THE ROBOT	55
MONSTERS	55
THUNDERSTRIKE	56
LAST NINJA 2	57
SHADOW WARRIORS	57
STUNT CAR RACER	57
IMPOSSIBLE MISSION	57
SUPER STOCK CAR	60
MATCH DAY 2	60
HONG KONG PHOEBY	60
NEMESIS	61
TIME MACHINE	61
EGWAT	62
DON DOKO DON	78
SUPER MONACO GP	82
ALEX RIDD IN SHIMONI WORLD	86
GHOSTBUSTERS	88
	92



ARCHIE ARCHIE IS FEELING THE ITY-CUTTING CREW. She designs new pages, finds girls to do 'leg' at the end of the month. She screams: "That's a leg!"



DEPT. 10-111 GROWN MEN, AND THE TEEN BOYS. He gets invited to make his crew. But he don't want. What can he do...



WRITER-GUIDE MURDER MURDER O' THEM! Morgan looks up and chuckles out loud. In the murder MURDER O' them to them. With the murder MURDER and girls magazine, it's no wonder they call him the Cheatin' Blaine.

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for four different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites "lively"? Is the animation realistic? This is just 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 sounds are in effects are inappropriate.

VALUE

Here we take into consideration the price of the game, the percent 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, averaging contributions of all the other ratings. In short, how good the game really is.



C+ VG HIT! REVIEWS

ANARCHY 14

Shooting in abundance in Papyrus's new 16-bit Belsen-Dev-tilite.

GOLD OF THE AZTECS 32

A HIT for US Gold's jungle treasure-hunting extravaganza.

MURDER 38

Are you the best Sherlock Holmes? Find out how good your detective skills are in US Gold's massive murder hunt.

PLOTTING 39

Blabby block-thriving fun with Ocean's hilarious new 16-bit coin-up conversion.

SIMULCRA 84

Enter the system and free the matrix in Microprose's wicked 3D shoot 'em up.

TIME MACHINE 62

Travel back in time to save the Earth with dual images, exciting new Amiga game.

ESWAT 78

Clear Cyber City of crime in Sega's brilliant Megadrive coin-up conversion.

DON DOKO DON 82

Pleasant 8 home with this wild & wacky PC Engine game.

SUPER MONACO GP 88

All you budding Nigel Mansell's can go for the chequered flag with Sega's new HIT race.

ALEX KIDD IN SHINOBI WORLD 88

Ultra-tale shockingly action gets a HIT on the Sega Master System.

THE MARKS

85+

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

70-85

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

55-69

Average to fairly good. Could still appear to fans of the game.

40-55

Below average to average. Generally a disappointment.

15-39

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

1+

Ugh! Bizarre garbage that's guaranteed to make your computer throw up.

REVIEWS

SPECTRUM

IMPOSSIBLE MISSION 54

SUPER STOCK CAR 54

MATCH DAY 2 54

WORD AND PROVERB 55

WORD AND PROVERB 55

AMSTRAD

MATCH DAY 2 54

HERMES 55

ESCAPE FROM THE PLANET 56

OF THE ROBOT MONSTERS 56

SMOKE WALKING 57

STUNT CAR RACER 57

C64

MATCH DAY 2 54

HERMES 55

BLOODWYCH 56

SKI OR DIE 56

ST

ANARCHY 14

PLOTTING 39

BACK TO THE FUTURE 2 38

SMALL C64 41

PC ENGINE

DON DOKO DON 82

BACK OFF 2 84

THUNDERSTRIKE 90

LAST MEN 2 87

AMIGA

GOLD OF THE AZTECS 32

MURDER 38

PLOTTING 39

LOST PATROL 83

THUNDERSTRIKE 90

TIME MACHINE 62

PC

POWER DRIFT 63

LAST MEN 2 87

SEGA

SUPER MONACO GP 88

ALEX KIDD IN SHINOBI 88

WORLD 88

MEGADRIVE

ESWAT 78

SPODBUSTERS 83

PC ENGINE

DON DOKO DON 82



Out now!

BACK TO THE FUTURE II PART II



© 1991 IMAGEWORKS, INC. ALL RIGHTS RESERVED.

IMAGEWORKS, Inc. 100 South Street, Jackson, MS 39201-1001

Box 1

011200001903

NEWS

AM'N'CH

Amstrad recently took a group of journalists to Paris to announce the launch of three new machines - the GX4000 console (which takes ROM cards only and has 64k memory), the CPC 464 Plus (which features a built-in cassette deck and has 64k memory) and the CPC 6128 Plus (which has a 3-inch disk drive and 128k of memory). Julian Rignall was there...

LOOKS GOOD

The three new machines all feature the same internal architecture, which is based around the old Amstrad computer boards. But they've been brought up to date with the addition of a 7k custom chip, which gives super-smooth hardware scrolling capabilities, hardware sprites (up to 16) and, most importantly, lets you display 32 colours on screen at the same time from a palette of 4096 - which is the same as an Amiga.

SOUNDS GHASTLY

Altogether, the sound is the same as the old Amstrad and Spectrum computers, but is now produced in stereo via a new sound driver chip. It's a crying shame that a better sound chip wasn't introduced, as this would have given the machines a real audio boost. As it stands, the sound chip is very limited, and the sort of noises it produces are tinny, harsh and grating.



HIPS

▲ *Burnin' Rubber* is a true Le Mans type ROM cartridge that comes free with all machines.

LIFE 59
LAP 0.05.0
SPEED 333



FREE GAME

All machines come with a free ROM cartridge called *Burnin' Rubber*, a rol-lingful WEC Le Mans style game that was developed by Ocean especially for the new Amstrads. The 484 Plus also has *BASIC* on the ROM cartridge, and the 6128 Plus also comes with *CMS*.

PLAY THE OLDIES

A big bonus is that the 484 Plus and the 6128 Plus all run existing Amstrad software, giving them an immediate huge software library. New software is currently being developed by top software houses to make use of the machines' new hardware, some of the more notable titles being *RoboCop II*, *Shadow Warriors*, *Operation Thunderbolt*, *Ploiting*, *Special Criminal Investigation*, *Pang*, *Navy Seals*, *Taxi and Bente Command*. As well as Ocean, *US Gold*, *Domark*, *Loriciels*, and *Trist* are amongst many firms developing software for the new machines. All games will be released on ROM cartridge for the GX4090 console, as well as tape and disk formats.

THE VERDICT

The two new computers are exciting machines, with tremendous graphics capabilities - but they are pricey. The 484 Plus is £229.00 with black and white monitor and £329.90 with colour

monitor, and the 6128 Plus is £329.90 with mono monitor and is a hefty £429.00 with colour monitor. Black and white monitors are free if you want to use the machine for doing things other than playing games, but really you do need to buy a colour monitor for enjoyable gaming - and that puts them up with the cost of an ST or Amiga (admittedly without monitor, but the 15 bit machines do have TV modulators - is the receiver really that important?).

The fact that they're able to run existing Amstrad software and take PCMC cartridges as well as running their own software is good, and though the machines are pricey, they're easily the best 8 bit computers around, capable in some cases of matching and even beating the specifications of the ST - which can't be bad at all.

The GX4090 is a different story, price-wise. It's a neat-looking and technically impressive console that has an awful lot of potential at the very low price of £99.95. The main criticism is that the joystick is pretty naff (finger-clip) sets in very quality, but at least the joystick sockets are standard, so you can plug in your favourite stick for long term, *vide-games!* Other than that, the GX4090 is a graphically superb console, is technically far better than the Nintendo and Sega Master System and has a very exciting line-up of games coming in the near-to-distant future. It's definitely well worth checking out if you're after a decent console for Christmas.



▲ The GX4090 console is a neat looking machine - shame about the control joyst, though

NEWS

CONSOLE BOOK III COMING SOON

The next installment of the fabulous Complete Guide to Consoles is out at the end of the month and promises to be even better than the last book! It's feature incredible exclusive Sega, Megadrive, PC Engine and Nintendo reviews, an unbelievably mega top series, heaps and heaps of comparisons and tons of other stuff!

Keep a look out for it - it's going to sell fast!

COWA BUNGA! MIRROR-SOFT GET TURTLES LICENCE!

After a period of confusion as to who would be the lucky ones, Microsoft have announced that indeed it is they who have grabbed the license to Teen-age Mutant Hero Turtles.

Microsoft's Managing Director, Peter Blotta, was extremely enthusiastic about the license, and stated that "without doubt, this is set to be the license of 1989, and we intend to make it the most successful computer program in Europe this year." Strong words, perhaps, but considering the sheer magnitude of the Turtles, they could have a ring of truth to them.

TMBT will be released on the arrangements label for the Amiga, ST, C64, Amstrad, Spectrum and PC, but definite dates and prices have yet to be fixed. We'll let you know as soon as we do.



SEGA GO FOR GOLD

After the brilliant Counter and totally amazing Impossible Mission, US Gold are shifting into high gear with four major conversions for the Sega Master System.

Indiana Jones III and Paperboy are first up, and are released in October - check out the exclusive reviews in the

Complete Guide to Consoles Book III at the end of August - and will be followed by the Advanced Dungeons and Dragons action game, Heroes of the Lance, along with that classic golf simulation, Leaderboard. We'll keep you posted...

METAL MUTHAS

If you're into big, powerful, human-controlled fighting machines with loads of weapons, Intergames' forthcoming release, Metal Masters should be the one for you.

It lets you build a mechaoid mangle from scratch, and then take part in cerebral or sporting events in order to make as much money as possible.

The further you progress, the more wings you make, so you can buy even more powerful weapons to beat seven bells out of new opponents.

All of this sounds like great fun to us, but you'll have to wait until November to see what it's really like. Stay tuned to this channel, and don't touch that dial.

The World at your fingertips

Serious Fun For All The Family

LIMITED OFFER
"MEGADRIVE"
AT \$129.99
Includes 4 of
the top 25 best
selling console
games
B6

16 BIT MEGADRIVE
JOYSTICKS & ACCESSORIES
PC ENGINE
SUPER GRAFX
CORE GRAFX
NEO GEO



ADVANCE
CONSOLE
ENTERTAINMENT

N.B. ALL CONSOLES CARRY 1 YEAR WARRANTY

IMPORTING & EXPORTING

Units Chislehurst Street, London SE26 3BP
Tel: 071-962 0480 Fax: 071-283 0482



GREMLINS 2

THE NEW BATCH



© 1991 MCA HOME ENTERTAINMENT INC. TM & ALL RIGHTS RESERVED

elite

NEWS

MEGADRIVE - OFFICIAL AT LAST

At long last, Sega have announced the launch of the official UK Megadrive - September is when it'll first appear in high street shops.

It'll cost £189.99 and comes with a copy of *Klax* on Boast. A range of 22 games will be released for the machine at the same time, ranging in price from £29.99 for old games like *Space Harrier II* and *Super Thunder*, made in £59.99 for big games like *Chouh* 'n' *Chess* and *Revenge of She-Devil* (also known as *Super Ninjab*).



ELITE GET THE GREMLINS

Elite, having been quiet for some considerable time, are now leaping back into the spotlight by nabbing the license for *Gremlins II - The New Batch*. The film is again centered around Billy, Kate and that awfully cute Mogwai, as Clamp Plaza is overrun by rapidly reproducing Gremlins! The game is being written by Toposoft,

the people responsible for US Gold's *Postal Mail Mix Game*.

There's a heck of a lot of scope there, so let's hope that *Elite*'s re-entry into the market is one to be cheered. Keep your eyes on the pressies section over the coming months for further news.

SIDEWAYS TO THE FUTURE

Courtesy of Imageworks, Jai, our esteemed Col, was invited to the Royal Proms of *Back to the Future III* last month (the lucky star!), in the presence of HRH The Princess of Wales.

As you can see, this involved our Jai (who's here accustomed to jeans and T-shirts) having to don himself up in a dinner jacket and bow tie, which resulted in hours of hysterical laughter from around the C-VG office - well, check out the picture yourselves!

The reason for all this larking is to promote the fact that Imageworks are soon to begin work on the *Back to the Future III* computer game, which is due for release in spring. We'll bring you a report on the game as soon as it's ready.



ACTIVISION GRAB IREM AND GET DIZZY

Coming soon to your computer screens via the auspices of Activision are two super team shoot 'em ups, *R-Type II* and *Dragon Breed*.

The Raiser is the sequel to *R-Type* (obviously), one of the best shooters of all time, and the latter puts you on the

back of a fire-breathing dragon as you battle unearthly forces.

Also coming soon from Activision is *Spindizzy II*, the ST and Amiga versions of the stunning 8-bit classic from three years back - look for reviews in the next few issues.

anarchy

BY PSYCLAPSE

14



▲ Game over, and your ship is just burning wreckage.

Hands up, who remembers Defender? Flying over horizontally scrolling landscapes, blasting aliens and protecting the humans? Ah, nostalgia is not what it used to be.

Thing is, aliens aren't the problem, this time. It's anarchists. Disorder and chaos have taken over, and it's down to you to put a stop to all of this. Starting off with a small but effective laser, you've got to fly around and, yep, blast 'em out of the sky!

The anarchists have taken many forms, such as Darters (dash up all over the screen), Boomboms, Clusters and Blisters. These all perform various nefarious tasks, and do their absolute utmost to do you in. Contact with an anarchist or missile results in depleting your energy shield. Once the shield is gone, that's your lot.

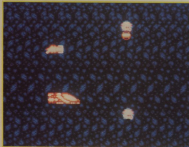
By collecting pods and coins left behind by recently-deceased troublemakers, you can build up a pretty formidable armoury, combining such delights as Deviators (smart bombs), Cannon Controllers or "nuclear power".



▼ KA-BLAM!



**C+VG
HIT!**



▲ **Shoot him before he steals the commissar!**

which gives you every weapon going. Thing is, these only last for a limited amount of time, so they have to be used wisely.

Key personnel have escaped in life-support canisters.

☛ Zap that cluster.

ters, and you've got to wipe out all the anarchists in the level before the canisters are destroyed. If all the canisters are wiped out, you get thrown into hyperspace and B-I-I-I-g double....

UPDATE

Start saving your quids, *Anarchy* comes, July sees the release of your version of *Anarchy*, which will also retail at £19.99.



ST
£19.99

Any game that attempts to be as addictive as *Defender* has to be damned good, and I'm happily to say that *Anarchy* definitely achieves that, and then some. The graphical trills start right from looking up, and then the sound chip kicks in with a great heavy thumping rock track just the thing to get the adrenalin going! Once into the game, you see exactly how much work has gone into this product. The graphics are small, but undeniably fast, with ultra-fast lovely smooth parallel scrolling. After the first few plays, it may seem a bit over-difficult, but after a few more plays, you find it's just plain old easier to play, and that much more addictive. The sheer quantity of animated stuff on screen at once is simply astounding, and coupled with the amount of aliens, bullets and other stuff, it's enough to make the mouth water. To be totally frank this is *Defender* to the max. Miss this one, and regret it forever.

ROBERT SWAN

GRAPHICS	96%
SOUND	92%
VALUE	95%
PLAYABILITY	97%
OVERALL	96%

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earbashing, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FinST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, lightguns and light-pens) and a 9-pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.00 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



Please send me further details of the 1040 STE and other Atari products.

NAME:

ADDRESS:

POSTCODE:

Please send to Atari Corp (UK) Ltd, Atari House,
Railway Terrace, Slough, Berkshire, SL1 5BE.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES



HOTLINES

WIN A MEGADRIVE 0898 334 150

Holy 16 bit consolemania, Batman! Those super-cool guys at C+VG are giving away another Sega Megadrive! How do they do it? Well, it's flippin' simple, innit. You just leap over to the Bat-phone, pick it up, dial that number and get on down (silly cape not essential)

WIN A GAME BOY 0898 555 538

Nintendo-a-go-go! Yes, indeed, you could be the proud owner of a totally spandicious Game Boy! Banish those boredom blues! Crank up that credibility rating! Transform your life! And all for the price of a phone call! What more can we say? Get dialing NOW!

WIN A LYNX 0898 555 537

It's hard. It's cool. It's bad. No, not Michael Jackson, it's the Atari Lynx! All the action you could ever want, right there in your hand (or, steady on there!) What do you do? Simple, just grab that phone, press those buttons and strut your funky stuff, right now!

WIN A PC ENGINE 0898 555 539

It's square, but it's not boring, no-three-Bob. It's the PC Engine, and you could be in with a chance of winning one! Well, slap me sideways! To get the opportunity of grabbing this amazing beastie, pick up that phone and dial that number, double quick!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER

MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.



S Y S T E M 3



NINJA *Remix*

BASED ON THE AWARD WINNING
INTERNATIONAL BEST SELLERS - LAST NINJA I AND II

SYSTEM 3 SOFTWARE LTD., BISHOP HOOSE, 1 NEW HILL DRIVE, PLYMEL, WIMBORNE H&S D&G Tels: 01 934 590 Fax: 01 934 594
AVAILABLE ON PROCTER, METRO, OTC, USA, KIRBY ST AND WPA.

Mail Bag



It's the height of the summer and I ought to be lazing in the sun rather than reading your letters. Still, I've got a job to do - so here I am. The YOB! If you've got anything remotely interesting to say, send your letters to: **YOB'S MAILBAG, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

CONSOLE QUESTION CORNER

Yo YOB,

I'm a pretty trendy, happenin' kinda guy, and have recently upgraded from my old Citic to a Megadrive. But before you have a fit and go on to rip up my letter via tiny parasites and stamp them into the dust with your five-inch Doc Martens (because you're fed up with letters about grey imports) (harumph!) Too right - YOB! I just want to ask a few questions:

- 1) What's Phantasy Star II like? It sounds dead good.
- 2) When the keyboard for the Megadrive finally arrives, will it mean that we will have complex fight sims and strategy games? How much

- will it cost? When will it arrive?
- 3) Will the modern game sim be expensive?
- 4) What happened to Super Monaco Grand Prix?
- 5) When the planned disk drive comes out, will we be able to buy disk games and use the console as a computer?
- 6) How much will the converter to run British games cost?

I'll have to stop there or my pen'll melt (they can't call me the Pen Dancer for nothing!) Alexander Mackenzie, Glenageary, Fingertree

YOB: Goodtime, as they say round our way! You're an inquisitive bleeder and no mistake. 1) Phantasy Star II is dead good, but it's pricey and for hardened role players only, I reckon. 2) There aren't many de-

tails to be had concerning the keyboard, but I expect it will turn the Megadrive into some type of programmable computer. Microspace are putting some Megadrive flight sims together, but I doubt whether they will rely heavily on the use of the keyboard. 3) Well, you know... Expensive is a relative term, isn't it? 4) Super Monaco GP was delayed for circumstances beyond anyone's control, but it's now scheduled for Japanese release in September. 5) I don't know about disk games as such, but no doubt the drive will come in handy if you're using the Megadrive with the keyboard (ie as a computer). 6) No-one has released any details as to the disk game converter, but you can bet everyone will be setting their eyes on the Megadrive comes out over here.

LYNX FINX

Dear YOB,

I own a Lynx, and was wondering if I could ask you a couple of questions.

1) When will *Hard Drive*, *STUN Runner*, *Gauntlet II* and *Cyberball* be available?

2) What other games will they be producing in the future?
Mark Owens, Wrexham, Clwyd

YOB: Gauntlet II's already out your way, gig. As for the rest, expect them nearer Christmas, along with several other arcade conversions, which for the moment will remain nameless. Watch this space.

TIPS TIPS

Dear YOB,

With reference to your mag's tips showing "Final Fight" in cartoon form, I thought I should voice my opinion. Good idea, shame about the implementation. The tips are far too hard - there are a lot of moves, and these tips didn't help find them. Parameters of the joystick and buttons with a picture of what would happen would have been good, and tips on what to do in common situations would have helped.

I recently bought a mag

which had details of the PC Engine handset being launched in the US - does this mean that importers will start well importing? And at what price?

And finally, my idea for a game is "ACE magazine simulator". You play an issue of ACE searching for someone to buy it (joke).

Kevin Howard, Miss Alice, HMS Collingwood, Fareham, Hants

YOB: I passed your idea on to Mr Joe, and he said "Mintgreen minton." (he had a mouthful of egg salad sandwich at the time, but I got the impression he thought it was a good idea). Yes, importers are undoubtedly going to be importing the NEC TurboGrafx-press as soon as it comes out, but price I don't know about.

GANG BANG

Dear YOB,
Could you please tell me, can you buy that totally radical game "Gang Bang" for any computer or console? If not, will it be out soon? Also, I have a design for the computer game "Gang". You have a street in front of you, and what you have to do is walk down to the end of the street by pushing forward on the joystick.

Alan Robertson, Kingsworth, Cheshire

YOB: First - no. Second - possibly. Third - it certainly is the most violent game ever. On second thoughts, have you ever played *Chubby Friends*?

ANY GOOD ON AMSTRAD?

Dear YOB,
Are there any good Super Game type games around on the Amstrad? Hot Rod sounds great, but only got YOB on the Amiga. How would you rate it? Super Cars sounds great as well, but all I've seen of it is an advert, is it any good on the Amstrad? I really like car racing games. Oh, yes, is *Unsub/Police* any good on the Amstrad? The *Magnus* sounds good as

well. I don't know what to get, because there are so many good games around, and I can only afford one. Nick Wright, Portsmouth, Shire

YOB: Super Stock Car isn't bad, and that's a super-cheap Mastertronic budget game. So that solves your money problems, doesn't it? If you want something really good, though, wait for DR-Road Racer, it's the best.

EUROVISION SPELLING CONTEST

Dear YOB,
This is again one of those days. I am just sitting in my room and the only thing I am doing is reading all the old and then magazines available in a range of 3 meters.

I was reading all the mail-bag letters and thought why not... and here's my letter.

I'm reading your magazine for about four years now just because I liked it and look what happened my English began to improve! and I am one of the best in my class.

When I first bought your magazine I only read the parts I liked but now I read everything so many times that if you would see the state my magazines are in now you wouldn't recognise them your self I simply love your magazine and I'm not going to complain about what I don't like because other people might like that part of your magazine.

I think there's something in it for everybody.

What really hurts me is to see people talking about their computer in the way of look I own this and that is best and I hate all the others. Every place in the world where you go you almost always meet violence, shouldn't be expected with your fabulous magazine. So people please and I mean PLEASE visit up, LA Lythoff, Amsterdam, The Netherlands.

PG: Rightall is an ace reviewer the best I have ever seen for the rest of the bunch, you're not doing bad.

YOB: Rightall says he works only for C+VG, and

SPANISH FLY IN THE OINTMENT

Dear YOB,
I'm a Spanish reader of C+VG who is writing to let you how the magazine in my country are. Just take a look at this.

A magazine called *Micromania* published this news last June: "Do you know that... the Japanese firm Data-Tek is going to sell a computer that you can plug into the Amiga and that will let you convert the Amiga software into Magistrate cartridges. For the moment, this marvelous machine will only be seen in England, because the Magistrate is not available in our country." No comment.

I'd also like to tell you something really incredible.

is definitely not an ACE reviewer. Mind you, judging from your excellent command of English, you would be. By the way, what are those magazines? They sound very exciting.

BEST LEFT UNANSWERED

Dear YOB,
Here's a few questions for you to answer.

1) Has your magazine ever reviewed Wang On, Psycho Fox or Klansmen for the Sega Master System? If so, what were the results?

2) I've recently sent away for a game (*Golden Axe*) from an advert in your magazine (*Key Software*). If I don't receive the game, what can I do about it?

3) Which system do you think is the best - the Amstrad Entertainment System or the Sega Master System?

4) In Australia, we don't have things like the Sega Megadrive. Is the Megadrive similar to the Sega Genesis?

Thanks a lot for answering my questions. Gavin White, Elizabeth S, Australia, Down Under PG: Now that you've answered the questions, I can tell you what I think of

On April 27th, my country's cabinet decided to pass a law called "Regulation of Com-Ops", which contains an article that FORBIDS COMP DEVELOPERS TO MAKE VIDEO-ARCADE MA-

CHINISTS. And they are threatening to force it also to computer game developers! Yes, it's absolutely truth! What do you think about my country, English people?

Antonio Lou, Barcelona, Spain

YOB: Hal Micromania - those bulleting-but-forced SOBs, eh? Takes all sorts doesn't it? What do we English people think of your country? Nice beaches, but the food's a bit greasy, and if you're subject to a dodgy funny, I recommend you stay away from the odorous soup. The airports are well-equipped, but expect long delays during these busy summer months.

Every time I see your name, I want to speak. Why don't you show a picture of yourself, or are you too busy? I feel you're a crappy old fart who gets his jollies out of poking on little kids. I think YOB stands for Yellow Old Bastardness.

YOB: Ha, well just for that I won't answer any of your questions you deary ding-dong. And seeing as you mention it, I do enjoy picking on little kids - just like you, in fact.

PURE CRAP VOL II

Dear Mr YOB (what the hell does it stand for?), I would like to congratulate

Graham Edwards and put in his witty, charming and somewhat sophisticated game design (the one about Vincent Shupper in issue 103). Could he please write "Pure Crap vol II" just meant sarcastically.

Andy, Driflington (you know, the bit that sticks out of Scarborough?)

YOB: Why should Graham have to write that when you've already done it?

CYBER-TECH BRING YOU...

BUDGET BOY
£99!

OFFICIAL LAUNCH

"Brace yourself for
the Next Generation
of Arcade Gaming!"

THE AMAZING
**BUDGET
BOY
ARCADE CABINET**

AND THE FABULOUS
**UNIVERSAL
ENERGISER**

UNIVERSAL
£179.95
ENERGISER



SCAFF ONLY - PAL TV MONITOR AVAILABLE SOON

BUDGET BOY

How many times have you cried "I want an arcade machine!"
Well here you are! This has got to be the ultimate ADD-ON!

You can put your own TV or monitor in, your own console or
computer, plug your joystick in, and away you go. HEAVEN!
There's even shelves so you can put all your games, and even
an Amplifier to connect to your machine.

And guess what? BUDGET BOY has also been designed to
take the UNIVERSAL ENERGISER, so if you really want to play
ARCADE GAMES, BUY BOTH!

"We also have an Arcade Game Find Service, we
can also supply arcade, monitors, as well, please
for details!"

UNIVERSAL ENERGISER
"Probably the best console
in the world!"

How many times have you been told that "this game is ARCADE
PERFECT", only to get the game and feel sick because it's DUFFY!
Well, no more!

This console actually plays arcade PCB games - that means
you are GUARANTEED ARCADE PERFECT EVERY TIME!

Now THAT HAS GOT TO BE A GAMERS PARADISE!
No messy wires all over the place, just plug into the wall, plug in
your game, hook up to your monitor and power up!

Finished in black, it can be used on its own or for the ultimate ...
buy the BUDGET BOY to go with it!

TRADE AND OVERSEAS ORDERS WELCOME!

ORDER FORM

Dear Cyber-Tech,

Please send me _____ BUDGET BOY'S and/or UNIVERSAL ENERGISER'S. I enclose a PO/cheque for the amount of £ _____ of which
I have included £10 p.p.s for the BUDGET BOY or £3.00 for the UNIVERSAL ENERGISER.

Secretary Order to:

Name _____ Address _____

Make PO/Cheques to: Cyber-Tech Distributions, Intersale House, 40 Long Street, Cussey, Glas. G2 1J 4JB,
Tel: (0452) 544682 Fax: (0452) 544682

PLEASE ALLOW 28 DAYS FOR DELIVERY

PLAYMASTERS

Fly! Here's another totally astounding array of cheats and tips, including a complete solution to Novagen's 3D epic, *Damocles*, and the first two levels of *Vendetta* on the C&E! Flip me! If you've got a map, hint, tip or **POKE** and want to get your name in print, and possibly win yourself £150 worth of software - go for it! Send it in to me at **PLAYMASTERS**, C-Y0, 30-32 F&R-RINGDON LANE, LONDON, EC1R 3AU, and



you never know. Next month you could be lucky!

play ends, make the appropriate movement. The keeper will dive, and be there waiting for the ball.

PIPEMANIA

Stephen Farrell from Co Louth, Ireland, Nottingham Island, has sent in all the passwords from The Assembly Line's addictive brain-mangler:

LEVEL 1: GRIP
LEVEL 2: TICK
LEVEL 13: DOCK
LEVEL 17: CODE
LEVEL 21: BLOB
LEVEL 25: BALL
LEVEL 29: WILD

RAINBOW ISLANDS

Here is a gem (spoiled) of a tip from Italyland: Standing of Acropolis for infinite lives. Simply select 3 credits on the wiring screen, hold down Q, W, E, T and Y and press fire at the same time!

ALL FORMATS DAMOCLES

Adrian King of East Sussex has obviously been hard at work, because he's sent in a complete solution for Novagen's long-awaited *Damocles*.

Firstly, go as the President says, and go to the room at the end of the corridor on the second floor. Answer Q4 to the question, and go back down to the basement. Get the key, and go back to your ship.

Fly to 04-04 Capital City, and you will find a lift. Go to the basement and pick up the antigrav. Return to your ship, and fly to 12-14 Capital City, and pick up the A to 2 computer. Switch it on. It will constantly tell you your location!

AMIGA

KICK OFF 2

After much madness over Amiga's totally amazing footy games, Martin Callaghan of Reading has sent in these extra tips.

SCORING GOALS

- There are several methods
- Pen at the goal just off centre is out a low shot in.
- Do a big curving shot (shot just over the full way line), and charge the shot through the keeper.
- Run at the keeper diagonally, and shoot using a little overshoot. This will result in either a goal or a rebound.

PENALTIES

As in *Kick Off*, you just tap the fire button as the arrow approaches the centre of the goal. Hitting it down far too long will result in the ball flying over the bar.

Saving penalties against the computer can be done, but requires a bit of fiddling about. As soon as the ball is kicked, press R (action replay). Just before the replay, you will get a glimpse of which way the ball is going. Now hit S (slow motion), until the replay runs up to the penalty. If you watched carefully, you will know which way the ball is going, and as the re-



Fly to Key West, and then to location 07-07. Enter the building and go down to the basement. Here you will find another antigrav. Collect it, and go to a trading post. Sell one of the antigravs (the other will allow you to pick up spareware, cars etc).

From here, go to Snow Island, location 03-02. Here you should collect the clipboard and the dogeared board (which is actually a trigger to the Novabomb). Go on to Rare Island, location 01-02. Make sure you take your ship.





into the building with you. Drop the cupboard on the ground floor. Here there are teleporters marked (S-S). Go to S, where the computer will inform you that you're in the professor's new house. In one of the rooms, you will find a sideboard (another trigger).

Take this back to teleporter 1 and leave it there. Go through the teleporters until the computer tells you that you're in the Vista Paris room. Take a bit to the top floor, where you'll find a briefcase (this allows you to carry more objects). Go back to the basement and use teleporter 6, leave the building and go back to your ship.

Fly to 25-00 and buy the key (the next trigger). Leave the island and fly to 20-00 UK City. From here, enter the building and go to the basement. Ignore the piano, and go around to the back of the lift where you will find the No-walrus.

Now fly back to 08-00 Chelsea Metropolis (use the computer to find it). From here, take the bomb and the triggers back to teleporter 1. Set all three triggers to ON. Use the teleporter and go to Miami. On arrival, the A is Z will tell you you're in Dröhler's Solitaires. Don't go to floor 8, or you'll be sued and lose all your money. Leave the building and head down the road on your left.

At the end of the road is a row 1. Enter, and walk straight across the room and

into the wall. The wall will then open, revealing the last trigger. **DO NOT TURN IT ON.** Leave the door and fly into space. Land on Damocles, and drop the bomb. Leave Damocles, and fly away (be careful of the amount of time). When you're far enough from the comet, engage the last trigger, and goodbye Damocles!

There are, of course, four other ways of completing the game - can anyone else do them? If so, write us to Play Masters - there's a special prize on offer for the best entry.

C64 PIPEMANIA

Not content with discovering just the Amiga passwords, Stephen Powell from Go Londonderry, Northern Ireland,



has also sent in all the passwords from C64 version 15. This guy cost, or what?

LEVEL 9: WAAA
LEVEL 9: QPAA
LEVEL 11: PPAAP
LEVEL 21: QPQAA
LEVEL 23: TAAA
LEVEL 29: TAAA

VENDETTA

Here it is, folks, the solution to the first two levels of System 2's rather lovely game of vengeance, and all courtesy of Andrew Rydzan of West Cliff-on-Sea.

LEVEL 1: THE DOCKS

As soon as you are able, ready your knife and kill the guard. Pick up the wire cutters from the crate near the middle of the screen (approach it from the left). Pick

down the door at the top of the screen, and enter with your knife ready. Kill the guard, and walk up to the crate with a line shadow in front of it. Collect three grenades, and move right to another crate. Move down a fraction and collect the machine gun. Go to the wall with the pipe on it, go down to the crate in the corner and pick up the ammo clip (the replenishes at ammo should you run out). Leave the room, and kill the guard. Select grenades, and move right. Throw a grenade, this will slow the guard in progress. Enter the next screen, kill the guard there, go up the stairs, and look down the door. At this point, aim the machine gun. Enter the room, waste the guard, and grab the book from the furthest filing cabinet away from you. Get the floppy disk by kneeling in front of the disk drive, and get the red video from the top of the desk with the seat. Enter the next room, and blow away the guard with the machine gun. Get the log book from the filing cabinet, and the blue video from the side of the desk which has no computer on it. Select the log book. Go up in front of the computer, press fire, and the log-on code will appear. Write this down, as it changes each time you play. Select the floppy disk, go to the front of the computer again, and press fire. Type in the log-on code, and you will receive some kind of book. Select the





machine gun and enter the next room. Get the U2, which is in the crate to the left of the table. Enter the next room, and kill another guard. Go round the back of the table with two chairs by it, and get the car keys. Go to the eastern grey ammo box, and replenish the guns. Enter the next room, kill the guard that's a lot of dead guards, y'know? and search the pit for the key on the right side of the bed. Take the notebook, and make your way out of the building. Go down the stairs, and shoot the guard there. Make sure you get him before he gets you! Go to the right hand side of the crate near the two drums. Kneel down and collect the bullet proof vest. Select the key, walk as near as you can to the car tyre on the right (facing north west), and select pick up mode. The door should now open.

LEVEL 2

Just keep blowing away cars, coppers and bikes using F1 to select ground-to-air missiles, and F2 for machine guns. Always hit full speed. Don't slow down at corners. When the cop pulls you up and asks for evidence, move the joystick up to select the notebook, then press fire.

We'll print the rest of the solution next month. Until then, best of luck.

SPECTRUM

CASTLE MASTER

That London lad, Alai Mat, has spent a long rather handy tip for that rather nifty F1 escape thriller. If you can't be bothered to walk all the way up to a door to go through it, simply fire at it, and you'll end up on the other side. Cheers, Alai.

MAN UTD

James Ball from Derbyshire has come across a nifty little special dual players the opposition to their backs in one-player mode. All you have to do is press O Simple, eh?

PC ENGINE CHAN AND CHAN

On the second part of level 3-3, after the first door, stand on top of the two destructible blocks. This is done by waiting for the leaping cat and jumping on one. With luck, you'll rebound onto the blocks, and jump off the top of the screen. You will now be transported to the final level, 5-4. Thanks to J Gates of Harlowworth for that.

BLOODY WOLF

This great carrier of the only from Hong Kong, courtesy of Christopher Mann. On the title screen, press DOWN, UP, LEFT, LEFT, BUTTON 2, BUTTON 2, BUTTON 1, 888-LEFT. The number 8 should appear on the screen. Start the game and you'll now be able to fly!

GAME BOY SUPER MARIO LAND

Michael Galt from Stockport has generously sent in the locations for all 15 secret rooms in this totally spectacular game:

- WORLD 1-1: Pipes 3 and 5
- WORLD 1-3: Pipe 3
- WORLD 2-1: First and last pipes
- WORLD 2-2: First and last pipes
- WORLD 2-3: First and last pipes
- WORLD 3-2: Pipe 7
- WORLD 3-3: Pipe 4
- WORLD 4-1: Pipes 1 and 34 (just before the stack of guns)
- WORLD 4-2: Pipes 2 and 12 (use your gun to collect all the gems)

MEGADRIVE TETRIS

HOLD the down arrow on the main title screen, and press START for a super-fast



game. A heart will appear next to the level number to confirm this. Thanks again to Michael Doh of Nintendo! for that one.

THUNDER-FORCE III

This is one absolutely exhilarating shoot 'em up, and bigger, better, more difficult, too. John McKinley of Manchester has discovered a little ordering which allows you to mess around with the game's parameters. Simply press buttons A, B and C and the SPARK button, and away you go!

DJ BOY

I'm not going to make any real jokes about getting your skates on, but Tim Bullock from Stoke-on-Trent

has sent in some tips on how to dispose of the end of level baddies.

LEVEL 1: BIG BERTHA

She can be defeated by using flying kicks (back off after every attempt). Also watch out for her lovely feet!

LEVEL 2: THE POSER

This Paul Glancey look-alike is taken out the same way as Big Bertha, but don't get too close—his low kicks are lethal!

LEVEL 3: THE CLOWNS

These are the hardest of the lot. Destroy them by getting in close and punching. Watch out, because their punches are more powerful than yours. Once these are disposed of, two heads will ap-



pear and chase you around the screen. Jump about as far away from them as possible, as they will explode otherwise you'll lose a lot of energy. Lots of little heads will appear, so do the same.

LEVEL 4: DJ KID

There's something your mother didn't tell you - you've got a brother! Well, he looks like you, and can do everything you can. Wait until his back is turned, skate up behind him, and side kick him. Also use the flying kick as much as possible.

LEVEL 5

Here you will encounter all four previous baddies, so use the right techniques for each.

LEVEL 5: PART II - FIRE EATER

Just use the same tactics as on Big Bertha and the Poser

LEVEL 6: KUNG-FU KATE

Like most of the guardians, she can be defeated with flying kicks. Get in close, and punch and kick. Watch out for her flying kicks and back flip!

Now sit back and watch the end of game sequence!

AFTER BURNER

5 Causes of Chaos has thrown this rather nifty cheat in, which gives allows you to select your starting level from 1 to 20! All you have to do is hold down buttons A, B and C when the aircraft carrier appears, and Bob's your uncle. Cheers, S, and keep on flying!



**NEW FOR THE
COMMODORE 64**
**THE
MAGNUM
LIGHT
PHASER**



(INCLUDES 6 GAMES)
£29.99



OPERATION 1901



CRASH TOWN



SAFARI BLASTER



CELESTIC STORIES



AMSTRAD



COMMODORE



SPECIAL OFFER:

BUY A...
SPECTRUM: MAGNUM LIGHTPHASER £29.95
OR AN
AMSTRAD: MAGNUM LIGHTPHASER £34.95...



...AND GET MEGAPLAY II
FOR **ONLY** £4.99



Virgin Mastertronic • 2-4 Vernon Yard • 119 Portobello Road • London W11 2DX
Telephone 071 727 8070 • Fax 071 727 8965

Hi TEC SOFTWARE

PRESENTS

A Series of Games Based on Famous

Hanna-Barbera

Cartoon Characters

HONG KONG PHOOEY



YOGI'S GREAT ESCAPE



RUFF and REDDY



"ATOM ANT"



Hi TEC SOFTWARE LIMITED, 4-5 BRIDGEMAN COURT, MARLBOROUGH ROAD,
SHEFFIELD S11 8JH. TELEPHONE: 0742 587355, FAX: 0742 588541

© HANNA-BARBERA PRODUCTIONS INC.

COMING SOON
HONG KONG PHOOEY

299
Hi TEC SOFTWARE

WAR OF WIZARDS

A TELEPHONE GAME OF
SPELL COMBAT
by Ian Livingstone
DIAL 0898 10 10 66



Have you the skills of sorcery, power and cunning to earn you the status of a Great Wizard? Find out as you ascend Hogwarts' tower and face his formidable school of wizards in dazzling spell combat.

Advance a level with every victory, gaining new spells as you go, until finally you face the ultimate battle with Zogge, the Legendary Sorlock of Firetop Mountain. The winner will then defeat Zogge and make

it his Grand Wizard. Will receive a scroll, printed in gold leaf, personally signed by Ian Livingstone.

They will also have a chance to win the £100 monthly prize.

Prepare to cast your first spell and dial 0898 10 10 66 now.

TERMS AND CONDITIONS: Your initial spells are Unlimited. Subsequent attempts cost one credit each and 10 credits afterwards. All credit is earned if you are fully successful. Prizes are distributed by Mega Mail and require age 16.

AZTECS

GOLD OF THE

BY US GOLD/KINETICA

32

When bored ex-Vietnam war hero Bret Conrad charts an ancient map revealing the location of priceless Aztec gold, his curiosity gets the better of him and he decides to see whether he can actually find the hoard.

The top-level arcade ad-venture starts deep in the heart of the South American jungle and Bret instantly runs into trouble in the form of spear-throwing, arrow-shooting Pygmies. Fortunately flamethrower technology is on his side and he can dispatch the baddies with his Browning Hi-Power pistol. A few screens further on things start getting even more dangerous, with carnivorous plants, collapsing bridges and a very nasty panther to avoid.

The object on level one is to reach the entrance to the underground labyrinth, where the following four levels are set. There, even more danger lurks in the form of giant octopuses, killer bats, huge crocodiles and all manner of Spanish traps. But at the end there lies untold riches which could all be Bret's - as long as he plays his cards right!



▲ Jewel hanging about (ground)...

▼ Flame! back, talk about a hotshot!



REVIEW

UPDATE

Amiga and PC versions are out very soon, the former sporting better sound and graphics than the ST, and the latter version looking very similar in VGA mode. Other graphics cards are supported, but if obviously weren't look quite so good.

ST

£19.99

From the very beginning this is a hard game, and there are certain situations that seem almost impossible to get out of. However, each screen is almost like a puzzle, and you've got to work out when to jump, roll, grab the ropes, shoot or whatever. The gameplay is nicely balanced, so that you seem to get a couple of screens further with every game, and as a consequence you keep on coming back for more just to see what lies around the next corner. The graphics are truly outstanding - that is brilliant in the way he blends manfully along, and some of the creatures are superb, particularly the panther, the huge elephant (what is that doing in South America?) (stepped from a 220 I suppose) and the incredible giant stone demon on level four, which is a real stunner (and pretty nasty, too - just watch what it does to the sacrificial victim). Gold of the Aztecs is a demanding game which'll have you leaving your hair out in frustration, but it's addictive and rewarding enough to keep you coming back for more. Give it a go if you're after a challenge.

JULIAN RIGNALL

GRAPHICS	92%
SOUND	83%
VALUE	85%
PLAYABILITY	89%
OVERALL	87%



**C+VG
HIT!**

Let us have it with the machine gun.



PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE

Plotting



It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubik-Cube master and the reflexes of a pigeon at a street shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

ADDICTION!

Acute! Fun!... It's the new addition to the genre... The concept is simple... Destroying blocks! But since you've not experienced this before, we'll show you! It's so!

TAITO

ocean

CBM AMIGA - ATARI ST
Ocean Software Limited, 4 Central Street, Manchester, M2 5SE
Telephone: 061 832 8810 Telex: 880021 OCEAN G Fax: 061 832 8800

WOULDN'T YOU RATHER BE PHONING?

THE GIRLFRIEND GAME!

Here's your chance to see how good U really is with the girls! **0898 404607**

A GUIDE TO 2 GIRLS!

WHO IS YOUR IDEAL GIRL?
CALL 0898 404 607

HOW DO I SCORE AT SCHOOL?
CALL 0898 404 603

HOW TO TELL IF A GIRL LIKES YOU?
CALL 0898 404 602

HOW? GET THAT GIRL? TALK TO
CALL 0898 404 608

PENPALS UK CLUBLINE

Get in touch with girls from the UK and the world with the Penpals UK Clubline! Leave your message on 0898 404607. Hear other messages on 0898 404608.

TURTLE TRANSPORT COME AND GET 'EM!

This is what 5 of your mates and many other boys saw the Turtle park, turtle party wagon, Turtle car etc. and all other the Turtle brand merchandise they're going away these ultimate sets of Turtle transport, complete with all a Turtle figure, in the colours of the turtle and its accessories. Call on **PHONE 0898 404 603**

HAVE YOU GOT WHAT IT TAKES TO SURVIVE IN THE FIELD OF...
COMBAT!

TAKE ON THE GREAT BUNKERS IN THIS GAME OF WAR!

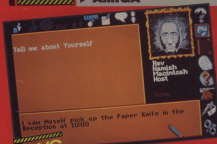
0898 404635

PLAY WITH THE FANBOYS

Find out who your superstar fan would be by calling 0898 404636



Calls cost 25p (plus VAT) and 30p (in all other times) per minute including VAT. Vodafone, PO Box 1648, London, NW1 8XG. Please ask your parents permission before you call.



**C+VG
HIT!**

BY US GOLD

MURDER

Ladies and gentlemen, I'm going to report that there has been... a MURDER! (good). Actually, there's been nearly 3 million of 'em (player neck!), and guess who's got to solve them? Hap, you, and you do only got two hours to do each one, before Scotland Yard turn up and take over.

You can select which murder to solve by picking a date between 1904 and 1945, the name and type of the location, and the difficulty level. You can also fiddle with the appearance of your detective after age, and this determines your identity name.

Once into the game (after finding out who's been bumped off and how) you get to search for clues, investigate objects, checking for fingerprints, questioning the suspects, and make notes to build up concrete, irrefutable evidence. For now it's better than... you know it's raining out, and Scotland Yard's getting ever nearer.



...Surely he wasn't a thief!

▲ Brenda's been eating things

The Floor Landing



A body was found dead at 11:44 in the Corridor by Miss Amanda

Your investigation begins...
Good luck!

...and with a palette knife?

MURDER



▲ Well, do those fingerprints match?

UPDATE

Murder will be out soon on ST, PC and CDi, so all you amateur sleuths better start brushing up on your sleuthing skills.

AMIGA
£24.99

Murder is the sort of game that takes a little bit of lateral thinking, a touch of intuition and a whole lot of skill to play. It's all too easy to point the finger at the wrong person, but think like a detective and you'll find yourself peeling more and more into the thick of things, and the excellent monochrome graphics lend the game that essential period atmosphere. Interrogating each and every person about where they've been up to unveils some pretty interesting bits (some of the relationships that crop up are wonderful, to say the least). There are also lots of little touches, such as the ability to change the appearance of your mouth if it sure one looks like the great Hercule Poirot, and these add to the game as not, overall, a top-notch product, and with three million levels, one that can be played again and again.

ROBERT SWAN

GRAPHICS 90%

SOUND 84%

VALUE 93%

PLAYABILITY 94%

OVERALL 92%



There does not appear to be a fingerprint on the Stiletto.

▲ Damn! And that was your most promising clue!



LOOK OUT!

RICK DANGEROUS
2

WILL BE BACK
IN A

FLASH



▲ Off-off! Game over, player two!



▲ Bad move player one!

PLOTTING

BY OCEAN

This conversion of a little-known Taito coin-op puts you in control of a small orange toad-like thing, which has the amazing ability of hurling blocks about. But these aren't just ordinary blocks, mind you, because these all have little symbols on them. Nice scoring!

The aim of the game is to destroy a pile of sand blocks by hurling another block with a particular symbol against blocks of the same "denomination". Once this happens, the blocks disappear, and in return, you get the last block to be hit. If there's no block (what a load of blocks - lol) that can be returned, this counts as a miss. These misses, and it's a game over.

If you want, you can choose to play a split screen two player game (with player one on the left, and player two on the right), or play in challenge mode. This is the same as the normal game played in a variable time limit, but if three or four blocks are dropped at, they appear on the other player's pile! Plotting also has a construction kit, with which you can create your own levels! Beware, then save them to disk for future use.



UPDATE

Sorry, but all you if it isn't trending but there are going to have to go with not, as Ocean have no plans at all to release Plotting for your machines.

▲ Build your own levels with the construction kit.

AMIGA
£24.99

Away from slight colour and sound differences, Amiga Plotting is exactly the same as its ST counterpart, and just as much fun. Grab it at the first opportunity.

OVERALL 94%

ST
£19.99

I confess to never having even this game in the archives, but I wish I had. For such a remarkably simple idea, Plotting is one of the most fantastically addictive games I've played in many a moon. Throwing blocks doesn't sound like a gripping game idea, but like Taito, simple ideas usually work out to be the best. After the first few levels, the gameplay grabs you by the scruff of the neck, and refuses to let go. The two player mode adds more to the game, and in challenge mode, things go from good to hysterical. Just when you think you've cleared a screen, the other player throws a few more blocks on your side of the screen! The graphics are small and cute (the toad bouncing with glee when a screen is cleared is a really nice touch), and the sound fits things nicely. Plotting has that spark of originality that makes interesting to play, and well worth playing good money for.

ROBERT SWAN

GRAPHICS 91%

SOUND 90%

VALUE 94%

PLAYABILITY 96%

OVERALL 94%

C+VG
HIT!

CORPORATION



AVAILABLE ON
ATARI ST AND COMMODORE AMIGA, £24.99
SCREEN SHOTS FROM VARIOUS FORMATS



The Corporation Game... The essence of it is
nearly endless... a comprehensive gaming
T&E... game... is...
...and... of...
...and... of...
...and... of...



© 1992 CORE...
...and... of...
...and... of...

- Total freedom of movement throughout a 3D environment
- An exciting plot involving an army of 1,200,000
- Featuring a unique, self-paced, intelligent map view such as this

BY IMAGE-
WORKS

Marty McFly, having travelled back to 1955 in Doc Brown's DeLorean time machine, has now been whisked into the future with his girlfriend, Jennifer, to sort out their tails. Confused? You will be.

Once there, Marty buys a sports almanac, giving the results for every event from 1980 to 2000, with which he plans to make big bucks back in 1985. Doc finds out, and talks him of changing his destiny.

Marty's arch-enemy, a very wrinkly Bill Tannen,



▲ Open the doors for Jennifer in level two.

BACK TO THE FUTURE

steals both the almanac and the DeLorean, and jumps back to 1986. There, he gives the book to his younger self, to call himself up in 2015. So Marty is now in a race against time to destroy the book and return everything to normal.

The game is split into five levels, each representing separate parts of the film. Level one is set in 2015, with Marty hoverboarding through the streets of Hill Valley towards

the Town Hall.

Level two is a logic puzzle. Jennifer, having been found by the police, has been taken to her future home. Viewed from above, you have to help Jennifer escape, without bumping into any of the computer-controlled occupants.

Level three features Marty in a directionally-aided 1985, moving from left to right along a horizontally-scrolling screen, you've got to make

your way to the DeLorean without being beaten up.

Level four is back in 1955, and is a sliding-block puzzle. You have to rearrange the scene from the Entertainment Under the Sea dance within a set time limit. From there, it's onto level five, and back onto the hoverboard. It's a gallop the almanac, and you've got to chase him around Hill Valley, until you can lay your hands on the book, dispose of it, and set everything to rights.



ST
£19.99

As a great fan of all three movies, I had high hopes for Back to the Future II. But after playing the game, I was disappointed. The more acquainted with the DeLorean blasting off into the sky is a nice idea, but poorly executed (the car jerks along like a slug car with frontiers). Once into the game, things don't really pick up. The hoverboard levels are all right, but the logic puzzles just don't fit in. Why not use other parts of the film, like flying the DeLorean in 2015, or being chased through Bill's Treasure House in 1989? The graphics are rough, but adequate, and the characters look decent, while like their movie counterparts with the exception of Marty, who could be anybody. Sound is a no-hum rendition of the theme tune, but along with an a-se spot along with an a-se spot along with an a-se spot (what, no a-se spot?), but it's the playability that's lacking. The hoverboard levels need to drag after a while, and ending not ending when play starts with each play. BTTF II isn't a total disaster, but you do get the feeling that a lot more could have been made from it.

ROBERT SWAN

GRAPHICS	71%
SOUND	65%
VALUE	62%
PLAYABILITY	66%

OVERALL 67%

UPDATE

Amiga, Spectrum, C64 and Amstrad versions are all on their way - we'll give you an update in a future issue.

REVIEW ▶ ST

As it starts in the Matrix. As your simulated Surface Reconnaissance Vehicle rolls over the glowing, computer-generated checkerboard surface on its light treads, you keep a keen eye out for hostile simula-craft.

Suddenly, a horsehoe-shaped Reconcriser surges upward from the void below the grid and spins to face you. With a low hum, a ball of light forms between its pincers and accelerates toward the SPV, slamming into its right flank and shunting it sideways.

A red light on the panel before you indicates a power drain on the right shield. The treads lurk as you spin your vehicle right, bring up the Reconcriser's headpiece with the scanner sight. You release a rapid volley of six shots and in a blaze of light the piece disintegrates into its component polygons.

Deciding that speed is the best defense in this matrix, you spread the SPV's wings and ignite the solid fuel booster. Your craft rises gracefully above the battlescape and you head off, searching for the rogue energy projectors which are transporting deadly computer-generated Simula-craft into the real world.

There are 30 matrices to conquer, all swimming with the computer's simula-craft - opponents fit to challenge the skills of even a champion Simula-craft pilot like you. Luckily, your vehicle is specially designed for this type of battle, and most hostile craft yield to a few blasts from your energy cannon. Once destroyed, surface craft and structures, such as the laser towers, leave behind spinning polyhedrons which can be transformed into extra equipment for the SPV - radar scanners, speed-ups, fire and target



SIMULCR



▲ Tactics block the route to the projector.



▲ The projector's aim and fire!



missiles and variable geometry (wing) wings.

To further grind itself, the computer has thrown up impressive energy barriers which can only be deactivated by destroying the energy projectors creating them. When all of a matrix's projectors are gone, the matrix breaks up and you're transported to the next in the set of five. Once those are conquered it's on to the next scenario, where the computer is constructing even more varied and deadly weapons systems to test your skill.

ST
£24.99

Well, what can I say? Another StarTrek release - another title to add to the CD-ROM Line Of All-Time Classics. Simulacra combine Battle Zone with Tron to produce a tremendous 3D shoot 'em up, the like and standard of which I've not seen in years. The graphics are absolutely superb - glimmering explosions, swooping lasers, menacing Klingon ships, alien-looking tanks, and even the occasional Tron-stylé (watch out for the cool Solar Sailors!). The bright, glowing colours look really beautiful against the empty blackness, too, and the objects are light-source-coloured with shadows to make them look that little bit more wonderful. Even when the screen is packed with polygons, the game still runs strong, and the speed with which the landscape shifts around the STY is astounding. The pace of the game makes playing it a totally deathal experience, and all your joystick skills will be called upon when you blunder onto a platform surrounded by air laser towers which promptly drain their sights on you and begin blasting your shields off. The pickups and the flight mode build the basic blasting into something really special, and Simulacra is undoubtedly a game that will keep any ST owner awake way after bed time. Try it and see.

PAUL GLANCEY

GRAPHICS	94%
SOUND	85%
VALUE	87%
PLAYABILITY	92%
OVERALL	92%

RA

BY MICROSTYLE

C+VG
HIT!

UPDATE

An Amiga version is out as you read this, and as far as gameplay goes it will be identical, the only differences being spaced up graphics and sound. Price, as with the ST version, is £24.99.



FRS-

THE COO



THESE
MUTATING GUY
AREN'T ALL
ARMORED!

DO YOUR JOB
AND THEY WON'T
GET CLOSE...



MUTATING
TAKE THE LEFT!
LIBERTY! BROTHERS
LOOK THE RIGHT...



I'VE GOT THE
BEST - MY BROTHERS
ON OUR TAIL...
SCANNY'S...

HOW BROTHERS
BUT HOLD THE
MUSIC!



IT'S A BROTHERS
BUT WE CLEAR!



GET BEFORE THE
IN BROTHERS LOW ON
AMMUNITION.



WHY DON'T I BROTHERS
AND DON'T BROTHERS
BY BROTHERS AND
OUR BROTHERS!

SUREBROTHERS. BUT WE'VE
WELL BROTHERS FELIX WE'VE
STILL IN THE BEST.



WELL, OPERATOR, FINAL CONTACT WITH GUARDIAN IS COMPLETE. WE'VE BEEN HIT BY THE GETTING-GLOOM...

WANT THAT THE TRUTH - ZOOM?



IT APPEARS TO HAVE BEEN KEPT OUT OF THE AREA... THE BASE BELONGS TO THE BLINDY DRAGON...

COMMUNIT COMPUTER I'VE BEEN DESIGN... ..

WHO OWNS A SHIT AWAY IT LOOKS LIKE. WE'VE HAD TO DISCONNECT IT. JOE CHRIST... ..

LET'S GO! GET IN THERE AND GET THE THING OUTTA...



OH YOUR METAL SCRAMMED!



WELL, OPERATOR, GOTTA BE SAID Y'KNOW? AND THAT DESIGN IT'S HOLDING UPON LIKE A HELICOPTER LAUNCHER...

LEFT IT ABOUT TWO THOUSAND YEARS...



TECH... THE CLAW'S CAN'T PROTECT US FROM IT...

LOOK AT HANNAH'S ARM...

ISSUES

MEGA BONUS OFFER

And how's this for a mega bonus offer? Anyone buying back issues will be automatically entered for our super bonus draw, with two fab consoles of your choice of four as the top prize (either a Megadrive, PC Engine, Lynx or Gameboy). All you've got to do is answer the ludicrously simple question on the order form, and the first one pulled out on Sept 1st will win its tender the machines of his or her choice. Brill, eh?

MAR 89

Amiga Action: Maze (Atari), Star Wars: II, Metal Hawk, Whodunnit Gun, Turbo, Wars, Asterix II, Operation Thunderbolt, Moon Man (Amiga), Big Trouble (Amiga), Monopoly (Amiga), Mega Bomber (Atari), YS, Phantasy Star II, Type (at) Budget Plus (Atari of the).

APR 89

Mega Man: Machines special: Mega Fighting Hunter, Minnesota State Star, Baseball and Football, PC Bombs (Atari) - various, House of God, Arcade Action: Hit King on Action, Mega Fight, Snake II (Atari), Street, Road Wars.

NOV 89

Mighty (top section), Nintendo: Castles in the Sky, arcade Super Nintendo GP winner by score-goods, arcade Action: Four Trax, Street Smart, Cyber Police, Garage Fighter, US coin-op show report, Mega Man and Castles in the Sky, PC Bombs On, Game Boy: Turbo, Star Wars and Turbo Man (revised), PC Engine: Making sense (payment of new)

DEC 89

PC: Hard Drive / Budget PC Engine Super Quiz (revised) Britain mapped and tested II (top) Mega Machines: Mega Turbo (Atari) and Super Master, PC Engine: Steady Work



FEB 89

Amiga Action: II-Type II, DCI Boy and The Red States, Cyberpunk: Mega Machines: Super Nintendo, Funpakker: Worlds (Kaplan & Pilling) drive, Dr-Hell (PC Engine), Trax and Field II, Life Force, Nintendo and Warriors, Cobra Triangle and Mega Man (at Nintendo).

MAR 89

Free-Block: Tiger printer, Patulous Space: Are scores by score (at) PC guide, With mega for extra (1 and 2), Super Nintendo: Crazy Cat: alone report, Amiga Action: Atlas, Badlands, Karynax, Kiss, Mega Machines: Golden Age, Super Frog On, Turbo (at) Megadrive, Double Strike, Snake Warter (at) Nintendo, Street, PC Hit (at) PC Engine, Nintendo Sports (page)



MAY 89

PC: Hard Drive / Budget PC Engine Super Quiz (revised) Britain mapped and tested II (top) Mega Machines: Mega Turbo (Atari) and Super Master, PC Engine: Steady Work

JUNE 89

Amiga Action: Hit King on Action, Mega Fight, Snake II (Atari), Street, Road Wars, Asterix II, Operation Thunderbolt, Moon Man (Amiga), Big Trouble (Amiga), Monopoly (Amiga), Mega Bomber (Atari), YS, Phantasy Star II, Type (at) Budget Plus (Atari of the).

JULY 89

Amiga Action: Hit King on Action, Mega Fight, Snake II (Atari), Street, Road Wars, Asterix II, Operation Thunderbolt, Moon Man (Amiga), Big Trouble (Amiga), Monopoly (Amiga), Mega Bomber (Atari), YS, Phantasy Star II, Type (at) Budget Plus (Atari of the).

NAME.....

ADDRESS.....

PLEASE SEND ME

NOV 87
FEB 88
MAY 88
AUG 88
NOV 88
FEB 89
MAY 89
AUG 89
NOV 89

APR 88
JUL 88
OCT 88
JAN 89
APR 89
JUL 89
OCT 89
JAN 90
APR 90

MAR 89
JUN 89
SEP 89
DEC 89
MAR 90
JUN 90
SEP 90
DEC 90

I ENCLOSE A CHEQUE/POSTAL ORDER MADE PAYABLE TO COMPUTER AND VIDEO GAMES FOR THE CORRECT AMOUNT OF CASH.

FOR THE UK, ALL BACK ISSUES COST £1.25 PLUS 60p POST AND PACKING (THAT'S £1.75 EACH, FACT FANS). BUY FOUR ISSUES OR MORE AND PAY ONLY £1.50 EACH!!!

FOR OVERSEAS READERS, BACK ISSUES COST £3.00 STERLING, EACH, ORDERS UNDER £3.00, CASH ONLY, PLEASE!!

SEND YOUR ORDER TO:

C+VG BACK ISSUES DEPT, PO BOX 506, LEICESTER, LE9 9AA.

IF I WIN THE MEGA BONUS DRAW I WANT THE

MEGADRIVE
 PC ENGINE
 LYNX
 GAMEBOY

(TICK TWO BOXES)

THE LUDICROUSLY SIMPLE QUESTION IS...

HOW MANY ISSUES OF C+VG HAVE THERE BEEN TO DATE?

POWER UP OR PULL OUT!

MIDNIGHT RESISTANCE



DATA EAST

THE **POWER UP** COMBO-OP HIT FROM DATA EAST BRINGS SUPER-ACTION TO YOUR MAGE SCREEN.



"Suitable for all ages. May require some parental guidance for some content."

not intended for children under any platform for its own name. Action!

Join the resistance fighters in their struggle against the tyrannical power of KING. Command the most powerful and fast-moving Data East super-robot, equipped with two massive blurring machines, a giant hammer for a left hand, a laser gun, air horns, lighters, multicolored swords and many more. Test your reflexes, your wit, your endurance with an exciting and a story to dying their life. If you have the skill, you can locate the weapons of your predecessor. Test yourself, if you have the courage, you can fight to win.

POWER UP! DATA EAST, THE ENTERTAINMENT SOFTWARE FOUNDATION (ESF) RATED "E" FOR EVERYONE. POWER UP! HAS THIS ON THE MEGACARD MODELS OF NUMBER AND P511X24 - KING COMBO.

SPECTRUM
AMSTRAD CPC
COMMODORE
ATARI ST
IBM AMIGA



© 1988 Ocean Software, Inc. All rights reserved. Ocean Software, Inc. is a registered trademark of Ocean Software, Inc. All other trademarks are the property of their respective owners.

THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS 49

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC				
				C 64	AMS	AMI	ST	
1	1	Italy 1990	US Gold	●	●	●	●	●
2	-	Kick Off 2	Anco	-	●	-	●	●
3	3	Pro Boxing	Code Masters	●	●	●	-	-
4	-	Football Mngr W Cup	Addictive	●	●	●	●	●
5	4	Paperboy	Encore	●	●	●	●	●
6	9	World Cup Soccer	Virgin	●	●	●	●	●
7	7	Manchester Utd	Krysalis	●	●	●	●	●
8	2	Fantasy Dizzy	Code Masters	●	●	●	-	-
9	8	Indy Temple o' Doom	Kixx	●	●	●	-	-
10	-	World Cup Chall	Players	●	-	●	-	-
11	-	Jack The Nipper 2	Kixx	●	●	●	-	-
12	10	Rock Star	Code Masters	●	●	●	●	●
13	-	Big Trub/Little China	Alternative	●	●	●	-	-
14	-	Turrican	Rainbow Arts	●	●	●	-	●
15	-	Last Ninja	Alternative	-	●	-	-	-
16	13	Dragon's Lair	Encore	●	●	●	-	-
17	6	Road Blasters	Kixx	●	●	●	-	-
18	5	Yogi's Grt Escape	Hitec	●	●	●	-	-
19	-	Vindicator	Hit Squad	●	●	●	-	-
20	16	Football Champions	Cult	●	●	●	-	-



Kick Off 2 rockets to the top of the chart, though, surprisingly, US Gold's footballing effort still pips it to the number one position. I wouldn't

expect Italy 1990 to survive another month at that position, especially not now the World Cup is just a distant memory.

AMIGA TOP 20

1	-	Kick Off 2	Anco	95%
2	1	Italy 1990	US Gold	77%
3	-	Turrican	Rainbow A	94%
4	-	Damocles	Novagen	95%
5	4	Italia 1990	Code Matri	86%
6	3	Midwinter	Rainbird	96%
7	-	AMOS	Mandarin	82%
8	-	Ninja Turtles	Utrageams	82%
9	-	Ronke's Drift	Impressions	70%
10	-	Battle of Britain	US Gold	90%
11	-	Emlyn Hughes	Autlogenic	85%
12	20	888 Attack Sub	EA	83%
13	16	T I Dizzy	Code Matri	89%
14	1	F29 Retaliator	Ocean	96%
15	10	World Cup 90	Virgin	82%
16	-	World Cup Compil	Empire	89%
17	-	Last Ninja 2	Activision	83%
18	-	Night & Magic 2	US Gold	75%
19	9	Football Manager 2	Addictive	59%
20	11	Player Manager	Anco	85%



kinney back! Kick Off 2 takes the top spot of course, but what is really astounding is that Teenage Mutant Ninja Turtles is at that teenage mutant number 5 already - and it's only available on an import from the USA! They're going to have to invent new chart positions when Microsoft release their UK Turtles game later in the year!

PG'S TIP FOR THE TOP
Next month's number one will either be Kick Off 2 again, or if the obnoxious proprietors of my cerea are anything to go by, the Turtles game.



Alternative bring Last Ninja out of retirement to boot Fantasy World Dizzy down to eleventh place. I'm a teasing Last Ninja could be the next chart-topping budget favourite, like Paperboy was a couple of months ago.

PG'S TIP FOR THE TOP
International 3D Tennis is still to make an appearance, but it wasn't in the shops for this chart so, eh, that might explain it. Mobbie next month, eh?

C64 TOP 20

1	1	Italy 1990	US Gold	70%
2	-	Last Ninja	Alternative	87%
3	3	Pro Boxing	Code Matri	77%
4	4	Paperboy	Encore	88%
5	-	Manchester Utd	Krysalis	77%
6	10	World Cup 90	Virgin	76%
7	-	Guattro Sports	Code Matri	73%
8	7	Dragon's Lair	Encore	53%
9	-	Football Manager	Addictive	66%
10	6	Yogi's 3rd Escape	Htec	64%
11	2	Fantasy Dizzy	Code Matri	81%
12	-	Kick Off 2	Anco	86%
13	11	Indy Temple Doom	Kixx	56%
14	-	Turrican	Rainbow A	93%
15	6	Road Blasters	Kixx	83%
16	-	Singa's Castle	Encore	79%
17	17	Jack The Nipper 2	Kixx	76%
18	-	Big Trub Lri China	Alternative	90%
19	-	Adidas Football	Ocean	89%
20	-	Vindicator	Htc Squad	70%

ATARI ST TOP 20

1	-	Kick Off 2	Anco	95%
2	-	F29 Refueler	Ocean	60%
3	3	Italy 1990	US Gold	78%
4	1	Rainbow Islands	Ocean	88%
5	2	Italia 1990	Code Mstrs	28%
6	-	Sim City	Infogrames	80%
7	-	Emlyn Hughes	Audiogenic	65%
8	-	Rorke's Drift	Impressions	75%
9	-	Damocles	Novagen	93%
10	-	Pipeman	Empire	90%
11	11	Rock Star	Code Mstrs	80%
12	-	Thunder Blade	US Gold	78%
13	12	World Cup '90	Virgin	88%
14	-	Football Mng'r W C	Addictive	55%
15	19	Tennis Cup	Loriclets	85%
16	-	Metrocross	US Gold	70%
17	20	Xenomorph	Pandora	92%
18	-	Ivanhoe	Ocean	75%
19	-	Dragon's Lair	Reedysoft	44%
20	7	Grim Blood	Mastertron	56%

What did I say last month? Kick Off 2 straight to number one? And what's it for? And is it surprising? Of course not, as it wasn't much of a prediction. Sim City and Damocles are finally out and climbing, but I reckon F29 will hog the top slot for a few more months.

PG'S TIP FOR THE TOP

Well of course, Kick Off 2 is going to be at the top again next month, but Flood deserves to be up there somewhere.



SPECTRUM TOP 20

1	1	Italy 1990	US Gold	70%
2	-	World Cup Challenge	Players	72%
3	-	Football Man W Cup	Addictive	69%
4	2	Fantasy Dizzy	Code Mstrs	80%
5	3	Pro Boxing	Code Mstrs	75%
6	15	Indy Temple Doom	Kixx	75%
7	4	T1 Dizzy	Code Mstrs	80%
8	-	Jack The Nipper 2	Kixx	77%
9	8	Paperboy	Encore	89%
10	-	Football Champs	Callit	75%
11	-	Pro Tennis Sim	Code Mstrs	73%
12	-	Rock Star	Code Mstrs	79%
13	14	Vendetta	System 3	88%
14	5	Manchester Utd	Krysalis	80%
15	7	Wanderboy	Hit Squad	80%
16	10	Yogi's Grr Escape	Hites	80%
17	-	Thomas Tank Eng	Alternative	78%
18	-	Big Trub Lil' China	Alternative	56%
19	-	World Cup Soccer	Virgin	75%
20	20	Dragon's Lair	Encore	70%



The last remnants of World Cup fever are still clustered at the top of the chart, but wouldn't have thought they'd be there for much longer. None of the full price titles look like Number One position, so I guess next month's top positions will be taken by budget gear.

PG'S TIP FOR THE TOP

- And the budget gear I'm looking for number one is that silly platform game they call Impossible Mission 2.

AMSTRAD TOP 20

1	2	Pro Boxing	Code Matri	77%
2	20	Italy 1990	US Gold	76%
3	-	World Cup Chall	Players	56%
4	-	Big Trub Li7 China	Alternative	55%
5	-	Football Mng'r WC	Addictive	55%
6	3	Indy Temple Doom	Kixx	77%
7	-	Vindicator	Hit Squad	76%
8	4	Paperboy	Encore	65%
9	1	Fantasy Dizzy	Code Matri	65%
10	6	Jack the Ripper 2	Kixx	77%
11	9	World Cup 90	Virgin	77%
12	-	Chase HQ	Ocean	94%
13	7	Road Blasters	Kixx	70%
14	-	Pro Tennis Sim	Code Matri	70%
15	11	Football Champs	Cult	75%
16	-	Singe's Castle	Encore	78%
17	12	D T's Super Test	Hit Squad	86%
18	18	Dragon's Lair	Encore	78%
19	15	Rock Star	Code Matri	86%
20	-	Quatro Sports	Code Matri	70%



Fantasy World Dizzy takes a tumble right down to the number nine slot, knocked out of it's position by Code Master's popular Pro Boxing. Italy 1990 makes a sudden leap up the chart, but may well disappear next month, along with World Cup fever.

PG'S TIP FOR THE TOP

One of Donk's coin-up conversions, either Kixx or Robot Masters (or both) should have slipped up into the heights of the chart by next month.



PC ENGINE TOP 5

1	-	Don Doko Don	80%
2	-	Download	80%
3	-	Paranoia	80%
4	-	Samurai Warrior	73%
5	3	Atomic Robo Kid	80%

PC ENGINE

Crazy platform and horror action is favour of the month amongst PC Engine owners, and Don Doko Don is followed by the tremendous Cyberpunk blast, Download. This chart is compiled exclusively for C+VG by Spectreoft of Covent Garden (071 2481762).

MEGADRIVE

No surprises at the top of this chart, but expect Cyberball and E-Swat to be up there next month. How has the very average Whip Rush managed to hang in there? Another chart brought to your attention with Spectreoft of Covent Garden.

MEGADRIVE TOP 5

1	-	Ghostbusters	82%
2	1	Thunderforce III	94%
3	-	Columns	94%
4	2	Whip Rush	69%
5	-	Dai Sempu	73%

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle introduce the winner, Autumn 1990.



It's 1990. Italy. 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Take hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your foot as the goal looms before you, sending the ball fizzing towards the top corner...

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unflinching defender, feeding off the passes of intelligent computer-aided teammates.
- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.
- Take charge of intricate set-piece moves from free-kicks, corners and free-kicks.
- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.
- International Soccer Challenge. It will make Gascoigne weep with joy, get Maradona excited, and have Hultl tearing his hair out.

AVAILABLE SOON FOR YOUR CONSOLE!
AMIGA, ATARI ST AND IBM PC COMPATIBLES
FROM ALL GOOD SOFTWARE STORES.

**INTERNATIONAL SOCCER CHALLENGE FROM
MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME!**

UP FOR A FIGHT



POWER DRIFT ACTIVISION

Having been around for quite some time now, Sega's mega-doin'-up turns it, only onto the PC, and the big question is: Has it been worth the wait? Well, yes and no. Yes, if you have an 8MHz+ machine with VGA graphics and a sound board, because then Power Drift is fast, looks good and sounds great (lots of digitized

speech, already). If you don't have that kind of setup you're in for a bit of a disappointment, because on lesser machines it's slow and jerky and the sound is an annoying cacophony of slips and buzzes. The game itself is fairly playable, though, if a little dinky. Your buggy is dinky enough to control, but flickers like crazy when you fall over the edge of the track, and all of the other cars look remarkably similar.

PC
£29.99

A decent conversion but you need a mega-expensive, top-of-the-range machine to really appreciate it, and the price is a major put-off.

OVERALL 80%

KICK OFF 2 ANCO

As it is, so England didn't win the World Cup but that didn't stop the C+VG First XI going absolutely bananas over KOO on the Amiga. Now the greatest footy game ever has surfaced on the ST, and pretty dished good it is too. While it's not as graphically polished as the Amiga (no advertising boards

around the pitches, which all look the same - dark and light green strips), the ST version plays faster. Apart from that, though, all the features of the Amiga version are there: the kit design is more comprehensive on the ST, funny enough. Kick Off 2 is the best football game ever to grace the ST, and if you don't believe me, I'll burst into tears (don't cry for me, Maficionados). Not on 1994.

ST
£19.99

What more can one say? If there's a footy game better than this, we want to know about it.

OVERALL 95%



54



L. H. S. EDWARDS

21:50

BLOODWYCH MIRRORSOFT

Time for another crystal hunt in Tenebraal Tower, this time in the C64 version of Bloodwych. Guide your four-member party through many perilous levels, battling beasts or vicious monsters, hunting for keys, spells, potions and weapons, then get the hell out before your tea gets cold. Slight graphical differences aside, this version is practically identical to all the other versions of this game. The command icon system is just as flexible, the two player mode works very well and the

gameplay is engaging and fun. The only quibble is with the joystick control which gets a bit awkward when you have to move to place your cursor on.

C64
£9.99

An atmospheric role-player with hours of exploring to get on with.

OVERALL 88%



THE LOST PATROL OCEAN

Ocean is a first attempt at the Command-style RPG with arcade action really has taken hold - for about six months in fact. It puts you in command of a platoon of soldiers lost behind Viet Cong lines after a helicopter crash. As top man, it's up to you to get the boys across extremely hazardous country and back to HQ safe and sound while keeping their morale high. Enemy attacks are dealt with in nicely staged Dip front-engage subgames, and when you run across a village you can either terrorize the inhabitants with automatic weapons or ask them nicely for information. Apart from these few high points there isn't a whole lot of excitement or tension to be had from this game, though. There are some beautiful scenery graphics,

but by their third appearance you're counting the seconds until you get back to the game, but even that, for the most part, consists of watching a red marker track across a map. As with P-08 Parasutor, Lost Patrol's documentation (the piece of paper plus extra sheet) is unimpressive, and if Ocean were to compete with the likes of Command we really need to put a more substantial manual in the package.

AMIGA
£29.99

Great to look at, but lacks the excitement and atmosphere to make it a completely gripping game.

OVERALL 73%

SKI OR DIE ELECTRONIC ARTS

Go all your skills on, get down to Rodney's ski store and put your name down for the seasonal set of snow sports in history previously seen in PC only. Snowball Blast is a sort of Operation Wolf, but you get to span a field full of foes (and the occasional penguing with snowballs. Acro Aerial is a crazy ski-jump stunt affair with eleven crazy levels and tips to try. Incredible Thrush is a sort of cut-down Top Gun in which you and a mate have to try to be the first to reach the other end of an ice storm while trying to puncture your opponents' boob. Sliding down (and off) cliffs is the idea of Downhill Blitz, but any stunts you can manage below bonus points. Top Gun,

though, is the Snowboard Heat Pipe, in which you snowboard down a trench, springing from wall to wall, and performing unbelievable gymnastics under the critical gaze of Rodney.

C64 DISK
£14.99

Graphics aren't as good as you would have expected from a C64, and the music borders on "Drama" (specially NOT Rob Hubbard's), but the gameplay is OK fun on the whole so Ski or Die is worth checking out.

OVERALL 79%



UP FOR THE E



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS DOMARK

Take Jake and Duke on a red-hot alien robot factories, freeing human hostages while hunting for captive scientist Stanek Ballum. One or two players can take part in this Amstrad conversion of the Tengen coin-op, which borrows most of the game-play of the arcade original apart from the Cyber Grid section which, due to memory restrictions, is out. The playing area is quite small,

and the screen flicks instead of scrolling, but the graphics are very colourful, and a lot of the laughs, like the hanging on by your fingernails bit, have been programmed in. The rotate-and-walk-forward control takes some getting used to, but at least it saves you from scrambling around the keyboard because the smart bombs detonate when you pull down on the stick. Very playable, and a game

that frenzied arcade players should enjoy.

AMSTRAD
£9.99

A conversion that Domark and Amstrad owners can be proud of.

OVERALL 80%

THUNDER-STRIKE MILLENNIUM

It's the year 2000, and time once again for the Mega-corp Industries Grand Defence Games. You, as the pilot of one of five types of ship, must fly around five 3D arenas, protecting your installations, blasting enemy generators and the ships they control. Sounds all good fun, yes? Well, PC Thunderstrike got a HIT when it was reviewed back in the July issue, and I'm pleased to say



AMIGA
£24.99

Really good 3D flying blasting action all round, with a pretty inventive incentive (trying to keep the viewers happy!)

OVERALL 91%

ST
£24.99

Apart from the obvious colour and sound differences, ST Thunderstrike is the same as on the Amiga. Fly-roaring stuff.

OVERALL 91%

that the ST and Amiga versions are just as good, if not that much better. The feeling of real flight on both machines is exhilarating, although a little disconcerting (the chase camera is that bit slower than your ship and takes a second or two to catch up). The 3D actually works better on the ST, and runs that much faster than its Amiga counterpart. Graphics are fast, fluid and colorful, but

sound is rather poor and sounds not unlike the PC, with white noise engines and big-bip lasers. The playability, though, is what makes or breaks the game, and this has it in abundance. Once the rather difficult controls are overcome, it's blasting-a-go-go, and you'll really be in the thick of it. A brilliant shoot 'em up, and a game that you'll come back to again and again.



LAST NINJA

2
SYSTEM 3

The phrase "long-awaited" is applied to many a game, but never so much as to this one. Last Ninja 2 has to be the best (and delayed) game to have been put back and delayed more times than anyone cares to mention. The question is, was the end result worth the wait? Well, quite frankly, no. Both ST and PC versions of LN2 give us much of an improvement over the excellent but ageing C64 original, which is surprising, considering the potential.

Graphics are bright, colourful, but somewhat grainy and poorly animated, and the screen update is slow and jerky. Sound on the ST is adequate, consisting of sampled effects and screams and a rather annoying tune which burbles on during play, and the PC is hindered in its usual bias. Movement of Amatsuki (The Last Ninja himself) is difficult, but then again there are a lot of controls to fit in. Getting into the game without a decent map is hard to say the least (the one supplied isn't much help), and it's absolutely soul-destroying to get so far into the game only to

be killed off. LN2 isn't really bad, it's just that after all this time, you'd expect a heck of a lot better than this. If you desperately want Last Ninja 2, take a long, hard look before you part with that crinkly folding paper.

PC
£24.99

Start with a vengeance? Back with a dull thud, more like. Similar to the ST in most respects, so the same complaints apply.

OVERALL 76%

ST
£24.99

Realised as even hybrid, overdone, and overpriced. Not really worth using your computer for, considering what could have been done.

OVERALL 77%

SHADOW WARRIORS OCEAN

An Oriental demon has possessed the strength of the greatest Shadow Warrior, and has summoned forth an army of crazed playboys who are running riot around New York. You, as the last in a long line of legendary samurai warriors, have got to stop them. Not much of a plot, we agree, but it's a good excuse to bash the heads out of loads of bad guys, and Shadow Warriors can give you plenty of chances for that. The graphics are nice and bright, a bit blocky but really colourful, but the sound wants to grate after a while. Control is a bit difficult at first, but once you get used

to it you can really start having into some biker who's well-deserving of a smack in the chops. The scrolling's a bit on the slow side, but you'll be so engrossed in trying to stay alive, you don't really notice. Overall, a veritable bundle of fighter fun, superb fun all round, and well worth a look.

AMSTRAD
£9.99

One of the best bang for your buck on the Amstrad in years, marred only by a niggling multi-tasker recommendation.

OVERALL 88%



STUNT CAR RACER MICROSTYLE

This has been looking around for a while now on the other machines, and pretty dashed amazing it was too (the C64 version was just as nippy as the 16 bit version). Now the Amstrad version is here, and it joins its cousins in the ranks of being flippin' brilliant. The graphics are nearly first-class, SD, but the sheer speed and feeling of whizzing round a track is astounding. Sound is adequate, with the engine buzz and sounds of the flame-blasting when you hit the deck (an occurrence which happens all too often when travelling at full whack). Stunt Car Racer deserves to be at the top of your shopping list - just for sheer fun value alone, but also because it's still the best

racing game going. Take it out for a spin, pronto.

AMSTRAD
£9.99

Fast, frantic, and irresistible. Fun. An absolute carner.

OVERALL 93%

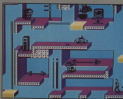


IMPOSSIBLE MISSION II

KIDDX

Nothing to do with Peter Dinklage and that old Ses. The new rally series, but the exploits of Agent 4125 in his efforts to defeat the evil (Vin Alphonso, who has yet himself up) is a multi-reward stronghold. 4125 has to leap around platforms, avoid meandering robots and search for numbers that make a code. Once the correct numbers are obtained, 4125 is allowed access to the next level. Along the way, he has to build into sales to record a short piece of music. Once all the music is collected, and re-

BUILD



ported in the right order, 4125 can finally defeat Alphonso once and for all.

As far as the game itself, IM II on the Spectrum is pretty good. The main character graphics are all black, but against the bright colourful backgrounds they work very well. The animations of 4125

is really good, and with the objective of playing against the clock, the action really picks up when time is running short. Impossible Mission was a classic in its own right, and the sequel is a budget title deserves to do equally well. Grab it at the best opportunity.

SPECTRUM
£2.99

James Bond, and your Agent can't impossible Mission II is the best thing since the Lotus Esprit.

OVERALL 90%



MATCH DAY II

HIT SQUAD

A sequel? Not another top-down game? I can't see it any more! Anyway, Match Day II appeared a few years ago in reputable reviews and reviews gave it a thumbs up. "Well, for the price, yes. Presentation, graphics and sound are fairly good, but the playability still stands up to date and proud."

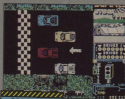
MD II has got a heck of a lot of functions, such as jumping, heading, volleying, and kicking (both of them as you should change a player on the ball). Power is measured using the speedometer, which ranges from a sneaky base level to a full-blooded straggle (what with variable tactics and a few player options as well). Match Day II for only £2.99 is a must buy, but if anyone else says "Word in Millar", they'll be looking into the back of the net!

SUPER STOCK CAR

MASTERTRONIC PLUS

You are Rick Masterton, one of the richest men on the stock car track. As the time car starts, as the time of the race, you've got plenty of people willing to sponsor you. So you can choose from one of four of the fastest sports cars going. After choosing your fastest (only diamond motor), you have to race five laps around the track against the clock, finishing. Winning means progression to the next track.

Gameplay is, as usual, at right. The graphics are nice, the sound is no harm, but the track looks like the game



SPECTRUM
£2.99

Not fast, but not the best thing since sliced water-butt, either. Take a look, but don't expect the world.

OVERALL 69%

play like too many all the way through. The opportunity for changing (switch) up a Testosterone in a Demographic is fun, but everything seems to get rather boring after a while. If you want a race Super Stock Car isn't for the price, it's just a little repetitive, even with the addition of a course design.



DOG EAT



C64
£2.99

Graphics are a tad blocky, but that doesn't stop this being one of the best platform action games.

OVERALL 88%

SPECTRUM
£2.99

The mono-format graphics are a bit slow, but the play is the exciting thing. Brisk, and this has it all.

OVERALL 87%

AMSTRAD
£2.99

Colourful graphics and real-hot gameplay make this the one to get hold of. Brisk and quick.

OVERALL 88%

HONG KONG PHOOEY

HI-TEC

This old cartoon used to be on telly when I was but a mere sprigling, and featured a totally useless young fighting dog (?) and his spackled cat. Said cathe usually pulled out the winning card out of a tight situation.

Now Hi-Tec has taken the aging series into computer, and quite nicely. The end result should have been left to the archives with the cartoon. The game itself is a real 'em up, with Hong Kong moving around a very scintillating maze of platforms.



amazing seven peas out of his ass. He has to save poor Blaine Van Barkoo, the giggling, plesed, and dare I say it, the nick.

Energy is lost by contact with the bad guys, but replenished by picking up Hung Fu

SPECTRUM
£2.99

Pretty nice stuff all round. And not even a mention of the shape-changing Phooey-mobbed Phooey!

OVERALL 85%

manus and flax. Doing it in, though (understatement of the month), and graphics are jolly and poorly animated. Overall, a really well licensed, and not ever with the money as a budget best 'em. Disappointing.

NEMESIS

HIT SQUAD

The computer conversion of Rimoni's non-aging coin shooter Nemesis delivered widespread acclaim when it was released several years ago, and it's getting a new lease of life with the best yet re-release.

The aim of the game is pure and simple - fly from left to right and blast seven shades of stinky out of anything that moves, collect

AMSTRAD
£2.99

Colourful graphics for your reward abound, but this doesn't stop Amstrad Nemesis being really addictive.

OVERALL 88%

power-ups along the way, and destroy the end of level spacecraft.

SPECTRUM
£2.99

A bit of colour seen here and there, but neither colour bit-bit before all round. Not worth the wonga.

OVERALL 87%

Alright, so Nemesis is starting to show it's age (it was released in 1987), but as a budget blast, it's dashed good value for money.



C64
£2.99

Graphics are a bit blocky and pale, but it still plays like a demon. A fiddly, good shoot 'em up, and the best version there is.

OVERALL 89%



▲ Present-day terrorists beat up the poor prof.



▲ The Prof was walking on this ice, then.

TIME MACHINE

BY VIVID IMAGES

▼ Zapping the volcano won't block them up

▼ Gah! Get off you nasty medieval person



Sounds straightforward enough, but it's not. The way fate has upset five vital periods of time, and these must be fixed by the Prof before he can return to his own time.

Each era is made up of five fixed scenes, and the Prof must complete certain tasks in the each scene by picking up and dropping items in the correct places, so that he is able to move forward in time. For example, picking up boulders and putting them over three soldiers in the Prehistoric time has the effect of cooling the earth and creating the Ice Age. But keeping the future intact means constantly referring to the past to keep



▲ The teleport pods let you go back to the future.



▲ Carry the message in safety.

When Professor Poth's time machine is bombed by terrorists, the resulting warp hole created by the blast sends him back 10,000,000 years into the past. Using four time pods that he happened to be carrying at the time of the explosion, he must return to the future and stop the bomb from exploding.

**C+VG
HIT!**

natural forces from undoing your work.

Throughout history there are dangers to avoid, such as Yets, marauding medieval soldiers, swamps and deep rivers which drain Poth's energy, ultimately leading to the loss of one of his three lives.

It's a tough job, but as we already know, getting back to the future is no easy task.

UPDATE

Spacemur, Amibud and C&M versions are all available shortly. Obviously they won't come as nice as the 16 bit versions, but they'll play exactly the same, and that's what matters most.

ST

£24.99

Looks and plays almost identically to the Amiga, and is therefore very highly recommended.

OVERALL 91%

AMIGA £24.99

Vivid images, fast game, Hammerfest was great, and I'm glad to say that their second is equally good. It's an odd sort of arcade adventure which involves getting your brain around some interesting puzzles as you struggle to create five time zones. Some of the problems seem quite obscure at first, but once you get your mind adjusted to the programmer's devious way of thinking, you find yourself making headway. The graphics are very good indeed, with a great introduction, some very colourful backgrounds and nicely detailed sprites. Sound is also good, with decent tunes and spot effects adding to the game's appeal. If you're after a challenging and highly addictive arcade adventure, wrap them to your local software shop and check out Time Machine.

JULIAN RYGNALL

GRAPHICS 87%
SOUND 89%
VALUE 88%
PLAYABILITY 82%

OVERALL 91%

COMP TIME! TIME COMP!

£500 WORTH OF HOLIDAY VOUCHERS UP FOR GRABS

Want a holiday? Well, here's your chance to win one, courtesy of those lovely Avidvision people. What's the reason for all this generosity? Well, they're so pleased with vivid images' Time Machine, that they're giving away £500 of travel vouchers to the lucky winner of this competition in way of celebration!

You can use these to go where you want when you want! Prabby wicked stuff, yes? And that's not all you know. For the next ten runners-up who each receive a swish Time

Machine watch, perfect for telling you when and you're in! And for the next 20 runners-up, a copy of the game for your machine! Crisey!

Now that we've got you all gibbering like loonies, here's how to enter. On this page somewhere, there are four stunningly easy questions and on the subject of time travel. All you have to do is write the four answers down and answer the following tie-break question in 20 words or less.

Which year would you want to visit and why?

Scribble all this on the back of a postcard or sealed envelope (don't forget to jot down which machine you own), bung on a stamp, and post it to:

I NEVER GET THE HUNK ON HOLIDAY SO LET ME WIN COMP. CIVIL PRISON COURT, 36-38 PARADISE DON LANE, LONDON EC1R 3AU

Closing date is October 1st - so get your entries in before then.

1. Who wrote the original book, The Time Machine?
2. Who played the part of Dr Emmett Brown in the Back to the Future films?
3. What was the name of Doctor Who's time and space machine?
4. Who postulated the Theory of Relativity and stuff?

NOTE: FWIW if you still don't know what "postulated" means (and I do), it means "thought up". So there you go.

PREMIER MAIL ORDER

Prices marked * are not yet available and will be set on day of release.

Please read chapter FOURteen, Your New and Existing clubs are

Dept C/G2, Trestlebridge Ltd., 8 Buckwale Sq., Barnet Mills, Barnham, Essex, SS11 1RJ.

Please state make and model of computer when ordering. P&P inc. £3 on orders over £5.00. Less than £1.00 and Europe add £1.00 per item. Overseas please add £2.00 per item for air-mail. These offers are available Mail order only.

Tel orders: Monday to Friday 9.00am-7.00pm, Saturday 10.00am-6.00pm.

Tel Orders: 0444-790700 Fax: 0284-599176

SPECIAL OFFERS

NAME ST. ADDRESS

Adler Single Bed	£100	
Adler 2 Bed	£100	£100
Adler 3 Bed	£100	£100
Adler 4 Bed	£100	£100
Adler 5 Bed	£100	£100
Adler 6 Bed	£100	£100
Adler 7 Bed	£100	£100
Adler 8 Bed	£100	£100
Adler 9 Bed	£100	£100
Adler 10 Bed	£100	£100
Adler 11 Bed	£100	£100
Adler 12 Bed	£100	£100
Adler 13 Bed	£100	£100
Adler 14 Bed	£100	£100
Adler 15 Bed	£100	£100
Adler 16 Bed	£100	£100
Adler 17 Bed	£100	£100
Adler 18 Bed	£100	£100
Adler 19 Bed	£100	£100
Adler 20 Bed	£100	£100
Adler 21 Bed	£100	£100
Adler 22 Bed	£100	£100
Adler 23 Bed	£100	£100
Adler 24 Bed	£100	£100
Adler 25 Bed	£100	£100
Adler 26 Bed	£100	£100
Adler 27 Bed	£100	£100
Adler 28 Bed	£100	£100
Adler 29 Bed	£100	£100
Adler 30 Bed	£100	£100
Adler 31 Bed	£100	£100
Adler 32 Bed	£100	£100
Adler 33 Bed	£100	£100
Adler 34 Bed	£100	£100
Adler 35 Bed	£100	£100
Adler 36 Bed	£100	£100
Adler 37 Bed	£100	£100
Adler 38 Bed	£100	£100
Adler 39 Bed	£100	£100
Adler 40 Bed	£100	£100
Adler 41 Bed	£100	£100
Adler 42 Bed	£100	£100
Adler 43 Bed	£100	£100
Adler 44 Bed	£100	£100
Adler 45 Bed	£100	£100
Adler 46 Bed	£100	£100
Adler 47 Bed	£100	£100
Adler 48 Bed	£100	£100
Adler 49 Bed	£100	£100
Adler 50 Bed	£100	£100

JO PERIODS

Adler 51 Bed	£100	£100
Adler 52 Bed	£100	£100
Adler 53 Bed	£100	£100
Adler 54 Bed	£100	£100
Adler 55 Bed	£100	£100
Adler 56 Bed	£100	£100
Adler 57 Bed	£100	£100
Adler 58 Bed	£100	£100
Adler 59 Bed	£100	£100
Adler 60 Bed	£100	£100
Adler 61 Bed	£100	£100
Adler 62 Bed	£100	£100
Adler 63 Bed	£100	£100
Adler 64 Bed	£100	£100
Adler 65 Bed	£100	£100
Adler 66 Bed	£100	£100
Adler 67 Bed	£100	£100
Adler 68 Bed	£100	£100
Adler 69 Bed	£100	£100
Adler 70 Bed	£100	£100
Adler 71 Bed	£100	£100
Adler 72 Bed	£100	£100
Adler 73 Bed	£100	£100
Adler 74 Bed	£100	£100
Adler 75 Bed	£100	£100
Adler 76 Bed	£100	£100
Adler 77 Bed	£100	£100
Adler 78 Bed	£100	£100
Adler 79 Bed	£100	£100
Adler 80 Bed	£100	£100
Adler 81 Bed	£100	£100
Adler 82 Bed	£100	£100
Adler 83 Bed	£100	£100
Adler 84 Bed	£100	£100
Adler 85 Bed	£100	£100
Adler 86 Bed	£100	£100
Adler 87 Bed	£100	£100
Adler 88 Bed	£100	£100
Adler 89 Bed	£100	£100
Adler 90 Bed	£100	£100
Adler 91 Bed	£100	£100
Adler 92 Bed	£100	£100
Adler 93 Bed	£100	£100
Adler 94 Bed	£100	£100
Adler 95 Bed	£100	£100
Adler 96 Bed	£100	£100
Adler 97 Bed	£100	£100
Adler 98 Bed	£100	£100
Adler 99 Bed	£100	£100
Adler 100 Bed	£100	£100

BLANK DISCS

Adler 101 Bed	£100	£100
Adler 102 Bed	£100	£100
Adler 103 Bed	£100	£100
Adler 104 Bed	£100	£100
Adler 105 Bed	£100	£100
Adler 106 Bed	£100	£100
Adler 107 Bed	£100	£100
Adler 108 Bed	£100	£100
Adler 109 Bed	£100	£100
Adler 110 Bed	£100	£100
Adler 111 Bed	£100	£100
Adler 112 Bed	£100	£100
Adler 113 Bed	£100	£100
Adler 114 Bed	£100	£100
Adler 115 Bed	£100	£100
Adler 116 Bed	£100	£100
Adler 117 Bed	£100	£100
Adler 118 Bed	£100	£100
Adler 119 Bed	£100	£100
Adler 120 Bed	£100	£100
Adler 121 Bed	£100	£100
Adler 122 Bed	£100	£100
Adler 123 Bed	£100	£100
Adler 124 Bed	£100	£100
Adler 125 Bed	£100	£100
Adler 126 Bed	£100	£100
Adler 127 Bed	£100	£100
Adler 128 Bed	£100	£100
Adler 129 Bed	£100	£100
Adler 130 Bed	£100	£100
Adler 131 Bed	£100	£100
Adler 132 Bed	£100	£100
Adler 133 Bed	£100	£100
Adler 134 Bed	£100	£100
Adler 135 Bed	£100	£100
Adler 136 Bed	£100	£100
Adler 137 Bed	£100	£100
Adler 138 Bed	£100	£100
Adler 139 Bed	£100	£100
Adler 140 Bed	£100	£100

SEVA MEGA DRIVE

Adler 141 Bed	£100	£100
Adler 142 Bed	£100	£100
Adler 143 Bed	£100	£100
Adler 144 Bed	£100	£100
Adler 145 Bed	£100	£100
Adler 146 Bed	£100	£100
Adler 147 Bed	£100	£100
Adler 148 Bed	£100	£100
Adler 149 Bed	£100	£100
Adler 150 Bed	£100	£100
Adler 151 Bed	£100	£100
Adler 152 Bed	£100	£100
Adler 153 Bed	£100	£100
Adler 154 Bed	£100	£100
Adler 155 Bed	£100	£100
Adler 156 Bed	£100	£100
Adler 157 Bed	£100	£100
Adler 158 Bed	£100	£100
Adler 159 Bed	£100	£100
Adler 160 Bed	£100	£100
Adler 161 Bed	£100	£100
Adler 162 Bed	£100	£100
Adler 163 Bed	£100	£100
Adler 164 Bed	£100	£100
Adler 165 Bed	£100	£100
Adler 166 Bed	£100	£100
Adler 167 Bed	£100	£100
Adler 168 Bed	£100	£100
Adler 169 Bed	£100	£100
Adler 170 Bed	£100	£100
Adler 171 Bed	£100	£100
Adler 172 Bed	£100	£100
Adler 173 Bed	£100	£100
Adler 174 Bed	£100	£100
Adler 175 Bed	£100	£100
Adler 176 Bed	£100	£100
Adler 177 Bed	£100	£100
Adler 178 Bed	£100	£100
Adler 179 Bed	£100	£100
Adler 180 Bed	£100	£100
Adler 181 Bed	£100	£100
Adler 182 Bed	£100	£100
Adler 183 Bed	£100	£100
Adler 184 Bed	£100	£100
Adler 185 Bed	£100	£100
Adler 186 Bed	£100	£100
Adler 187 Bed	£100	£100
Adler 188 Bed	£100	£100
Adler 189 Bed	£100	£100
Adler 190 Bed	£100	£100
Adler 191 Bed	£100	£100
Adler 192 Bed	£100	£100
Adler 193 Bed	£100	£100
Adler 194 Bed	£100	£100
Adler 195 Bed	£100	£100
Adler 196 Bed	£100	£100
Adler 197 Bed	£100	£100
Adler 198 Bed	£100	£100
Adler 199 Bed	£100	£100
Adler 200 Bed	£100	£100

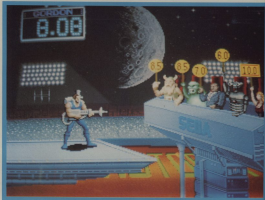
*** EXCLUSIVE MAIL ONLY CLUBS ONLY

Adler 201 Bed	£100	£100
Adler 202 Bed	£100	£100
Adler 203 Bed	£100	£100
Adler 204 Bed	£100	£100
Adler 205 Bed	£100	£100
Adler 206 Bed	£100	£100
Adler 207 Bed	£100	£100
Adler 208 Bed	£100	£100
Adler 209 Bed	£100	£100
Adler 210 Bed	£100	£100
Adler 211 Bed	£100	£100
Adler 212 Bed	£100	£100
Adler 213 Bed	£100	£100
Adler 214 Bed	£100	£100
Adler 215 Bed	£100	£100
Adler 216 Bed	£100	£100
Adler 217 Bed	£100	£100
Adler 218 Bed	£100	£100
Adler 219 Bed	£100	£100
Adler 220 Bed	£100	£100
Adler 221 Bed	£100	£100
Adler 222 Bed	£100	£100
Adler 223 Bed	£100	£100
Adler 224 Bed	£100	£100
Adler 225 Bed	£100	£100
Adler 226 Bed	£100	£100
Adler 227 Bed	£100	£100
Adler 228 Bed	£100	£100
Adler 229 Bed	£100	£100
Adler 230 Bed	£100	£100
Adler 231 Bed	£100	£100
Adler 232 Bed	£100	£100
Adler 233 Bed	£100	£100
Adler 234 Bed	£100	£100
Adler 235 Bed	£100	£100
Adler 236 Bed	£100	£100
Adler 237 Bed	£100	£100
Adler 238 Bed	£100	£100
Adler 239 Bed	£100	£100
Adler 240 Bed	£100	£100
Adler 241 Bed	£100	£100
Adler 242 Bed	£100	£100
Adler 243 Bed	£100	£100
Adler 244 Bed	£100	£100
Adler 245 Bed	£100	£100
Adler 246 Bed	£100	£100
Adler 247 Bed	£100	£100
Adler 248 Bed	£100	£100
Adler 249 Bed	£100	£100
Adler 250 Bed	£100	£100

Adler 251 Bed	£100	£100
Adler 252 Bed	£100	£100
Adler 253 Bed	£100	£100
Adler 254 Bed	£100	£100
Adler 255 Bed	£100	£100
Adler 256 Bed	£100	£100
Adler 257 Bed	£100	£100
Adler 258 Bed	£100	£100
Adler 259 Bed	£100	£100
Adler 260 Bed	£100	£100
Adler 261 Bed	£100	£100
Adler 262 Bed	£100	£100
Adler 263 Bed	£100	£100
Adler 264 Bed	£100	£100
Adler 265 Bed	£100	£100
Adler 266 Bed	£100	£100
Adler 267 Bed	£100	£100
Adler 268 Bed	£100	£100
Adler 269 Bed	£100	£100
Adler 270 Bed	£100	£100
Adler 271 Bed	£100	£100
Adler 272 Bed	£100	£100
Adler 273 Bed	£100	£100
Adler 274 Bed	£100	£100
Adler 275 Bed	£100	£100
Adler 276 Bed	£100	£100
Adler 277 Bed	£100	£100
Adler 278 Bed	£100	£100
Adler 279 Bed	£100	£100
Adler 280 Bed	£100	£100
Adler 281 Bed	£100	£100
Adler 282 Bed	£100	£100
Adler 283 Bed	£100	£100
Adler 284 Bed	£100	£100
Adler 285 Bed	£100	£100
Adler 286 Bed	£100	£100
Adler 287 Bed	£100	£100
Adler 288 Bed	£100	£100
Adler 289 Bed	£100	£100
Adler 290 Bed	£100	£100
Adler 291 Bed	£100	£100
Adler 292 Bed	£100	£100
Adler 293 Bed	£100	£100
Adler 294 Bed	£100	£100
Adler 295 Bed	£100	£100
Adler 296 Bed	£100	£100
Adler 297 Bed	£100	£100
Adler 298 Bed	£100	£100
Adler 299 Bed	£100	£100
Adler 300 Bed	£100	£100

Adler 301 Bed	£100	£100
Adler 302 Bed	£100	£100
Adler 303 Bed	£100	£100
Adler 304 Bed	£100	£100
Adler 305 Bed	£100	£100
Adler 306 Bed	£100	£100
Adler 307 Bed	£100	£100
Adler 308 Bed	£100	£100
Adler 309 Bed	£100	£100
Adler 310 Bed	£100	£100
Adler 311 Bed	£100	£100
Adler 312 Bed	£100	£100
Adler 313 Bed	£100	£100
Adler 314 Bed	£100	£100
Adler 315 Bed	£100	£100
Adler 316 Bed	£100	£100
Adler 317 Bed	£100	£100
Adler 318 Bed	£100	£100
Adler 319 Bed	£100	£100
Adler 320 Bed	£100	£100
Adler 321 Bed	£100	£100
Adler 322 Bed	£100	£100
Adler 323 Bed	£100	£100
Adler 324 Bed	£100	£100
Adler 325 Bed	£100	£100
Adler 326 Bed	£100	£100
Adler 327 Bed	£100	£100
Adler 328 Bed	£100	£100
Adler 329 Bed	£100</	

ARCADE



ALIEN STORM

If you fancy a bit of alien bashing in a game of much death and destruction, Sega's latest three-player coin-guzzler should fit the bill perfectly.

The world has been invaded by an army of vile and disgusting aliens (and I mean REALLY disgusting) and the only people that can stop them are three part-time hot dog vendors, Gordon, Karl and Scooter, who just happen to have a

variety of powerful alien-blasting weapons in the back of their hot dog van.

The first stage is a horizontally scrolling affair set in an urban environment. Aliens pop up from all angles and must be disposed of either by blasting them with your bazookas, or if you're close enough giving them a damn good punching and kicking. Some of the aliens are disguised as things like tele-



ALLEN SYNDROME

phone boxes, trash cans and mail boxes and suddenly metamorphose and leap out of you as you approach!

At the end of the level you enter a ship and take part in an Operation Wolf style shoot-out where alien leap at you from behind shelves of food and you have to blast them down. Dispose of the big alien boss and you complete the level and move onto another scene, with the ultimate aim of entering the alien's space ship on level five and destroying the controlling mother brain to save the world!

Allen Storm is a thoroughly enjoyable mixture of shooting and bashing, and features some of the most loathable aliens seen since Alien Syndrome - sheer 'em and watch 'em splatter! Play it if you're a gore fan!

JULIAN RIGNALL

GRAPHICS		93%
SOUND		90%
VALUE		86%
PLAYABILITY		89%
OVERALL		88%



ARCAD E

A C T I O N



MOONWALKER

Not a game about an area loving law firm - this coin-op is based on the Moonwalker film, which stars super "bad" pop person and part-time pyrotechnic stuntman Michael Jackson.

The film was, to put it mildly, a load of old bo-
racks, but the game is sur-
prisingly good, giving you
control of "Whecko" Jack-
son.

His mission is to rescue his gang
of twelve year old children
from the clutches of an evil
underworld robot,
who've kidnapped them for
use in making powder ex-
periments.

The action is displayed
in forced perspective,
rather like Escape from the
Planet of the Robot Mon-
sters, and Michael struts
around the screen dishing
out laser death to any bad-



die who gets in his way.
Barely!

The graphics are excel-
lent, and the sound (if you
like Michael Jackson
music) is superb. Featuring
sampled tunes from the
Thriller and Bad albums.
Even if you don't like Mi-
chael Jackson, give this
game a go - it's a highly en-
joyable coin-op which you
might well find yourself be-
coming addicted to.

JULIAN RIGNALL

GRAPHICS	93%
SOUND	96%
VALUE	87%
PLAYABILITY	92%
OVERALL	90%

INTRODUCING

MAD PROFESSOR MARIART!

£19.95
AMIGA
ATARI ST



THE WORLD'S NUTTIEST SMALL SCREEN HERO IN HIS FIRST ARCADE ACTION CLASSIC

When the Professor is instructed to close down his five Laboratories by The Lord Mayor in fear, being taken to the local Lunatic Asylum by Doctor Macintosh, you can act to render your help. You must guide the Professor through over 100 rooms involving Patient Monsters and solving strange puzzles in your quest to save his sanity.

- Close down the chemical research, space rocket development, computer science and biological observation which will lead you to the end level, the mystery Laboratory.
- Use the last vending machine to buy more powerful weapons with the coins you collect.
- Avoid walking Dopey robots, caterpillar robot chips, spinning laboratory beds, molecular sculptures, walking physicists... too many to list.
- By Shaun Hollingsworth creator of many hit titles including "Mac-man".

Krisalis Software, Teague House, Moxcote Yard, Downs Row, Maccage, Rotherham S60 2HD.

ARCAD



BONANZA BROTHERS

The bulk of coin-operated these days are rehashes of old ideas and concepts, so it's refreshing to see one that uses an original idea for once - like this one.

Bonanza Brothers is a graphically stunning split-screen one or two player game in which you play the bad guys (hooray) on their way to appropriate as much cash as possible from a series of buildings like banks and casinos.

Security guards infest each place, and you must keep out of their way by hiding from them, rather than blowing them to pieces. This makes for an intriguing and rather nerve-racking game of hide and seek.

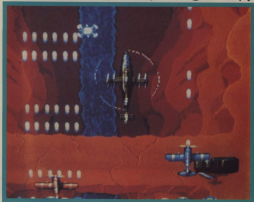
I really enjoyed playing this - it's a very different sort of game that taxes your brains rather than your reflexes. However, those obsessed with fast-paced action might find this too pedestrian to really get into. Well, try it out - you're only gambling 25p...

JULIAN RIGNALL

GRAPHICS	92%
SOUND	90%
VALUE	81%
PLAYABILITY	85%
OVERALL	83%

ARCADE

A C T I O N



META FOX



Much serial death 'dealer' is featured in Sega's one- or two-player vertically scrolling shoot 'em up as you take to the skies in a plane and fly a solo mission deep into enemy territory.

Just to make you feel at home, there's a host of power-up weapons to grab and increase your destructive powers, and, of course, there's a big boss to destroy at the end of every level (where would we be without 'em, eh?).

As I've said about a million times before, vertically scrolling shoot 'em ups are all becoming very boring and predictable in-

dead. There's been nothing new or innovative in this genre for years - and this is no exception, making about as much impact as a fart in a windstorm. Fly up the screen, blast the badies, pick up the power-ups and blow up the guardian, then move onto the next level where you do more of the same. There! Seen it all before - and a lot better than this.

JULIAN RIGNALL

GRAPHICS	84%
SOUND	82%
VALUE	70%
PLAYABILITY	76%

OVERALL 74%

NORTH EASTERN CONSOLES

WEATHERING THE ICE GAME 179.95 ONE MAN SIEG WITH APPROX 425.00
 WEATHERING SCARY 199.95 900-000 SOFTWARE TALKIE 129.00
 WEATHERING 179.95 179.95 900-000 WEATHERING TALKIE 179.95
 WEATHERING THE ICE GAME 179.95 179.95



PC ENGINE	PC ENGINE	PC ENGINE
ADVENTURE	179.95	179.95
ADVENTURE 2	179.95	179.95
ADVENTURE 3	179.95	179.95
ADVENTURE 4	179.95	179.95
ADVENTURE 5	179.95	179.95
ADVENTURE 6	179.95	179.95
ADVENTURE 7	179.95	179.95
ADVENTURE 8	179.95	179.95
ADVENTURE 9	179.95	179.95
ADVENTURE 10	179.95	179.95
ADVENTURE 11	179.95	179.95
ADVENTURE 12	179.95	179.95
ADVENTURE 13	179.95	179.95
ADVENTURE 14	179.95	179.95
ADVENTURE 15	179.95	179.95
ADVENTURE 16	179.95	179.95
ADVENTURE 17	179.95	179.95
ADVENTURE 18	179.95	179.95
ADVENTURE 19	179.95	179.95
ADVENTURE 20	179.95	179.95
ADVENTURE 21	179.95	179.95
ADVENTURE 22	179.95	179.95
ADVENTURE 23	179.95	179.95
ADVENTURE 24	179.95	179.95
ADVENTURE 25	179.95	179.95
ADVENTURE 26	179.95	179.95
ADVENTURE 27	179.95	179.95
ADVENTURE 28	179.95	179.95
ADVENTURE 29	179.95	179.95
ADVENTURE 30	179.95	179.95
ADVENTURE 31	179.95	179.95
ADVENTURE 32	179.95	179.95
ADVENTURE 33	179.95	179.95
ADVENTURE 34	179.95	179.95
ADVENTURE 35	179.95	179.95
ADVENTURE 36	179.95	179.95
ADVENTURE 37	179.95	179.95
ADVENTURE 38	179.95	179.95
ADVENTURE 39	179.95	179.95
ADVENTURE 40	179.95	179.95
ADVENTURE 41	179.95	179.95
ADVENTURE 42	179.95	179.95
ADVENTURE 43	179.95	179.95
ADVENTURE 44	179.95	179.95
ADVENTURE 45	179.95	179.95
ADVENTURE 46	179.95	179.95
ADVENTURE 47	179.95	179.95
ADVENTURE 48	179.95	179.95
ADVENTURE 49	179.95	179.95
ADVENTURE 50	179.95	179.95

NORTH EASTERN CONSOLES
 11111 HIGHL. 11111 HIGHL. STREET,
 TROBURY, DUNHAM (060) 544

TEL: 0429 828230

MAKE NEW FRIENDS AND CONTACTS NOW!

COMPUTACHAT 0898-338-939

CAN LINK YOU WITH UP TO 10 OTHER PEOPLE FROM ALL OVER BRITAIN. CHAT ABOUT COMPUTERS, GRAPHICS, MUSIC, PROGRAMMING OR JUST GAMING. SWAPPIES, TIPS OR PORES FOR YOUR FAVOURITE SOFTWARE YOU CAN ALSO BUY, SELL OR SWAP YOUR SECOND-HAND SOFTWARE AND HARDWARE THROUGH US. PHONE NOW FOR FULL DETAILS!

STOP PRESS!
 PLAY OUR NEW, COMPUTER-MODERATED ADVENTURE GAMES, LIVE ON YOUR TELEPHONE!

COMMERCIAL PHONE SERVICE ONLY
 Calls charged @ 10p per minute, (except 4 10p per minute 0400-0500)

NAUGHTY JOKE LINE

 JOKE OF THE DAY
 0898 800 242

FAT FRED'S RUDE JOKES

 0898 800 207

GORDON THE COMIC'S FOUR FOOTY JOKES

 0898 800 206

CASTLEBURN'S BAD TASTE JOKES

 0898 800 210

ROOBY CHILLERS
 0898 800 211

WHILE STOCKS LAST. CLOSING TIMES: 10.00 AM - 10.00 PM. 0400-0500

WHIZZ-KID GAMES

SUPER CONSOLES!

LATEST JAPANESE GAMES

ALL CARRIES THE QUALITY AND THE PRICE OF THE ORIGINALS!
 SEGA MEGADRIVE 1395
 SEGA MASTER SYSTEM 125
 SEGA MASTER SYSTEM PLUS 195
 PC ENGINE SHUTTLE 1195
 PC ENGINE CD-ROM - INT 1295
 PC ENGINE SUPER SHUTTLE 1295
 NINTENDO NES 1295
 NINTENDO GAMEBOY 1295
 S&W NEO GEO 1295
 ATARI L'PAC 1295

SEGA MEGADRIVE
 01 BUST 100
 02 BUST 100
 03 BUST 100
 04 BUST 100
 05 BUST 100
 06 BUST 100
 07 BUST 100
 08 BUST 100
 09 BUST 100
 10 BUST 100
 11 BUST 100
 12 BUST 100
 13 BUST 100
 14 BUST 100
 15 BUST 100
 16 BUST 100
 17 BUST 100
 18 BUST 100
 19 BUST 100
 20 BUST 100
 21 BUST 100
 22 BUST 100
 23 BUST 100
 24 BUST 100
 25 BUST 100
 26 BUST 100
 27 BUST 100
 28 BUST 100
 29 BUST 100
 30 BUST 100
 31 BUST 100
 32 BUST 100
 33 BUST 100
 34 BUST 100
 35 BUST 100
 36 BUST 100
 37 BUST 100
 38 BUST 100
 39 BUST 100
 40 BUST 100
 41 BUST 100
 42 BUST 100
 43 BUST 100
 44 BUST 100
 45 BUST 100
 46 BUST 100
 47 BUST 100
 48 BUST 100
 49 BUST 100
 50 BUST 100

PART EXCHANGE CARTRIDGES

SAVE UP TO 30% ON NEW GAMES
 WE WILL BUY YOUR OLD VIDEO GAMES
 AND DEDUCT THE DIFFERENCE FOR BRAND NEW GAMES. PHONE NOW FOR PRICE LIST.

WE BUY MEGADRIVE, SEGA, SHUTTLE, NINTENDO AND ATARI GAMES FOR PART EXCHANGE

WE SELL USED CARTRIDGES

SAVE UP TO 50% ON OLD TITLES
 PHONE FOR OUR LIST OF SECOND HAND CARTRIDGES AT REASONABLE PRICE.

WE BUY MEGADRIVE, SEGA, SHUTTLE, NINTENDO AND ATARI GAMES FOR PART EXCHANGE

TEL 0689 891417

TRADE ACCOUNTS WELCOME

WHIZZ-KID GAMES
 11111 HIGHL. STREET, TROBURY, DUNHAM (060) 544

NAME: _____
 ADDRESS: _____
 TEL: _____
 POSTCODE: _____
 ORDER NO: _____
 DATE: _____

ORDER NO: _____
 DATE: _____

WHIZZ-KID GAMES
 11111 HIGHL. STREET, TROBURY, DUNHAM (060) 544

NAME: _____
 ADDRESS: _____
 TEL: _____
 POSTCODE: _____
 ORDER NO: _____
 DATE: _____

ORDER NO: _____
 DATE: _____

H
i
T
E
C
G
A
M
E
S



VIDEO - 2895 - 100.000



VIDEO - 2895 - 100.000



VIDEO - 0818 - 100.000



VIDEO - 2895 - 100.000

FUTURE BIKE SIMULATOR



The Ultimate For Speed Freaks



YOUR CHALLENGE IS SIMPLE - RIDE THE STRIP ON YOUR FUTURE BIKE THROUGH CITY, DESERT, RIVER RAPIDS, ICE FLOODS, MOUNTAINS... AND SURVIVE !!

AVAILABLE FOR SPECTRUM - 0884 - ANDROID CPC - £2.99/£3.99 (incl. VAT) - 8884 - 8888 BT (PRICE FALL)



Hi Tec Software, Unit 3, 4, Cambridge Court,
 Parkside Road, Southsea, PO5 2DU
 01703 274200 01703 274200



Collect the Complete Set
 OF THESE AWARDED WINNING GAMES
 02188 - 0814 - 00100 - 010

SPY vs SPY and POKÉMON are registered trademarks of T.C. Electronic Inc. © 1999 T.C. Electronic Inc. All rights reserved.



Get real! Get wicked!

Come and zap it to us at the ultimate computer gameshow!

EXPERIENCE the greatest gameshow in the universe. The European Computer Entertainment Show is the only show dedicated to the latest in games software and hardware from the leading brand names. Enjoy the live entertainment. Meet your favourite celebrities. Maybe

even appear on TV. Try out the newest games and equipment from some of the biggest names in the industry including Commodore, Sega, Nintendo, US Gold, Ocean, Domark, Mirrosoft, Microprose, Activision, Virgin/Mastertronic, Accolade and Gremlin.



WHAT'S HAPPENING:

- Stands and exhibits by leading names in computer games
- Live music acts
- Personality appearances
- Live TV and radio broadcasts
- International computer game championships featuring teams from Europe, Japan and America
- Celebrity computer challenges
- Spot prizes and raffles
- Living-room of the future
- CAVG national computer game championships

It's a great day out for all the family.

10AM - 6PM
EARLS COURT
15th AND 16th
SEPTEMBER

A portion of the entrance fee will be donated to

ChildLine

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for:

SONA MEGA DRIVE



Atari



Atari

PC SUPER GRAF



KONIX

NINTENDO
GAMEBOY

A. LYNX

Also available are great video (over 400 games shown)
What Games can I buy?
Which console is compatible?
Do I need a monitor? What is SMART?
How about NTSC-PAL-SECAM?
All these, and more, answered for just £14.95
plus £1.50 p.p.h. Order Now.

TELEGAMES

Migton, 140erter L2B 233
D523 004481 D523 004481

Call for full list or please see our new
Call Europe's Largest Video Game Centre



SHERANA COMPUTERS Est. 1978 *

ACCESS - BROAD BY BROADWAY 1000 NEW YORK 10019-1001-1001-1001-1001

Model	Price	Model	Price
IBM PC 286	1299.00	IBM PC 486	1999.00
IBM PC 386	1499.00	IBM PC 586	2499.00
IBM PC 486	1799.00	IBM PC 686	2999.00
IBM PC 586	2199.00	IBM PC 786	3499.00
IBM PC 686	2599.00	IBM PC 886	3999.00
IBM PC 786	2999.00	IBM PC 986	4499.00
IBM PC 886	3499.00	IBM PC 1086	4999.00
IBM PC 986	3999.00	IBM PC 1186	5499.00
IBM PC 1086	4499.00	IBM PC 1286	5999.00
IBM PC 1186	4999.00	IBM PC 1386	6499.00
IBM PC 1286	5499.00	IBM PC 1486	6999.00
IBM PC 1386	6499.00	IBM PC 1586	7499.00
IBM PC 1486	6999.00	IBM PC 1686	7999.00
IBM PC 1586	7499.00	IBM PC 1786	8499.00
IBM PC 1686	7999.00	IBM PC 1886	8999.00
IBM PC 1786	8499.00	IBM PC 1986	9499.00
IBM PC 1886	8999.00	IBM PC 2086	9999.00
IBM PC 1986	9499.00	IBM PC 2186	10499.00
IBM PC 2086	9999.00	IBM PC 2286	10999.00
IBM PC 2186	10499.00	IBM PC 2386	11499.00
IBM PC 2286	10999.00	IBM PC 2486	11999.00
IBM PC 2386	11499.00	IBM PC 2586	12499.00
IBM PC 2486	11999.00	IBM PC 2686	12999.00
IBM PC 2586	12499.00	IBM PC 2786	13499.00
IBM PC 2686	12999.00	IBM PC 2886	13999.00
IBM PC 2786	13499.00	IBM PC 2986	14499.00
IBM PC 2886	13999.00	IBM PC 3086	14999.00
IBM PC 2986	14499.00	IBM PC 3186	15499.00
IBM PC 3086	14999.00	IBM PC 3286	15999.00
IBM PC 3186	15499.00	IBM PC 3386	16499.00
IBM PC 3286	15999.00	IBM PC 3486	16999.00
IBM PC 3386	16499.00	IBM PC 3586	17499.00
IBM PC 3486	16999.00	IBM PC 3686	17999.00
IBM PC 3586	17499.00	IBM PC 3786	18499.00
IBM PC 3686	17999.00	IBM PC 3886	18999.00
IBM PC 3786	18499.00	IBM PC 3986	19499.00
IBM PC 3886	18999.00	IBM PC 4086	19999.00
IBM PC 3986	19499.00	IBM PC 4186	20499.00
IBM PC 4086	19999.00	IBM PC 4286	20999.00
IBM PC 4186	20499.00	IBM PC 4386	21499.00
IBM PC 4286	20999.00	IBM PC 4486	21999.00
IBM PC 4386	21499.00	IBM PC 4586	22499.00
IBM PC 4486	21999.00	IBM PC 4686	22999.00
IBM PC 4586	22499.00	IBM PC 4786	23499.00
IBM PC 4686	22999.00	IBM PC 4886	23999.00
IBM PC 4786	23499.00	IBM PC 4986	24499.00
IBM PC 4886	23999.00	IBM PC 5086	24999.00
IBM PC 4986	24499.00	IBM PC 5186	25499.00
IBM PC 5086	24999.00	IBM PC 5286	25999.00
IBM PC 5186	25499.00	IBM PC 5386	26499.00
IBM PC 5286	25999.00	IBM PC 5486	26999.00
IBM PC 5386	26499.00	IBM PC 5586	27499.00
IBM PC 5486	26999.00	IBM PC 5686	27999.00
IBM PC 5586	27499.00	IBM PC 5786	28499.00
IBM PC 5686	27999.00	IBM PC 5886	28999.00
IBM PC 5786	28499.00	IBM PC 5986	29499.00
IBM PC 5886	28999.00	IBM PC 6086	29999.00
IBM PC 5986	29499.00	IBM PC 6186	30499.00
IBM PC 6086	29999.00	IBM PC 6286	30999.00
IBM PC 6186	30499.00	IBM PC 6386	31499.00
IBM PC 6286	30999.00	IBM PC 6486	31999.00
IBM PC 6386	31499.00	IBM PC 6586	32499.00
IBM PC 6486	31999.00	IBM PC 6686	32999.00
IBM PC 6586	32499.00	IBM PC 6786	33499.00
IBM PC 6686	32999.00	IBM PC 6886	33999.00
IBM PC 6786	33499.00	IBM PC 6986	34499.00
IBM PC 6886	33999.00	IBM PC 7086	34999.00
IBM PC 6986	34499.00	IBM PC 7186	35499.00
IBM PC 7086	34999.00	IBM PC 7286	35999.00
IBM PC 7186	35499.00	IBM PC 7386	36499.00
IBM PC 7286	35999.00	IBM PC 7486	36999.00
IBM PC 7386	36499.00	IBM PC 7586	37499.00
IBM PC 7486	36999.00	IBM PC 7686	37999.00
IBM PC 7586	37499.00	IBM PC 7786	38499.00
IBM PC 7686	37999.00	IBM PC 7886	38999.00
IBM PC 7786	38499.00	IBM PC 7986	39499.00
IBM PC 7886	38999.00	IBM PC 8086	39999.00
IBM PC 7986	39499.00	IBM PC 8186	40499.00
IBM PC 8086	39999.00	IBM PC 8286	40999.00
IBM PC 8186	40499.00	IBM PC 8386	41499.00
IBM PC 8286	40999.00	IBM PC 8486	41999.00
IBM PC 8386	41499.00	IBM PC 8586	42499.00
IBM PC 8486	41999.00	IBM PC 8686	42999.00
IBM PC 8586	42499.00	IBM PC 8786	43499.00
IBM PC 8686	42999.00	IBM PC 8886	43999.00
IBM PC 8786	43499.00	IBM PC 8986	44499.00
IBM PC 8886	43999.00	IBM PC 9086	44999.00
IBM PC 8986	44499.00	IBM PC 9186	45499.00
IBM PC 9086	44999.00	IBM PC 9286	45999.00
IBM PC 9186	45499.00	IBM PC 9386	46499.00
IBM PC 9286	45999.00	IBM PC 9486	46999.00
IBM PC 9386	46499.00	IBM PC 9586	47499.00
IBM PC 9486	46999.00	IBM PC 9686	47999.00
IBM PC 9586	47499.00	IBM PC 9786	48499.00
IBM PC 9686	47999.00	IBM PC 9886	48999.00
IBM PC 9786	48499.00	IBM PC 9986	49499.00
IBM PC 9886	48999.00	IBM PC 10086	49999.00

IBM PC 286, 386, 486, 586, 686, 786, 886, 986, 1086, 1186, 1286, 1386, 1486, 1586, 1686, 1786, 1886, 1986, 2086, 2186, 2286, 2386, 2486, 2586, 2686, 2786, 2886, 2986, 3086, 3186, 3286, 3386, 3486, 3586, 3686, 3786, 3886, 3986, 4086, 4186, 4286, 4386, 4486, 4586, 4686, 4786, 4886, 4986, 5086, 5186, 5286, 5386, 5486, 5586, 5686, 5786, 5886, 5986, 6086, 6186, 6286, 6386, 6486, 6586, 6686, 6786, 6886, 6986, 7086, 7186, 7286, 7386, 7486, 7586, 7686, 7786, 7886, 7986, 8086, 8186, 8286, 8386, 8486, 8586, 8686, 8786, 8886, 8986, 9086, 9186, 9286, 9386, 9486, 9586, 9686, 9786, 9886, 9986, 10086.



SPECIAL OFFER

- PC ENGINE CORE GAMES £199.95
- PC ENGINE CORE GAMES SMART with game £199.95
- PC ENGINE CORE GAMES SMART with 2 games £299.95

PC ENGINE GAMES

- Atari 2600
- Atari 5200
- Atari 7800
- Atari Lynx
- Atari Super Game Boy
- Atari Super Game Boy 2
- Atari Super Game Boy Advance
- Atari Super Game Boy Advance 2
- Atari Super Game Boy Advance 3
- Atari Super Game Boy Advance 4
- Atari Super Game Boy Advance 5
- Atari Super Game Boy Advance 6
- Atari Super Game Boy Advance 7
- Atari Super Game Boy Advance 8
- Atari Super Game Boy Advance 9
- Atari Super Game Boy Advance 10
- Atari Super Game Boy Advance 11
- Atari Super Game Boy Advance 12
- Atari Super Game Boy Advance 13
- Atari Super Game Boy Advance 14
- Atari Super Game Boy Advance 15
- Atari Super Game Boy Advance 16
- Atari Super Game Boy Advance 17
- Atari Super Game Boy Advance 18
- Atari Super Game Boy Advance 19
- Atari Super Game Boy Advance 20
- Atari Super Game Boy Advance 21
- Atari Super Game Boy Advance 22
- Atari Super Game Boy Advance 23
- Atari Super Game Boy Advance 24
- Atari Super Game Boy Advance 25
- Atari Super Game Boy Advance 26
- Atari Super Game Boy Advance 27
- Atari Super Game Boy Advance 28
- Atari Super Game Boy Advance 29
- Atari Super Game Boy Advance 30
- Atari Super Game Boy Advance 31
- Atari Super Game Boy Advance 32
- Atari Super Game Boy Advance 33
- Atari Super Game Boy Advance 34
- Atari Super Game Boy Advance 35
- Atari Super Game Boy Advance 36
- Atari Super Game Boy Advance 37
- Atari Super Game Boy Advance 38
- Atari Super Game Boy Advance 39
- Atari Super Game Boy Advance 40
- Atari Super Game Boy Advance 41
- Atari Super Game Boy Advance 42
- Atari Super Game Boy Advance 43
- Atari Super Game Boy Advance 44
- Atari Super Game Boy Advance 45
- Atari Super Game Boy Advance 46
- Atari Super Game Boy Advance 47
- Atari Super Game Boy Advance 48
- Atari Super Game Boy Advance 49
- Atari Super Game Boy Advance 50
- Atari Super Game Boy Advance 51
- Atari Super Game Boy Advance 52
- Atari Super Game Boy Advance 53
- Atari Super Game Boy Advance 54
- Atari Super Game Boy Advance 55
- Atari Super Game Boy Advance 56
- Atari Super Game Boy Advance 57
- Atari Super Game Boy Advance 58
- Atari Super Game Boy Advance 59
- Atari Super Game Boy Advance 60
- Atari Super Game Boy Advance 61
- Atari Super Game Boy Advance 62
- Atari Super Game Boy Advance 63
- Atari Super Game Boy Advance 64
- Atari Super Game Boy Advance 65
- Atari Super Game Boy Advance 66
- Atari Super Game Boy Advance 67
- Atari Super Game Boy Advance 68
- Atari Super Game Boy Advance 69
- Atari Super Game Boy Advance 70
- Atari Super Game Boy Advance 71
- Atari Super Game Boy Advance 72
- Atari Super Game Boy Advance 73
- Atari Super Game Boy Advance 74
- Atari Super Game Boy Advance 75
- Atari Super Game Boy Advance 76
- Atari Super Game Boy Advance 77
- Atari Super Game Boy Advance 78
- Atari Super Game Boy Advance 79
- Atari Super Game Boy Advance 80
- Atari Super Game Boy Advance 81
- Atari Super Game Boy Advance 82
- Atari Super Game Boy Advance 83
- Atari Super Game Boy Advance 84
- Atari Super Game Boy Advance 85
- Atari Super Game Boy Advance 86
- Atari Super Game Boy Advance 87
- Atari Super Game Boy Advance 88
- Atari Super Game Boy Advance 89
- Atari Super Game Boy Advance 90
- Atari Super Game Boy Advance 91
- Atari Super Game Boy Advance 92
- Atari Super Game Boy Advance 93
- Atari Super Game Boy Advance 94
- Atari Super Game Boy Advance 95
- Atari Super Game Boy Advance 96
- Atari Super Game Boy Advance 97
- Atari Super Game Boy Advance 98
- Atari Super Game Boy Advance 99
- Atari Super Game Boy Advance 100



NEW WORLD CONSOLES
TEL: 0204 26432



- NEO-Geo PAL £199.95
- NEO-Geo SMART £199.95
- NEO-Geo SMART with game £199.95
- NEO-Geo SMART with 2 games £299.95

PC SUPER GRAF

- PC SUPER GRAF CORE GAMES £199.95
- PC SUPER GRAF CORE GAMES SMART with game £199.95
- PC SUPER GRAF CORE GAMES SMART with 2 games £299.95

SONA MEGA DRIVE

SPECIAL OFFER

- SONA MEGA DRIVE PAL with 2 games £199.95
- SONA MEGA DRIVE SMART with 2 games £199.95

MEGA DRIVE GAMES

- Atari 2600
- Atari 5200
- Atari 7800
- Atari Lynx
- Atari Super Game Boy
- Atari Super Game Boy 2
- Atari Super Game Boy Advance
- Atari Super Game Boy Advance 2
- Atari Super Game Boy Advance 3
- Atari Super Game Boy Advance 4
- Atari Super Game Boy Advance 5
- Atari Super Game Boy Advance 6
- Atari Super Game Boy Advance 7
- Atari Super Game Boy Advance 8
- Atari Super Game Boy Advance 9
- Atari Super Game Boy Advance 10
- Atari Super Game Boy Advance 11
- Atari Super Game Boy Advance 12
- Atari Super Game Boy Advance 13
- Atari Super Game Boy Advance 14
- Atari Super Game Boy Advance 15
- Atari Super Game Boy Advance 16
- Atari Super Game Boy Advance 17
- Atari Super Game Boy Advance 18
- Atari Super Game Boy Advance 19
- Atari Super Game Boy Advance 20
- Atari Super Game Boy Advance 21
- Atari Super Game Boy Advance 22
- Atari Super Game Boy Advance 23
- Atari Super Game Boy Advance 24
- Atari Super Game Boy Advance 25
- Atari Super Game Boy Advance 26
- Atari Super Game Boy Advance 27
- Atari Super Game Boy Advance 28
- Atari Super Game Boy Advance 29
- Atari Super Game Boy Advance 30
- Atari Super Game Boy Advance 31
- Atari Super Game Boy Advance 32
- Atari Super Game Boy Advance 33
- Atari Super Game Boy Advance 34
- Atari Super Game Boy Advance 35
- Atari Super Game Boy Advance 36
- Atari Super Game Boy Advance 37
- Atari Super Game Boy Advance 38
- Atari Super Game Boy Advance 39
- Atari Super Game Boy Advance 40
- Atari Super Game Boy Advance 41
- Atari Super Game Boy Advance 42
- Atari Super Game Boy Advance 43
- Atari Super Game Boy Advance 44
- Atari Super Game Boy Advance 45
- Atari Super Game Boy Advance 46
- Atari Super Game Boy Advance 47
- Atari Super Game Boy Advance 48
- Atari Super Game Boy Advance 49
- Atari Super Game Boy Advance 50
- Atari Super Game Boy Advance 51
- Atari Super Game Boy Advance 52
- Atari Super Game Boy Advance 53
- Atari Super Game Boy Advance 54
- Atari Super Game Boy Advance 55
- Atari Super Game Boy Advance 56
- Atari Super Game Boy Advance 57
- Atari Super Game Boy Advance 58
- Atari Super Game Boy Advance 59
- Atari Super Game Boy Advance 60
- Atari Super Game Boy Advance 61
- Atari Super Game Boy Advance 62
- Atari Super Game Boy Advance 63
- Atari Super Game Boy Advance 64
- Atari Super Game Boy Advance 65
- Atari Super Game Boy Advance 66
- Atari Super Game Boy Advance 67
- Atari Super Game Boy Advance 68
- Atari Super Game Boy Advance 69
- Atari Super Game Boy Advance 70
- Atari Super Game Boy Advance 71
- Atari Super Game Boy Advance 72
- Atari Super Game Boy Advance 73
- Atari Super Game Boy Advance 74
- Atari Super Game Boy Advance 75
- Atari Super Game Boy Advance 76
- Atari Super Game Boy Advance 77
- Atari Super Game Boy Advance 78
- Atari Super Game Boy Advance 79
- Atari Super Game Boy Advance 80
- Atari Super Game Boy Advance 81
- Atari Super Game Boy Advance 82
- Atari Super Game Boy Advance 83
- Atari Super Game Boy Advance 84
- Atari Super Game Boy Advance 85
- Atari Super Game Boy Advance 86
- Atari Super Game Boy Advance 87
- Atari Super Game Boy Advance 88
- Atari Super Game Boy Advance 89
- Atari Super Game Boy Advance 90
- Atari Super Game Boy Advance 91
- Atari Super Game Boy Advance 92
- Atari Super Game Boy Advance 93
- Atari Super Game Boy Advance 94
- Atari Super Game Boy Advance 95
- Atari Super Game Boy Advance 96
- Atari Super Game Boy Advance 97
- Atari Super Game Boy Advance 98
- Atari Super Game Boy Advance 99
- Atari Super Game Boy Advance 100

Please make cheque and PC/Console: NEW WORLD CONSOLES, 41, Tottenham Road, London N1 4JF. Tel: 0204 264322. BULK ORDER ONLY. Please add £1.00 per box and £1.50 packing.

► MEGADRIVE

MEAN MACHINES



▲ BOOBY! That's the level one bad guy dealt with.



BY SEGA

Criminals are running amok in Cyber City, and the citizens are no longer safe. Somebody needs to bring law and order to the place - and that somebody is ESWAT, a mega tough division of the Cyber Police who use robotic zero-gravitation suits to help them keep the peace.

Before you can actually join the ranks of ESWAT, you've first got to earn your stripes (and your super ESWAT armor) by completing two missions, which are set over multidirectionally scrolling cityscapes.

Dressed only in regulation police uniform and a bullet proof vest and passing a job

ESWAT



▲ These guys won't be jumping much longer.



► A cross-section of your armor.

**C+VG
HIT!**

**MEGADRIVE
£35.00**

Basically, *ESKAT* is Super Shredder with an assortment of mega guns and having great bits of cyber-armor. But even though it's not very original, it's one bit of a pain. The sprites and backgrounds are excellent, with brilliant parallax scrolling scenery, and all manner of beautifully animated battles to blow your mind. The music is also great, with a variety of racing rock tunes and some really effective ambience that fills the atmosphere to the end. The difficulty level is nicely balanced to draw you into the game, and it doesn't take long to get to level four, but from there on things get pretty tough, and it takes quite some practice to crack the remaining four levels. And even if you get through the game, there are a further three difficulty levels to challenge you, adding extra testing appeal. If you're after a great and highly playable alien and highly playable arena game, *ESKAT* is the one to go for.

JULIAN RYDALL

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



A. PRODDOSH!

tol, you must leap, run and jump your way around the landscape and don't let lead death to the many gun-toting criminals who try and stop you. A bar tells you how much energy you have - but can more than four hits and you're a goner.

At the end of each level there's a guardian who must be destroyed. Get rid of the second one and you've given full *ESKAT* armor, which is capable of sustaining more hits and can also utilize the power-up weaponry that has scattered across the land-

scapes. The following six levels are basically similar to the previous two, only the criminals are much tougher and use all manner of weapons and robots to try and get you.

Remember, be careful out there.



A. Wind your back.

B.
Avoid the reflective sludge!





TRILITECH PRESENTS OPERATION WOLF
BY RICHARD HARRIS

OPERATION WOLF £29.99



CHASE HQ £29.99



SLAP SHOT £29.99



ASSAULT CITY £29.99

SEGA®



WORLD GAMES £24.99



RC GRAND PRIX £29.99



BATTLE OUTFUN £29.99



 **THE** 
SEGA
BRITISH
BMX
RACING
CHAMPIONSHIPS
1990



SEGA PRESENTS *Vega*
IN COOPERATION WITH

EBC
BRITISH CYCLE ASSOCIATION

ON
AUGUST BANK HOLIDAY
25TH - 26TH - 27TH
AT

AMERICAN ADVENTURE
THEME PARK
M1 - JUNCTION 26
BETWEEN DERBY & NOTTINGHAM

NOTE: 3-DAY PASSES
ENTRY IS FOR A 3-DAY PASS
TICKETS WILL ONLY BE AVAILABLE
FROM 8AM, 21 SANDON PINE DRIVE,
BURNHAM WOODS
91 710
TEL: 02256 68784

▶ PC ENGINE

MEAW MACHINES



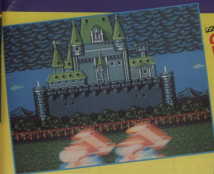
BY TAITO

The Dark One has snatched the Princess in a magic jar, and frown her off to his Castle on the other side of Merry Land (sounds suspiciously like Mario Land to me - Ed). You (and a friend) control Jim and Bob, two cheery hammer-wielding dwarves, who must travel through 90 wild and wacky platform-filled levels get over five areas to get to her.

It ain't all that easy, however, because the Dark One's minions (you know the sort, pink monster bushes, fire-breathing mushrooms, booming-drowning pixies) have gone on the rampage. These are easily dispatched by bonking (ghwee!) them on the head with your hammer, poking 'em up and smashing them against the nearest wall. The monsters will then turn into bonus point fruit.

DON-DOKO





Potions and magic items are scattered about, which turn your mallet into a flying hammer or give it instant smash power. There

are also secret rooms, which contain gems which must be smashed in the right order to get a glassed.

At the end of every level

lurks a giant bad guy, who'll do everything in his power to stop you. Get past him, and it's on to the next level, and that march nearer to your goal.

DON



**C+VG
HIT!**

PC ENGINE £32.90

Smashed city! Don Doko Doko is best described as Bubble Bobble with a glasshammer, and believe me, it's weird. Believe me, it's weird. Okay, there's nothing new or original about it, but right from the intro (with flying paper) DDD is playable to the max. Smashing the oh-so-rare monsters (or the other players) over the head is comical enough, but picking them up and flinging them against a wall is great fun. The graphics are sweeter than a sack of marshmallows, and really cut. Don't-toot. Sound is an okay squeak and ping, and the title duty that plays in the background fits the bill perfectly. The end of level graphics (you don't exactly call them results, they're an extra) are weird in the extreme, such as multi-headed pumpkins and giant testicles if you lose platform games, get it at once, if you don't, have a look anyway - you'll soon be hooked!

ROBERT SWAN

GRAPHICS	93%
SOUND	94%
VALUE	92%
PLAYABILITY	96%

OVERALL 94%

NATIONAL DEALER DIRECTORY

YOU'VE READ ABOUT THE BEST SOFTWARE TO BUY SO HERE'S WHERE TO BUY IT FROM

Berkshire

DOCKYARD HOME ENTERTAINMENT
Reading Market (Wed) and
Newbury Market (Thurs)
0235 624487

Buckinghamshire

SOFT-LY
5 Deer Walk, Shopping Mall, Bldg,
Milton Keynes
0908 676020

Cambridgeshire

LOGIC SALES LTD
8 Magdalen, Peterborough, PE1 1TN
0753 49500

Cornwall

TRIPS MICRO LTD
Bridge House, New Bridge Street, Truro,
Cornwall, TR1 3AA,
0872 40040

County Durham

FAT RAT COMPUTERS
Unit 26, In-Store,
154 Ford Street, Chester-le-Street
Co. Durham, DH8 5JY
091 388 7477

Devon

COMPUTERBASE
21 Market Avenue, City Centre,
Plymouth,
0752 477 128
SOFTWARE EXPRESS LTD
9 Bander Street (The Vestry), Plymouth,
0752 262273

Dorset

COLLINS COMPUTERS
17 Columbia Road, Bournemouth,
0202 525542

East Sussex

QUESTER COMPUTER
11 East Street, Brighton,
0273 728661
TWO COMPUTER SUPPLIES
4 & 5 The High
5 High Street, Seaford
East Sussex, BN25 1PM
0323 497382

Gloucestershire

COMPUTE-IT
131 High Street, Tinsbury,
Gloucestershire, 0884 288897

Greater Manchester

YLOUTS
200 Stamford Street,
Aston-Lodge 2, Wyde,
061 269-0200

Hampshire

DOCKYARD HOME ENTERTAINMENT
Winchester Market (Sat) and
Stockbourne Market (Sund)
0203 624487
PIRETS SOFTWARE
No. 3 The Antique Market (on your own
King's Walk, Winchester, Hampshire
0962 862277

Hertfordshire

FAIRMEDIA LTD
25 Market Square, Hemel Hempstead,
0442 88048
GAMTWOEDGER
10 Station Road, Letchworth, Herts,
0462 670547
LOGIC SALES LTD
5 Lynton Parade, Chesham, Herts,
0962 76320

Kent

COMPUTER LEISURE CENTRE
117 High Street, Orpington, Kent,
0690 21 014
THE MICRO MERCHANT
24 High Street, Chatham, Kent,
0634 82 8173

Lancashire

PA COMPUTERS LTD
184 Abbey Street, Assington,
Lancashire, 0525 4111
0254 32344

Leicestershire

COMPUTERBASE
18 Coalbrook Street, Loughborough,
0509 27 8858

London

ENGL. COMPUTERS
125 High Street, Walthamstow,
01 520 7760
ADAMS WORLD-OF SOFTWARE LTD
279 High Road, North Finchley, N12,
01 445 2241
ADAMS WORLD-OF SOFTWARE LTD
280 Station Road, Harrow, NW,
01 865 7262
EMULATORSOFT
Julian Coopers Market, Covent Garden,
London WC2E,
061 480 220
LOGIC SALES LTD
19 The Broadway, Southgate, London,
N14 6PH
01 880 4902
THE ARCADE MUSIC CENTRE
20th Dept., 11 The Arcade,
Flea Street,
Walthamstow, 017 4002

Middlesex

ADAMS WORLD-OF SOFTWARE LTD
180C Station Road, Epsom,
01 8320481

Mid Sussex

ARIBCO (SUSSEX) LTD
41 A The Broadway,
Haywards Heath, West Sussex
0444 450 102450 521

Norfolk

VICARS COMPUTERS
Aubrey Place, Colton Grove Road,
Norwich,
0203 476200

Northamptonshire

SOFTPOINT
42 High Street, Daventry,
0227 76020

Nottinghamshire

LONG-EATON SOFTWARE CENTRE
Commerce House, West Gate,
Long Eaton, Nottingham, NG10 1EG,
0462 734465

DEALERS - JUST £25 A MONTH PUTS YOUR SHOP IN FRONT OF 102, 481 SOFTWARE BUYERS.

▶ SEGA

MEAN MACHINES

**C+VG
HIT!**

UPDATE

Super Monaco GP is also scheduled to be released on the Megadrive - only that version will be a true conversion of the coin-op. We'll be reviewing it as soon as our copy arrives from Japan.

Although this latest Master System game bears the same name as Sega's splendid racing coin-op, the similarities are virtually non-existent instead of it being a Grand Prix simulator (based around the famous Monaco street circuit), it's a one or simultaneous two-player racing game where the drivers get the chance to compete in a series of Grand Prix races.

At the start of the game there are a series of options which let you choose one or two players, and the type of game - VS Battle, a one to nine lap series of races where two players race one another or a single player challenges the computer driver, or Grand Prix, a series of races where you challenge an opponent and a whole

BY SEGA

SUPER

▼ Get ready for a two-player burn around San Marino.

VS. BATTLE

ROUND. 1

-SAN MARINO-



MACHINE SET

▶ VS. BATTLE

▼ The previous pitstop, refill your car!



-ENGINE-

▶ LOBBY32 V10
 112208 V8
 112216 V8
 112216 V8
 112216 V8

-TRANSMISSION-

▶ MANUAL
 AUTOMATIC
 MANUAL
 MANUAL
 MANUAL
 MANUAL



MONACO GP

⚠ **Whoops!** Remember to slow down before the corners!



⚠ **Red surges ahead, but there's still a long way to the front of the pack!**



field of computer cars.

Once you've chosen the type of game you can pick a car from a choice of four. Select automatic, 3, 5 or T speed gearbox, then adjust the suspension and front wheels for maximum grip.

During the game a split screen display is used to show both players' cars, and there's also a radar map of the entire course showing where both players are. As you overtake the opposition, a number appears above your car to reveal your current placing.

Points are awarded at the end of the race to top placed drivers - the aim is simply to be the highest scorer at the end of the season.

SEGA
£29.99

When I discovered that this wasn't a conversion of the Super Monaco GP arcade machine I must confess to being rather disappointed. However, after playing it a couple of times I soon realised that this is a very good racing title - in fact the best I've seen on the Sega! The cars are lively to drive at first and seem to spin off at every corner, but once you find the suspension and steering settings that suit your driving style it becomes a very painful game of weaving into a corner and powering out through the bend, making sure you don't let any other cars in the process. The race-player mode is obviously where this game scores highest - it's very competitive, especially when you're racing against an entire field of other cars. But even on your own the game is intense fun, since the computer driver is no dummy and provides an even more formidable opponent than your average human! Super Monaco GP is an excellent racing game with tremendous lasting appeal, and is an absolute must for your games collection.

JULIAN RYGNALL

GRAPHICS	88%
SOUND	71%
VALUE	89%
PLAYABILITY	94%
OVERALL	92%

▶ SEGA

MEAN



ALEX KIDD IN SHINOBI WORLD

BY SEGA

▼ Since the park, King is new!



SUPERVISION ELECTRONICS13 MANSFIELD ROAD, NOTTINGHAM
TEL. 0602 475151 FAX. 0602 475353**SUPERGRAPHIC VIDEO GAME**37 MANSFIELD ROAD, NOTTINGHAM
TEL. 0602 461989 FAX. 0602 410481**EUROPE'S No. 1 RETAIL-WHOLESALE
IMPORT-EXPORT-MAILORDER**

AUGUST



BATMAN

AUGUST



MONACO G.P.

SEPTEMBER



MOONWALKER

SEPTEMBER



AXIS F2

LARGEST SUPPLIERS OF ALL KIND
OF VIDEO GAMES
CARTRIDGES AND CONSOLES FOR:**MEGA DRIVE**COMPATIBLE
WITH ALL SEGA
CARTSNINTENDO
GAMEBOY

SEPTEMBER



INSECTOR X

SEPTEMBER



HELLFIRE

SEPTEMBER



SHITENMYOCH

SEPTEMBER



RASTAN SAGA II

WE ALWAYS HAVE THE LATEST RELEASES
AT THE EARLIEST TIMES, COME TO US
FIRST!!

Buy 4 Mega Drive games and get 1 FREE

**WIN
£1,000**JOIN THE SUPERVISION 16 BIT SEGA
MEGADRIVE CHALLENGE.
AND YOU COULD WIN £1000 TOP
WINNER'S
PRIZE.

SEND SAE FOR APPLICATION FORM

+
ENTRY DETAILS.
HURRY! HURRY!COME TO SEE US AT
THE EUROPEAN COMPUTER
ENTERTAINMENT SHOW,
13-16th SEPT. 1993,
EARLS COURT LONDON.
YOU WILL GET A SPECIAL BARGAIN PRICE
FOR ALL CONSOLES ON DISPLAY!**DON'T MISS IT.**

STAND

E10



MEAN MACHINES

BY SEGA

GHOST

▼ Blast the gale to reveal... who knows what?



If I had a penny for every time a Ghostbusters movie started with "Who ya gonna call?", I'd have enough to buy an extra Mart Bar at lunch time by now. Luckily, this is a quality megadrive, and I wouldn't seek to insult your intelligence with such a clichéd opening.

Anyway, phantoms are causing panic in the city of New York, so who you gonna call? (NERD-CRIMINAL) Why, the Ghostbusters of course. Those three way-out, wacky "spook-caps" are here to clean up the city, and make a ton of money along the way. Controlling either Peter Venkman, Ray Stantz or

Egon Spengler, you've got to avoid fire hoses to avoid blasting ghosts and avoiding traps. The action is seen side on, with the "action" of your choice jumping along platforms and avoiding holes in the floor.

Each character is equipped with a proton gun which he can shoot in all directions, making it easier to fry the ghosts that fly overhead. Blowing away a ghost puts money in your account, and this can be spent on upgrading your weapon from a measly single shot pip-pip to a whopping great pip-pip-pip. The money can also be used to buy food (to re-

▼ Ah! Whoooo here is the (evil one's) main ghost.



UN SQUADRON US GOLD

The next Capcom arcade conversion to come from US Gold will be UN Squadron, a one- or two-player horizontally scrolling shoot 'em up set over ten levels.

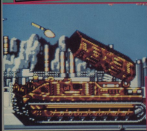
At the start of the game each player gets to choose a plane, either an F-14 Tomcat, A-10 Thunderbolt or a Tiger Shark, and then it's off on a series of missions to win the war and restore peace to the World.

The Amiga and ST versions are looking the

best of the bunch, and have all the features of the arcade game. C84, Amstrad and Spectrum versions are coming along nicely, and all feature two-player options and similar missions to the coin-op.

We'll be bringing you a full review next month, so keep your eyes peeled.

RELEASE: OCTOBER
PRICES: AMIGA £24.99, **ST** £19.99, **8 BIT** £29.99





OFF-ROAD RACER VIRGIN/MASTERTRONIC

The excellent three-player Super Sprint-style coin-op, like "Ironman" Stewart's Off-road Racer, is about to hit your screens. All versions are being programmed by Graftgold (who brought you the amazing conversions of Rainbow Islands) and they're making each version as accurate as possible.

Amiga, PC and ST versions are absolutely identical to the arcade machine (check out those screen shots) and all feature three-player

modes. The C64 version obviously isn't as good graphically, but sports 16 bit gameplay and also a three-player game. Amstrad and Spectrum versions are two-player only, but again the gameplay is extremely polished.

We'll be reviewing the game next month - out breath is held.

RELEASE: AMIGA ST
PC C64 SPECTRUM
AMS OCT
PRICES: AMIGA ST
£19.99, PC £24.99, 8
BITS £9.99



ROAD SUPER OFF ROAD SUPER OFF ROAD SUPER OFF ROAD

Earl Finch Time: 73.56
Record (100): 99.99

ROAD SUPER OFF ROAD SUPER OFF ROAD SUPER OFF ROAD



4th Place: FFF
\$70,000
Avg: 99.99 (1st)
Best: ---



1st Place
\$200,000+ Bonus
MISSY
Earl Stewart



3rd Place
\$40,000+ Bonus
TERRA
John Stewart



THE CITY PASS IS NEAR BY.



LEGEND OF BILLY BOULDER US GOLD

Strange name for a strange game. It's set in Flintstone-esque Prehistoric times and stars you as the eponymous Billy Boulder, who's on a mission to find Xor, an old crusty Wizard who holds the secret potion which will cure the sick Princess.

This involves trudging around a vast landscape, beating up

everyone you see, solving puzzles and searching a series of large cities for items to help you complete the quest.

The graphics are quite jolly, but as to how it plays, you'll just have to wait until next month when we'll be reviewing it.

RELEASE: AMIGA, SEPT
PRICES: TBA



TOKI OCEAN

In this conversion of the unusual coin-op you control an anthropoid! For those of you that don't know, that's an ape. Yes, a curse was put on you by some evil gester, who's run off

with your girlfriend. You have to run, jump and swing around the place and blow away various nasties in order to get to your girl, remove the curse and pound the heck out of the villain who did the dirty deed. We've already had a

RICK DANGEROUS II

MICROSTYLE

That well-loved adventurer with the big chin is back, and ready to take on the evil Fat Man once again in the sequel to the brilliant Rick Dangerous. This time, however, our Rick's dumped the Indiana Jones look for a sneaky Flash Gordon outfit, complete with blond quiff!

Invading aliens have landed in Hyde Park, so Rick decides it's time to

take the battle to the stars. Featuring platform action aplenty, this looks as good as, if not better, than the original. Can Rick save the Earth again? Find out in a review - coming to these pages soon!

RELEASE: ST AMIGA
PC SPECTRUM AMSTRAD C64 OCTOBER
PRICE: ST AMIGA PC £24.99 SPECTRUM AMSTRAD £24.99
CASS, £14.99 DISK





sneaky peek at the Amiga version, and it's almost identical to its arcade parent, and just as addictive. Keep your eyes peeled for a review in an upcoming issue.

RELEASE: ST AMIGA, SEPTEMBER
PRICES: TBA



SUBJECT: C. SHIPS SCREEN IN USE FROM THE 1984 PC PRODUCTIONS VERSION. AS THE STICKER SAID, I CAN'T REALLY CALL IT SHIPS AND CONTROL PANEL. COLLAGE BY GILLS OF CRABSON PLANE. PEOPLE PANG: WJ SCREEN.

BUCK ROGERS SSI

SSI's latest release is Buck Rogers, not the ancient arcade game of many years ago, but a computer translation of the T&A board game.

It uses a similar game system to Pool of Radiance as you travel around the galaxy kicking Russ-American

Mercantile butt (they're the baddies). It all sounds a veritable ho-ho and a left, so if you're into this kind of thing check it out when it's re-released in September.

RELEASE: PC AMIGA (1-MEG ONLY) C64 (DISK ONLY), SEPT
PRICES: TBA

PANG OCEAN

One of the C+VG team's current favourite arcade games is Pang. Mitchell's one or two-player bubble-buster* shoot 'em up - and they virtually leaped up and down with joy when Ocean brought in an Amiga version that was a pixel perfect replica.

All the screens, music and playability have been captured perfectly. In one of the most impressive Amiga coin-op conversions we've seen yet! Everything's been included, from the intermission screens to the location of secret lives! Pang should be out around October - we can't wait!

RELEASE: ST, AMIGA OCT
PRICES: TBA



NEXT MONTH

WE'VE GOT A MEGA
ISSUE LINED UP!

THERE'LL BE OODLES OF
EXCLUSIVE REVIEWS
INCLUDING THE BIGGEST
GAMES OF THE YEAR!!!

WE'VE GOT SOME
AWESOME CONSOLE GAMES!

WE'VE GOT SOME
UNBELIEVABLE ARCADE GAMES!

WE'VE GOT SOME
SUPERB HINTS 'N' TIPS!

WE'VE GOT SOME
INCREDIBLE PREVIEWS!

WE'VE GOT THE
HOTTEST NEWS!

WE'VE GOT THE
GREATEST CHARTS!

WE'VE GOT THE
CORPS!

IN FACT WE'VE GOT
THE LOT!!!

THE OCTOBER ISSUE OF C+VG GOES
ON SALE SEPTEMBER 16TH. MISS IT
AND WE'LL SMASH YER FACE IN.

THE NIGHTMARE BRED

THE ACTION GAME

THE



TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NUCROPOLIS TO

HAS

THE UNDERGROUND CITY OF MIDAM WHERE DWELL THE NIGHTMARE SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHABITANTS OF EARLY. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



© 1989 MICHAEL BISH PRODUCTIONS

NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ADOM-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS "THE MASK".



BEGUN!

THIS ALL ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTMARE.

THEY'RE COMING SOON!!!

AVAILABLE FOR COMMODORE
SPECTRUM - AMSTRAD
ATARI ST AND CBM AMIGA.

ocean

SNOWSTRIKE

MISSION ZONE COLOMBIA—MISSION TARGET DRUGS!



... U.S. CONGRESS IN EMERGENCY SESSION—MOVING TO DEPLOY WAR ON COLOMBIAN DRUG TRAFFIC, NARROWLY DEFEATED

... COVERT OPERATOR PLANNED BY MULTINATIONAL CARTELISTS FOR CULP OF KIDNAP

... DRUG BARONS READY TO HELP FBI IN CANNIBAL EYE CONSPIRACY OF THE DEADLY COLOMBIAN SNOW

... BARRON SQUADRON OF F-14 STS TAKE OFF FOR AN UNKNOWN COUNTY, THE TIME FOR TAKING IS OVER... AND YOU WILL MAKE THE FIRST SOLE STRIKE!



EPYX

© 1998 Epyx Inc. All rights reserved.
EPYX is a registered trademark. No. 1894208

Available on
CD-ROM & AMSTEAD Cassette & Disk
SPECTRUM Cassette
ATARI ST - AMIGA
IBM PC & COMPATIBLES

U.S. GOLD

U.S. 6040170, Suite 210 Bedford Way, Bedford,
Hampshire RG42 1BA, Tel: 01235 831386