

CS2 MEGA SPECTRUM AMSTRAD 512 AMIGA  
MEGADRIIVE PC ENGINE LYNX NINTENDO

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# COMPUTER +video GAMES

**TURTLES!!**  
ALL VERSIONS  
REVEALED  
**INSIDE!!**

EVERY VERSIONS REVEALED  
EXCEPT MEGADRIIVE  
WHICH IS PROMISED  
IN THE NEXT ISSUE  
AND THE PC WHICH  
YOU WILL FIND IN  
THE NEXT ISSUE

**GREEN TURTLES**  
**MOVIE**  
**TRADING CARDS**

**WIN!! A TURTLES  
COIN-OP!!**  
REVIEWED: ROBOCOP 2 SCI  
GREMLINS 2 POWERMONGER  
STRIDER ROGUE TROOPER



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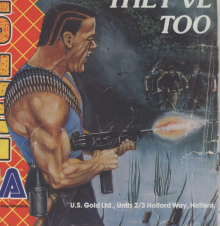
# LINE OF FIRE

U.S. GOLD

# SEGA

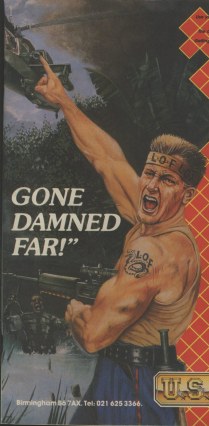
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the power will give you and the world.  
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reservoirs and to get you.



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**U.S. GOLD!**

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MANAGING EDITOR: Julian Rignall  
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Julian Rignall writes more than a lot of exciting stuff on the magazine. Working for the original front-line team, he's been a member of the staff, and now, since he's back there after a long time, he's back!

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**YOB'S MAILBAG**  
**ALAN**  
 Hi! I've been reading your magazine and I'm really enjoying it. I'm a 15-year-old boy and I'm a fan of the magazine. I'm always reading it and I'm always enjoying it. I'm always reading it and I'm always enjoying it.



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# REVIEWS INDEX

## THE RATINGS

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

### GRAPHICS

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

### SOUND

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

### VALUE

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

### PLAYABILITY

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

### OVERALL

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

## THE MARKS

**85+**

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

**70-85**

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

**55-69**

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

**40-55**

Below average to average. Generally a disappointment.

**15-39**

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

**10.**

Ugh! Boring average that's guaranteed to make your computer throw up.

## THE REVIEWERS

### PAUL GLANCEY

C+VG's resident technicist, who enjoys games that require the use of the little grey cells.

### RICHARD

### LEADBETTER

A violence-craved martial arts

ally - don't let me up and about with you are the tag.

### MATT REGAN

C+VG's strategy devotee, who has always got his nose in an RPG, adventure, or simulation.

### ROBERT SWAN

A bit of an odd 'un in Feb. Good 'em up and platform games are a favourite, but does REALLY get him going!

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Amazing! Magnificent smooth performance - check this out NOW!

**JAMES POND** 72

Great music graphics and amazing fun that playability make this a real winner!

**POWERDRIVER** 76

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**WONDERLAND** 142

Magnificent graphics, great adventure in their best yet - and that's obvious!

**HELLFIRE** 148

Amazing arcade quality, shoot and go! Guaranteed to amuse!





# UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the responsible exterior of the new Amstrad Plus range of computers, lurks a monster.

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# NEWS

## EAT MY SHORTS, MAN!

Featured here is the new Simpsons portable, but forget about that, because the real business of this news piece is the announcement that Cosplay have snapped up the license to the Simpsons, the show which is currently swelling SKY TV viewers' in the US. The Simpsons have already gained more cult popularity than the Turtles (and that's big), and are set to do the same over here, what with associated merchandising and the like. A Nintendo version of The Simpsons is already out in the States, courtesy of Acclaim, but it remains until next summer to see if Bart and his family can achieve the same status on British computer systems.



## SEGA GET IN GEAR

It seems like hand-held titles are all the rage, these days - what with the Nintendo Game Boy (now officially available in this country and selling like hot cakes), the Atari Lynx and the soon to be released TurboExpress GT (the portable PC Engine), it looks like portable consoles are the games systems of the future. Now Sega have jumped onto the bandwagon with their new Game Gear, and the G+VG crew had a good look at an imported machine from Europe Games.

### GEAR BOX

The Game Gear is essentially a portable Master System with extra bits. It's about two-thirds the size of the Lynx, measuring a meagre 122 x 212mm and weighing 370 g. It has a built-in 3 inch, backlit LCD colour screen, which can display 480 x 144 pixels, in any of 16 colours from a palette of 4096 (the Master System has a palette of 128). Though the games we saw made very Master System-like noises, the Game Gear can produce sound or music on three stereo channels, and it has it's own stereo headphone socket for private listening.

### GAME GEAR GEAR

The Game Gear's got a whole bundle of add-ons coming out as well, such as an optional TV tuner (so you can watch your fave shows wherever you want), a link-up lead, and a cable to connect the machine to the cigarette lighter of a car! But what about the games?



### GAME GEAR GAMES

The machine was launched in Japan with three games: Super Monaco GP, Columns and Pango, and after having a good look at all three we reckon they're pretty good. There are more on the way, including a conversion of Sega's stomach-churning coin-op G-LCX, as well as Wanderlog, Pro Baseball '90 and Dragon Crystal.

### LANDING GEAR

The price! In Japan, this little wonder is selling for about 19900 yen, or about £74, with the games for only 3900 yen, or 14 quid! Could this be the end of the Lynx and the Game Boy? Not yet, because some of the importers who are bringing the machine into the UK at the moment are selling it for between £200 and £250! Virgin haven't set a price or a launch date as yet, but they hope to have Game Gear in the shops early next year, for under £100 - which seems much more sensible.

## CAN I PLAY WITH MADNESS?

All the headbangers and moshers amongst you, later on US Gold have announced that they have acquired the license to those metal monsters, Iron Maiden! PH supreme Daniele Mignoli told us there are no plans at the time for what shape or form an Iron Maiden game will take, but it'll definitely feature Eddie (Maiden's mascot) as the central character, as well as loads of Maiden tracks! More news, as and when...

## BULLFROG HOP IT

Bullfrog, developers of the critically acclaimed God simulator, Populous, as well as the wacky Flood and the totally brilliant Powermonger (see the review later this issue), is planning to end its long-term relationship with publisher Electronic Arts, and set up under their own label, as Core Design and the Illusion Curve have recently done. Paramount are flying around that Bullfrog will follow another top team, the Illi magi Brothers, and join up with the new Renegade label. Keep reading G+VG to make sure as we get it.





## DAMOCLES - THE NEXT GENERATION

Now that the excellent 16-bit sequel to Stronkman, Damocles, has been breaking ground for a while, Novagen are about to unleash two mission disks that will expand on the original, with new plots and problems. And what's more, the two disks (the first should be about by the time you read this, the second is due in January of '91) will cost a grand total of just £9.99 each! We're so further into an what form the missions will take, but if you can't wait, Novagen can be reached on 021 440 1018.



## AN EVEN BIGGER CHOPPER?

MicroProse are now planning to release a sequel to their best-selling smash copier sim, Gunship. Code-named Gunship 2000, the game will centre around an updated version of the Apache AH-64 attack chopper, set against a world of drug barons and criminals, rather than the political Cold War theme of the original. According to trade newspaper CFW, the game has already been in production for 18 months, and should be ready for release on the PC around next June. If it's half as good as the original, Gunship 2000 should be nothing short of brilliant. Check out a preview in a future (ah of C-VG), and watch the skies!



## A HORSE'S HEAD IN YOUR BED?

With the long-awaited third film arriving in March 1991, US Gold have announced that they have acquired the license to The Godfather, the story of loyalty, power, and extreme violence within the Mafia, and particularly the Corleone family. USG supreme Geoff Brown commented that "there are only a small number of absolutely instantly

recognizable licenses in the world, and The Godfather is high amongst these. With the launch of the new film, the spotlight will be firmly on The Godfather". We have our doubts, but USG intend to release both an interactive adventure and an action game, so judgement will be reserved until we see more on them.

## GOLD LICENCES-A- GO-GO!

Sega have now made an agreement with US Gold which gives the Beamline boys the license to convert all present and future Sega coin-ops. The two titles planned for conversion at the moment are Super Monaco GP (to be written by Probe, and is planned to be a combination of the excellent Mega-drive version and the coin-ops), and the sequel to Afterburner, G-LIG. How these two monster coin-ops turn out on computer is anybody's guess, but we await the outcome with interest.

Also due to be unleashed are two Capcom coin-ops, IMRCS (a multi-player Commando-style shoot, to be done by Taitex), and Final Fight, which Creative Materials (currently working on the conversions of C-SWAT and Line of Fire) will be doing.



the jobs! etc. No info on release dates as yet, but as soon as we know, you will too.

## SIM CITY MISSION DISKS

Real content with just releasing their amazing Sim Earth game, Maxis have started up with some fine scenario disks for their classic "god" game. With the first disk, you can create cities based around Ancient Asia, Medieval times, and the Wild West (create your own Dodge City!). But there's more, in the form of a second data disk. This

disk will welcome you to the 21st century, where you can build cities of the future in either America, Europe or even the Moon! Intergalactic (batter than Ocean) are selling the disks at twenty pence a piece. Sounds a tad overpriced, but if Sim City's your bag, check them out.



# NEWS

## SPREAD-SHEETS ON A MEGADRIVE?

Well, not quite... more like the other way around! What are we blathering on about? What are YOU blathering on about, you mean. Rob - the Sega are going to make the jump from console to computer (sort of) and are planning to release the first in what is expected to be a large range of PC compatibles. And what's more, Megadrive carts can be plugged into 'em, so you can mix business with pleasure! The Sega 286PC will be a 38600-based machine, with a 14" VGA monitor, a high-density 3.5" drive, a built-in modem and of course, the Megadrive cartridge port! Phooooow! As you can see, it looks very nice indeed, but what it'll cost and when it'll be available is as yet unknown. One thing is certain - if we get our hands on one, no work will ever get done!

## IN THE DEEP MIDWINTER TOO

Hasbro have announced plans to release the sequel to their critically-acclaimed 3D epic, Midwinter. Most of us will once again be the brains behind the game - originally called Wildfire, but according to Julia Coombs, Micro-Prose's PR person, the final game will be called something along the lines of "Flames of Freedom" (dramatic, eh?). From what we've seen of the game so far, it's similar in spirit to the original - protect an archipelago of islands from invasion by a malevolent force - but is a heck of a lot bigger in most respects. There are others more characters and no less than 22 modes of transport (including tanks diving, mini submarines, bi-planes and even Jeppies!). Look out for more information as we get it!



## WE'RE OFF TO SEE THE WIZARD - AGAIN

One of Ocean's major hits from several years ago was Wizard, a steady stream 'em up of sorts which cast the player as a wizard trying to return the colour to his degenerated world. Now Ocean have announced plans for Wizard II, and have recruited the authors

of the original, Sensible Software, to do the job. It should be very interesting to see if the sequel can grab more accolades than its predecessor, but you'll have to wait until spring of next year to find out - right here in C+PC.

## CONSOLE BOOK IV - THE REVENGE!

Yes indeed, folks, not content with bringing you up to the minute console news in C+PC (or our new sister mag, Mean Machines, for that matter), we're

now plugging our way through the fourth book in the Complete Guide to Consoles series, and it's going to be the biggest and best yet! It'll be on the newsstands at the end of November, and will set you back the princely sum of £2.95. Don't miss it!

## IMPOSSAMOLE CONQUERS USA

**GERONAMOLE!** After starring in five (count 'em!) computer games, our hero, Monty Mole is now poised to conquer the United States in an all-new impossible adventure for lucky TurboGrafx (PC Engine) to use gamers. But it's not just one game that our Monty is

set to appear in. NEC are rather excited about this little furry creature, and are also set to move the lovable mole into the "lucrative world of merchandising". So expect Monty cutly toys and the like, as well as the Engine game. We'll keep you posted.

## Thomas Cook



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# NEWS

## HAVE FUN WITH YOUR JOYSTICKS

A bit cheeked off with your button-wearing Nintendo joystick? Finger cramp getting a bit too much? Well, you can leave goodbye to those NES terrors with these amazing new joysticks from Spectravideo. The NES boasts an enormous LED display, to tell you when you have moved or pressed a button (useful, huh?), and an ergonomically designed stick to boot. The NES is a stick with less designer pulling power because it's merely a cut-down version of the Pro (and hasn't got the LEDs either).

They took a bit too unkindly for us, but at £15.99 for the HD and £19.99 for the NES, you're certainly getting



value for money, and since they've both got mono switches, they should last for quite a long while as well.

## I WANT TO RIDE MY BICYCLE

Feeling run down? Playing too many games, and not getting enough exercise? Now you can do both - at once! Coming soon is an arcade near you is the TurboBike, a game which involves cycling around city and country side alike, whilst trying to win numerous races. As you can see, this involves pedalling like hell in order to keep out in front, which makes it possibly more knackerish than the old Sega boxing game, Heavyweight Champ. Looks like the soft of game that'll either give you massive leg muscles or an early coronary if you ask us, but keep-fit fanatics should keep their eyes peeled.



## COMMODORE SHOW TIME

If you're some kind of computer show goer, you can't miss until December for the Computer Shopper Show, then take heed, because in the 18th to the 19th of November, the Commodore Christmas Show is going to be taking place in full force at the Norfolk, opposite the Hamman-Smith tube station.

Software companies like Dorian,

Electronic Arts, Demtek, Psygnosis and Mindscape are promising to be there, so if you're a Commodore owner who wants to see what's what, then check it out. With sections like The Games Arcade, where jam-foot games are put to the test, it could well be a show to remember...

## COMPUTER SHOPPER EXCITEMENT

Make sure you keep 80% to the 8th of December free in your diary, because that's when the fantastic Computer Shopper Show is going to be taking place. There promises to be a huge amount of bargain goodies up for grabs, and this particular show is being touted as 'the world's largest pre-Christmas computer shopping spree'. Sounds good to us.

The show's also going to be used by several companies to launch exciting new products, and the super secret Commodore GD-TV is also scheduled

to make a special guest appearance. But there's no denying that the show's major pulling point is going to be colossal savings to be made no matter what computer (or even console) you own, so make sure you get down to the Wembley Conference Centre in London (get off the tube at Wembley Park and follow the signs) early to avoid the rush! And as an added incentive we've even got a coupon on this page that'll entitle you to a massive 50% saving on your entrance ticket! Good on!

COMPUTER SHOPPER SHOW '80

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# THE ULTIMATE DRIVING COMPILATION



Your Ferrari 140's low and sleek is guaranteed bumper to bumper in a thrilling 10 stage race across the desert with each new arena a different challenge.

"An outstanding conversion which breathes life into the 'Sim'." *IGN*

Slip behind the wheel of your turbo charged Formula 1 hot pursuit of dangerous opponents. Drive by the seat of your pants to avoid the hosts of hazards on the treacherous and treacherous.

"Absolutely incredible. The best driving game ever." *IGN*



Take your life to your hands to race both speed and stunt tracks. Jump the bridge and attempt the impossible loop the loop, all in fabulous wild 3D - it's the ultimate driving simulation.

"...reminds of the features of the arcade game and plays brilliantly. An absolute must-have for racers." *IGN*



It's fast and furious and you're in peak position. Power your way round 11 wondrous driving circuits. Step on the gas and let your opponents eat dust!

"Hours of racing fun in what is surely the best Power Drift conversion the Amiga is capable of." *IGN*





▲ The Atari version



▲ The colorful Spectrum version



▲ Turtles on the Amstrad CPC

They're acknowledged as THE comic sensation of the nineties... They're cool, they're mean - and they don't like archfoes on their payroll. They're the Teenage Mutant Hero Turtles - four street-smart amphibians with a mission in mind - to seek out the evil Shredder and his diabolical Foot Clan and kick them out of New York.

But laying waste to the city with a lethal crime wave isn't the only piece of business that the Shredder has come up with. In a maniacal fit of ruthless rage, he's also made off with the Turtle's (out-rival) friend April O'Neil. Obviously, some kind of rescue mission will have to take place, and our amphibian ninjas also must traverse the city, beating the seven shades out of any Foot Clan minions that dare cross their path. At the end of each level, the Turtle will have to face one of the Shredder's toxic evil henchmen, Bongo or Rocksteady by name (but not by deed). With six levels of New York to clear up, this game'll find you at your computer for ages.

The actual gameplay takes place on a large four-way scrolling map, representing the crime-ridden city. Here, our turtle hero can beat up any Foot minions or alternatively duck into a building or sewer. Here, the action takes place on a side-on horizontally scrolling play area, where our hero turtles must fight off various nasty crea-

# TEEN MUTA MUTA HER TURT

BY IMAGE  
WORKS



▲ Underwater action in TMNT



# MANAGE TANT ERO RTLES

turtles and Clan soldiers. It's in this section where you're most likely to find April (they're not likely to leave her out on a street now, and they?), and after she is returned safely to her turtle chums, it's time to load some shell and finish off the Shredder once and for all.

Obviously, the player can only control one turtle at a time, and each turtle's strengths and weaknesses must be taken into account before going into battle. Leonardo, for example, might have power behind his Katanag-based antics, but Donatello (although less powerful) can reach places with his flo that Leo can't.

Probe software are the dukes behind the code. They're jazzing up the American Amiga version (reviewed in issue 104) and porting it across to the ST. They're also reprogramming bits of the American PC and C64 versions, so they should be even better than before! Once it's clear we aren't going to be left in the cold, other Spectrum and Amstrad versions are also forthcoming, and they're coming along very nicely, thank you. Check out the all-formulae shell defiled around the page!

The game is to be launched on November 15th only weeks before the British release of the blockbuster film, so it looks like this Christmas is going to be just turtles and some duties, so stay with



▲ Facing up to Rocksteady in the PC version.



## GET THE FULL SET OF TURTLES CARDS!!

After you've entered the Turtle compo, turn to page 21, where Topps are making full sets of Turtle movie cards (like those on this month's cover) available exclusively to C+PS readers!

## WIN THE TURTLES COIN-OP!

Now turn to page 18, where Image Works are giving away Konami's lovely game Teenage Mutant Hero Turtles four-player arcade machine - the ultimate addition to any Turtles fan's Turtlebible collection!



▲ Amiga Turtles drive from the Scors (with a few tweaks).

# M.A.R.C.

## NO-ONE HAD THE GUTS UNTIL NOW

**M.A.R.C.** The arcade action thriller with the **BIG** finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR. BIG CORPORATION -

### IF YOU GET THAT FAR.

You'll have to outwit his enormous army of body guards... gangs of charisma-by-pass patients in french coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour -

### YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling Cadillac jack - a cool specimen, elbow hanging on the door tail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.

It's not all bad... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty mean moves. And what about the king pin...

Oh I say he was  
Mr. Big!

No, he's  
**MR. BIG!**

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C64 AMIGA • ATARI 27

**ocean**

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GAMES INC.

# COWABUNGA!

## WIN THE TURTLES COIN-OP

COURTESY OF IMAGE WORKS!!

Crikey hell, guv'ner! Surely you cannot be serious? A Teenage Mutant Ninja Turtles coin-op being GIVEN AWAY by those extremely generous folks at C+VG. In association with the no-less generous dudes at Image Works! Yep, that's right and it could be YOU that ends up with a hoofing great four-player Konami Turtles coin-op in your bedroom! Aaaa!

Just think, it could be you that becomes the most talked-about dude on your block! Your door will be accosted every day by jealous mates desperately seeking a glimpse of YOUR Turtles coin-op! Absolutely everyone will want to be your friend (if they aren't already)!

So, now that's got your attention, I suppose you want to know just how to get your greasy hands on this absolutely amazing prize. Well, it really couldn't be simpler (honest!). Remember those fabby stickers attached to the front of the October and November issues of C+VG? You do! Good!

As revealed in last month's C+VG, you're going to need to cut off the number four from the October sticker sheet (four turtles, geddit?) and the eight (four times two is eight, geddit?) from November's. Got them? Well, you'd better have, or you'll have blown your chances straight away!

Now then, in the entry form below, you should find a couple of empty boxes that coincidentally are exactly the same size as your stickers. Simply, wham 'em down, and in the space provided use your skill and judgment to answer this probing question:

### THE QUESTION

#### HOW MANY TEENAGE MUTANT HERO TURTLES ARE THERE?

Simple! Don't think you have to mutilate this month's C+VG either. Just as long as your stickers are original, you can use a photocopy of the entry form! When you've filled out the form, simply post it off to COWABUNGA COIN-OP CAPERS OF CHAOS! COMFQ, C+VG, FRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



Since this coin-op is obviously incredibly special, the closing date has been set back to 22nd March, 1991, meaning that all you overseas readers can enter too - so there's no excuse for not literally jomping up the office with your entries!

I'M DEAD CLEVER, I AM, AND I RECKON THERE ARE ..... TEENAGE MUTANT HERO TURTLES.

IF I WIN, SEND THE COIN-OP TO:

NAME .....

ADDRESS .....

.....

TELEPHONE NO. ....

OH, HERE'S MY NUMBER FOUR STICKER AND HERE'S MY NUMBER EIGHT



# GET THE COMPLETE SET OF TOPPS TURTLES CARDS



You might have noticed we've gone a bit Turtle-mad recently, what with that terrific Turtles movie pack stuck to the cover, an all-format Turtles game preview and a chance to win the Turtles coin-op. Added to that, in next month's C+VG, we, in association with Topps, will be giving away a FREE mammoth Topps Turtles Cards Reference Sheet - with pics of all the great Topps Turtles cards so you know which ones you still have to collect!

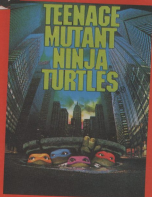
But if you haven't the patience to bother with all this "collecting" malarkey, C+VG, in association with Topps, have struck a deal, making it possible for you to get your hands on the COMPLETE set of 132 Teenage Mutant Ninja Turtles cards all bundled up in two presentation packs with 66 cards in each! Say goodbye to having to trade cards with your mates! Banish those "can't get that last card for the life of me" blues! And what's more, be the envy of all your mates because these mind-blowing cards won't be on sale in yer common-or-garden shop until well into 1991!

Fancy getting in on the act? Then waste no more time! The complete set of Teenage Mutant Ninja Turtles movie cards can be yours for a trifling £3.68 plus 90p postage and packing! Can't say fairer than that, eh?

So, fill out the coupon below and bung it in an envelope with a cheque or postal order for £3.58 made payable to Bazooka Joe. Then send it NOT to C+VG, but to:

C+VG/TOPPS TURTLES CARDS OFFER, BJ OFFERS, PO BOX 83, CHELMSFORD, ESSEX.

Unfortunately, this offer only applies to readers in the UK, and you'll have to allow 28 days for delivery. Hurry up though, because this offer is only valid while stocks last, so get that order in the post - NOW!!!



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**PLEASE SEND ME MY TURTLES MOVIE  
CARD PACK BEFORE I EXPLODE WITH EX-  
CITEMENT!! I ENCLOSE A CHEQUE/PO FOR  
£3.68 PAYABLE TO BAZOOKA JOE.**

NAME.....  
ADDRESS.....

POST CODE.....

Send this coupon to C+VG/TOPPS TURTLES  
CARDS OFFER, BJ OFFERS, PO BOX 83,  
CHELMSFORD, ESSEX.

This  
 Christmas,  
 there's a  
 little bit of  
 Commodore  
 in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new **Amiga 1600**. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software... *Battle Chess*, *Populous*, *Sim City* and *Their Finest Hour*, the incredibly realistic *Battle of Britain* simulation.

Then, in an instant, it can switch to a serious business machine with *Platinum Works*, or to

your own design/animation studio with *Deluxe Paint II*. The **Amiga 1600** comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the **Amiga 500**, recently awarded European Computer of the Year, is still the most covered computer for kids of all ages. The **Amiga 500** takes you into a fantastic world



The Commodore Amiga 1600 - £1149.99

"Now, let's see if I can..."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's - First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software: *Deluxe Paint II*, *Pro Write 2.8*, *Infodile*, *Music Mouse*, *Let's Spell at Home*, *Amiga Logo* with *Talking Turtle* and *BBC Emulator*. 'Class of



The Commodore Amiga 500 System - £399.99  
 First Steps - £399.99

"Yes, I'm learning fast..."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £999.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Games' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie: Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer if brain-stretching tasks are your forte, choose 'Mindbenders' with Confusion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64  
Mindbenders and  
Night Moves - £199.99



"I'll give it my best shot..."

the compelling Midnight Resistance, Nightbreed, Secret Agency 07 Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £799.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose - having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with amibitor joystick and four fun-filled games. When you've mastered Klax, International Soccer, Rimbo's Quest and

Frensh Freddy's Big Top, you can choose from another hundred. All this for under £700.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.



The Commodore  
64 Games  
System - £69.99

"I knew I could do it."

All prices are inclusive of VAT. \*Monitor not included.

#### How much Commodore is there in you?


To find out, please complete your details and send them to Commodore, Freepost 36, London W11 6AA.

Name

Address

Postcode

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 **Commodore**

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# Mail Bag



Here I am, back again to provide you with another month's worth of abuse, er, advice about the wonderful world of computer gaming. If you feel you have something to say on the subject you could do worse than put pen to paper and send it to YOB'S MAILBAG, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. A ton of software to the best letter.

## AXING QUESTIONS

Dear YOB,  
I own an Atari ST and I was wondering when Golden Axe was coming out, so could you tell the old bean? Also, I've read your jolly mag now for three and a half years and there has not been any game that has been given 100%. Do you know of any before I started reading, that you gave this rating to. If not, what level would you give 100% to?  
PS: My sister thinks that you are a gorgeous person and wants to go out with you! Any thoughts?  
Gazko: Dorking, Surrey  
YOB: Gah, lots of thoughts actually. Golden Axe will be out on the ST in time for Christmas, old bean. As for 100% ratings, well... I don't think that there's ever been a game that was worth

100% because even if a game has a terrific concept, or plays really well it's always going to be limited by the constraints of the computer's hardware, so there's always going to be something (even something small) wrong with it. A 100% game would have to be perfect, and uncompassionate, and of the speed computer games are improving, there's no way that anyone could say "this game is perfect and will never be bettered in the future". That's what I think, anyway. If anybody else has got any opinions I'd be happy to hear about 'em. Well, maybe not happy as such, but send 'em in anyway.

## MUSIC FOR PLEASURE

Dear YOB,  
Whilst reading through the

last issue of your magazine, I had a brainstorm and rushed upstairs to put my plan into action. About an hour later I returned tired but undaunted, holding the cassette of my own devising as though it were precious metal. On it were all the tunes of my favourite Amiga games, beautifully blended to a sound even Beethoven would have been proud of.

Anyway, the point I'm making is that I think it's time that you do another audio tape for your readers and shopped it to the cover of the next C+VG. There are many good talents out there in the world of computerised music and it's time we gave them credit where it's due.

I'm sure that you'd agree that many bits of music are suitable for such an audio tape compilation, so you could even run a series on the cover of C+VG over a series of months. How about IT? S N Hardy, Sheffield.

YOB: Yeah - interesting idea, but I have to say that there's not that much computer game music that I'd actually listen to in my spare time. The only really good stuff I've heard are things like Software Creations' music, some of the old Rob Hubbard pieces (Zilla and Karilla for example) and Martin Galway's tunes (Miami Vice was his best, I reckon). Anybody else like to send in a

top ten of their favourites?

## MEGADRIVE TURTLES?

Dear YOB,  
I was wondering if you can answer me one question, you know the Teenage Mutant Ninja Turtles on the Amiga and Nintendo? I was wondering if they will make one for the Megadrive, if they are going to make one will you let me know?

Jose Orjovios: Somewhere  
YOB: Strangely enough, Anne, my sources tell me that a Megadrive Turtle game is in the offing. And not only that, it'll actually be a celebration of the coin-op rather than the Nintendo-Amiga platform adventure. I've told the lads to keep you posted on that subject so keep watching the mag.



## GRAFFITI BOLOGNESE

Dear YOB,  
I have been buying your sleek mag for many years now and the only thing that really gets my wick in the whole magazine are the letters from America (D'you think he means "Assholes"? - YOB) like Complaining Colin who moan about the highscore tables saying that many scores are false. I must agree that some look improbable, but sooner or later someone breaks it off the table anyway. So who cares? Not I, not you, nor should any other person. My advice to moaners is to try harder. Every score can be beaten. Just because you can't better it, it doesn't mean it can't be done. So shut-up a yin-moanin', eh?  
Laf's and with a thought! Since graffiti is done for neither financial gain or for personal acclaim, then it must be the purest form of art. Davey McGarvey, Falkirk, Scotland.

YOB: If graffiti isn't done for personal acclaim, how come most of it consists of the artist's name signed in twelve foot-high letters? Hey - what am I saying? I must be getting law-abiding in my old age.

## KONIX SCHMONIX

Dear YOB,  
I own an Amiga and an ST, but I am thinking of buying a console. The console I read about in a book issue of C+VG. You said it was out in the shops, but it isn't. Could you please tell me when it is being released? Thank you Stephen Tyers, Basing, Kent.  
YOB: Dairy-churns, have I got bad news for you, Steve. After various problems at Konix, it looks like the Multisystem will only be seeing the light of day if the sea turns to low-fat raspberry yogurt, so it's almost my spending power in the direction of a Mega-drive or PC Engine it's over you.

## LIMPING FISH LETTER

Yoi Grandmaster YOB!  
Tell that dopey ass! Daniel Whyns, regarding his letter is issue 190, that if I was him I'd buy a canister of acid, and after he had finished his teeth, to use the acid as a mouth wash!  
A-y-y-y-y, I've got a brilliant joke for Jaz. If you have a game that you don't want, simply bring it to the zoo, find the piranha fish tank, then push your grandfather in. While everybody is watching the terrible struggle, slip the game into somebody's hand-bag. Right, moving along, I'm thinking of buying the Hinder-oo Turtle Park. Is it worth the price (£99.99) over here? Christian Tate (takes the limping fish from South Dakota), County Dublin, Eire.  
YOB: A Turtle park certainly is worth £99.99, but if I want you (and I think God I'm not), I'd use the money to buy a Booby Home Letter-day Kit. It's kill or cure, but in your case, either option would probably save us all a lot of trouble.

## HARDER! HARDER!

Dear Sirs,  
Thunderfence III, done it, easy, nothing to it, folks, over, THE END. Come on Sega, give us a hard game! Well done virgin! They have released the British Mega-drive and it only takes British cartridges. Who is going to buy one when you can get a cheaper Japanese model that will run British/Japanese and American software? Instead of a game called Ash? Richard Foley, Polesworth, Northampton.

YOB: Yip. Next letter, please.

## HILARIOUS FILM PARODY BIT

Dear YOB,  
You mean maths, now I know you've heard of Total Recall but you have not heard of Total Recall or RoboCop II.

Well, Total Recall versus RoboCop II is so hard, I'd have to tell you. There are six letters. You can be Total Recall or RoboCop 2. This is if you are Roland.

1. Roland sent to Uranus to find RoboCop. You have to kill 100 Boopy guards (they guard RoboCop).
2. Have a fight on the Starship Flippyprite and kill the Teenage Meathead Flippy Ninja.
3. RoboCop and his floppy-guards take over the Nuke-bunny Coop building. They have 32 hostages. Kill 'em all (even the hostages).
4. Have to face fight with FlippyCop.
5. Total Recall becomes a Hero Turtle. So it goes Mitha-tergo, Naghast, Donatello, Leonardo and now, Fabrizio, Chris Williams, Liverpool.  
YOB: Sorry, everyone, I just can't think of a good reply for this letter. If any of you can come up with one, send it to me and I'll do something with it.

## CHILD-BEATING SHOCKER!

Dear YOB,  
Me and my brother are thinking of getting a Megadrive. The problem is that my brother won't let me tell my Mum and Dad, and he always hits me if I tell. And my Dad will accuse a Spectrum and he might not let me to see you show him in the shop - last best magazine called C+VG.

PS: Don't punish I told my Mum.  
Christopher Bulger, London.  
YOB: Ooep! Barry Christopher, I didn't need your PD until too late, so now everybody's going to know, and your brother's going to give you a good thumping. Ooh dear.

## MEGADRIVE VS AMSTRAD

Dear YOB,  
Colin Tracey's letter in the September issue of C+VG was complete trash. If anything, C+VG has improved by

leaps and bounds over the past year or so. I prefer less text in reviews, just a brief outline about the game will do. The screenshots are brilliant with loads always on each review.

Is the Sega Megadrive technically superior to the C+VG 4000 (the new Amstrad console) as I am considering buying one of these machines (they're about the only new consoles available in the UK at the moment).

I would like to say how fat the Complete Guide to Consoles books are. I have volumes II and III and they're worth every penny!  
Terror Sam, Hampshire.  
YOB: Technically, the Megadrive is the best of the two, but of course, it's a bit more expensive. Still if you're got the money to spend, that's the one to go for at the moment.

## HERE COMES THE BRIDE

Dear YOB,  
Will you marry me?  
Love and kisses  
Andrew, Westhoughton, Lancashire.  
YOB: That depends. How much money have you got in your?

## DOES AMIGA BEAT SCHOFIELD AND GREENE?

Dear YOB,  
I was wondering if you could sort out a debate myself and a "friend" have. I own an Amiga and my friend has an ST. So, with these computers being rivals of each other, he often goes on about how superior the presentation capabilities of the ST are to those of the Amiga. Could you please inform my "friend" or myself by telling us which computer is better equipped for the presentation side of things.  
S Lacey, Cambridge.  
YOB: What do you mean

# S P O **4D** R T S

## B O X I N G

"4D Sports Boxing is absolutely brilliant... one of the most innovative and fun sports simulations I've ever played!"  
—Tommy Lee, *Computer Gaming World*, 12/1993

"...This is the best game I ever played... it's fast-paced, realistic and extremely fun!"  
—Tommy Lee, *Computer Gaming World*, 12/1993

"...Excellent... Sports Boxing has made me a fan... there is no fighting more fun than this... you can really feel the punches... it's a great way to spend your spare time!"  
—Tommy Lee, *Computer Gaming World*, 12/1993

"4D Sports Boxing is simply one of the most exciting sports simulations I've ever played!"  
—Tommy Lee, *Computer Gaming World*, 12/1993



### Do you want to box in the Fourth Dimension?

Mindscape and award-winning developers DSI bring a new era of games to your home computer with the 4D Sports series. Now the 4th Dimension is real and the action is amazingly fast. Modelled and simulated on real human movements, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and score a variety of styles of your own boxing.

You choose how tall, how heavy and how strong they are.

Next you train them and build them up into fast, powerful fighting machines.

Now it's time to enter them into their first fight.



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# Mail Bag



"the presentation side of things"? The Amiga has better graphics and sound than the ST, but whether or not either of them could do a better job of presenting *Going Live* than Philip Schofield and Sarah Greene is debatable. Isn't it?

## IMPERTINENT QUESTIONS

To Bob (He's not really my brother - YOB)  
How is it going? I want to start off by saying that if you don't print my letter I will send you a tape recorder that won't stop playing a Barry Manilow tape. I will also zoom down in my Granny's Ferrari and make you play my vintage Spectrum 48K with silly rubber keys. **HOW'S THAT?** Now, I'll get on with my letter. I am, as you might have guessed, a gulf computer called a Spectrum 48K. I'm getting rid of this piece of bum fluff and going to purchase a mega, cool, mega great, Megadrive. Here are my fabulous questions:

1. Do you like Laserjet?
2. Have you got a PC?
3. Are you pillows neat?
4. What colour is your wall paper?
5. What is the best game on the Megadrive?

I would like to leave you with this message, if you don't answer my questions, my best friend GG and I will come down with a gang of

thugs including my big brother Arnold Schwarzenegger to beat you up. **MC Scott Wilson** (Johnnie, Greenrigg, Scotland. **MC YOB**: Him. Another wannaber. Oh, well, here goes.

1. No. And so what if I don't?
2. No, but I've got Diddley.
3. No. There more a sort of dirty yellow colour, actually.
4. Come to think of it, that's a sort of dirty yellow colour too. Someone remind me to give my brother-in-law, Trevor, a ring before the end of the Mailbag. He's a painter and decorator. He's supposed to give me a good deal.
5. Megadrive games are all rubbish. Has Lee? Only joking! (what a zany jester you are, YOB - Ed) Super Monaco GP's my favourite at the mo'.

## DISSATISFIED CUSTOMER

Dear YOB,  
Around five months ago I bought my pride and joy - an Amiga 500 from a well-known High Street store. From what seems like years ago (five weeks to be exact) I sent a bank since it had a minor problem of crashing on certain games. When I returned the computer, the silly girl behind the counter said it would take two to three weeks max. After this limit had elapsed I

began a series of phone calls only to find on each occasion the date of re-entry into my loving arms was getting longer by two weeks each time.

After four weeks, I returned to the shop in person to get a straight answer from the obviously incompetent staff. It really is so bad that it will take six to eight weeks for repair since Commodore will not let the store carry out repairs and the Amiga has to be sent to the Outer Mongolian Commodore branch.

Whilst in the shop, I met another understandingly distraught Amiga owner which made me wonder if any other casualties of ignorance are out there and if so, shouldn't they be told?  
**Mr Quite Angry Indeed Mikul**

**YOB**: Well, Mr Mikul, what can I say, except "tough luck". Unfortunately, in a physical mode of existence, there are always physical constraints placed on the solution of problems, especially in High Street shops, so things can and do go wrong occasionally. One thing you should NOT do in these situations is to start berating the assistants around the upper body with an aluminium baseball bat, because this constitutes Criminal Bodily Harm. You're much less likely to go to prison if you just do what I do and try to think positively. Use the



time you're without your Amiga to breaken your foot-zans and take up a new hobby like underwater basket-weaving. Or something. Just as long as it's not any more letter-writing I don't mind.

## MAJOR MONDO BUMMERSVILLE, DUDE

Dear YOB,  
Comwings Outer Greetings from Aussie Land. Turtles has kicked up quite a bit around here. Some people reckon it's stupid and oddity. Major bumper. #BT 4 while ago, a kid was wandering in the sewers of Melbourne and got lost! When they found him, he said he was looking for the Teenage Mutant Ninja Turtles, mendo nation.

# THE ULTIMATE

# Ride

## Open up the throttle for 'The Ultimate Ride'

Turn your dream machine in the Ultimate bike racing challenge. The Ultimate Ride brings two virtual action hurtling into your living room at its raw, nerve-tangling best.

Take air of the best superbikes and race them on a world tour of the finest grand prix circuits. If the open road is more to your liking, the you can take it "country style" on six fantastically designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a rival as the simultaneous two player option or create custom disks of your favorite track and bike.

The Ultimate Ride combines ultra-real road racing graphics with unregarded presentation and animation. This is a real interactive racing movie.

Can you take the power?



MINDSCAPE

Actual screen shots:



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# Mail Bag



Now some parents think it is bad influence on them. Come on now, little kids don't jump off buildings to catch Anim Boy's attention, or for a total miracle to catch Dennis. Hope you don't believe this sort of drapels.

Miss Van Heeswijk, Australia: **WOW, THAT VOICE OF REALISM!** Fantasticly there are very few divines but there who get a bit carried away when it comes to playing at Batman or whatever, but they're the ones "The Media" usually track down when they want to create some kind of sensational story and convince the public that computer games/Heavy Metal records/Mini-Cool Chip ice cream not kids' minds and are a greater threat to the future of humanity than the A-Bombs. We'd all be a lot happier if people weren't led to believe this sort of crapola.

## PRICED MOUSE

Dear Ed,  
What would you do if you had a son who took your Amiga mouse to bits just to see what made it work? Now I cannot play the few games I have, even the splendid Matchless (er United), because the mouse games they are mouse driven. I was told at a computer shop in Blackpool that the cost for a replacement would be £25 and across the

road they asked for £35. I'm sure they are both overpriced. James Aynoy, Blackpool  
**YOB:** Well, Jimmy-ducks, though, the Amiga mouse just looks like a ball in a green plastic box with two buttons on it, there's actually a fair bit of electronic gubbany inside it. So really you're expecting a lot if you want one for less than about £25. Take some money out of your son's Family Allowance or something. That'll teach him.

## IMBECILE OF THE MONTH

Dear YOB,  
When reading last month's brilliant issue, I came across an article entitled PC vs PC (page 9). Could you please answer these two questions about it:

1. When you said that it will be available in the next quarter of next year, did you mean the Turbo Draft 18, or the Turbo Express?
2. Will the Turbo Draft 18 be compatible with the foreign import games for the PC single games currently available.

**PG:** I know this is one of those boring question letters which you don't like, but I'm writing it on behalf of the un-dread Jason Voorhees (star of Friday 13th films) and when he asks questions he tries

answers. In fact he's coming to my house for tea, tomorrow. Honestly here's my friend Earl Gibber give ear gothah, bomb, gib Apple jab Gibbet I must go some strange man are coming towards me with a white jacket!  
"Come along with us Craig and get this jacket on. We are going to take you back to your lovely padded cell. You'll like that won't you?" "You can't take me away, I'm not crazy. I'm a man and I live in the underwater valley of Zuber, honest."  
Craig Minkley, Nottingham  
**YOB:** Oh dear, Craig. You started off so well, and then it all went wrong didn't it? Never mind, I'm basically a charitable sort of lads, so I'll try to answer your questions extremely safely.

**YOB:** Oh dear, Craig. You started off so well, and then it all went wrong didn't it? Never mind, I'm basically a charitable sort of lads, so I'll try to answer your questions extremely safely.

1. It was the Turbo Express that Digital Entertainment hope to have out by next spring.
2. Who can say, at this time? Seems possible though.

Sorry, I didn't do too well with that second question, but I have problems of my own y'know?

## TOKEN SMARTASS

Dear Yob,  
Your Dragon Blood review (Pev writing) does not tally! Graphics 90%, Sound 90%, Value 80%, Playability 80%, OVERALL 90%

To get the average of four scores you just add them together and divide by four. So go back to school or get a better calculator!  
Dennis Fiat, Woodbridge, Suffolk

**YOB:** You prat! The Overall mark isn't an average of the other marks! As the name suggests, it's a stand-alone mark to tell you how good the game is overall.

## HANDY DIY REMINDER

Dear YOB,  
I enjoy reading your magazine, but I feel I must remind you to give your brother-in-law, Trevor, a ring about the decorating. He's bound to give you a good deal.  
Agar/Complexity/Matchup  
**YOB:** Thanks Hips. Peace to the 'phone, someone.

# S.T.U.N. RUNNER



**TENGEN**

*The Name in Gold-Op Conversions*



# FEEL THE POWER...

**A STUNNING coin-op —  
now a STUNNING  
computer game...**

Grab the controls and enter the awesome three-dimensional world of the S.T.U.N. Network. Travel ahead in time to the 21st Century and experience the thrills of racing at speeds of over 900 miles per hour!

Exhilarating... Challenging... The S.T.U.N. Tunnel Network leaves you gasping. Like a bobbed race you can increase your speed by riding the outer walls of the tunnel.

Next armored drives and Mag Cycles out of your way and hit!

The lowest path for massive injections of speed. Those outgait you, to waxy-speeds—so fast that you appear transparent and can even pass through enemy vehicles unharmed.

Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

**FEEL THE POWER!**

# C+VG HOTLINES

## WIN A MEGADRIVE

0898 334 150

Crikey doodle dandy! Not yet another Sega Megadrive being dished out by those lovable, generous folks at C+VG! Yes, you did read correctly! Grab that telephone and let your fingers do the walking and if could be you walking away with a groovy Megadrive and a free copy of *Sliders*!

## WIN A PC ENGINE

0898 555 539

Bless all ten of my little toes! If the PC Engine isn't one of the hottest gaming wonders ever to hit the face of the Earth, then I'll hit my oodpiece! If you fancy a piece of the arcade action, get to that 'phone and dial away - NOW!

## WIN A LYNX

0898 555 537

Aroagal! What a cracking little console the Lynx truly is! If you fancy being the proud owner of this brilliant machine and warm easily to handheld antics (or!) then waste no more time. The answer to all your prayers is waiting for you on the other end of this 'phone line!

## WIN A GAMEBOY

0898 555 538

All the C+VG and MEAN MACHINES crew own one of these cracking Nintendo numbers and if you play your cards right, so could you! The path to Gameboy ownership couldn't be easier. Make all haste to your nearest 'phone and dial away!

**IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.**





# BADLANDS™

From the creators of the classic laser Sprint comes *Badlands* - a fabulous conversion of the popular coin-op.

It's been 50 years since the nuclear disaster and a new sport has evolved in the acid wastelands known as the *Badlands*. Sprint Racing with a killing touch is the sport - a destructive battle between armored cars. It's all out war on the track as players blast the dozen cars and each other to finish first.

Aggressive and dangerous, in the *Badlands* only the ruthless live to tell the tale. Customize your racer with extra missiles, speed, ryes, turbo boosters and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.

*Badlands* For one or two players - its ruthless, destructive and great fun!

**TENGEN**

The Name in Coin-Op Conversions

**DOMARK**

# KICK OFF 2



## A NEW DIMENSION SOCCER SIMULATION

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY



**KICK OFF 2** greatly enhances the gameplay of **KICK OFF**, winner of the **THE GAME OF THE YEAR** in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. (Single and ST only)
- 2 players **TEAM** option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (strength, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Interactive Kick Off keypad controls to dribble, pass, shoot, head or slide the ball and do sliding tackles.
- Set piece. **FREE KICKS** including penalties and the ability to slip the ball or head the ball, round a defensive wall.
- 8 types of corner kicks with full control of shot power. Long and short throw ins.
- Team selection from a squad of 18 with substitution and a choice of tactics.
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Aston Replays and create a Golden Shots disc. (SMD, IBM & CDM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Real and yellow cards, 18 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

An international class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days**.

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- Unique facility to design and implement your own tactics.
- Over 1800 individual players, each with a unique combination of attributes and skills.
- A lively transfer market. Haggle for the best deal.
- 4 division leagues and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his thoughts and his failures into a sharp PCG US.

**ST ACTION** - A stroke of pure genius.

**THE ONE** - An exceptional football management simulation. Astonishing depth. Most involved, rewarding and playable.

**THE ACE** - Spectacularly realistic challenging soccer management with basic and beyond soccer action. 80%

**NEW COMPUTER EXPRESS** - The sheer depth is unrivalled. A definitive management game.

**COMMODORE USER** - At last a management game that requires

real management skills. A winner. 94%

**ST FOOTBALL** - Brilliant. 92%

**AMIGA FORMER** - Entertaining and addictive. 90%

**EGP** - Best football management game ever written. 92%

**ST ACTION** - The best game ever to grace the ST. Highest accolade I can give.

**AMIGA USER (UK)** - The best computer game ever. 97%

**THE ONE** - Ultimate soccer simulation. 96%

**THE ACE** - Brilliant. 95%. 90%

**AMIGA FORMER** - Best football game to have appeared on any machine. 94%

**ST FOOTBALL** - What a game! 94% by Jay. 93%

**ST NEWS** - Outstanding soccer simulation. 93%

**GAME (MAGAZINE)** - Probably the best soccer game ever. 92%

**COMMODORE USER** - No other football game can touch a 90%

**AMIGA ACTION** - Represents all other football games. 90%

**POPULAR COMPUTING WEEKLY** - Nothing short of brilliant.

**NEW COMPUTER EXPRESS** - Complete critical praise of the year.

AMIGA & ST £19.99    EGP AMIGA £24.99  
IBM IAT & XT Turbo, EGA & VGA £24.99  
CDM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

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AA

# 3 DIMENSION IN SIMULATIONS

## THE FINAL WHISTLE Amiga - ST £12.99 (incl. Post)

Raise the skills required and gameplay of KICK OFF 2 to new heights.

### Two extra bits.

Look at any player stats, attributes and skill before selecting a squad.  
Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and down bleeding headers as a spectacular overhead kick.

New two player team mode. Plays it in position or passes to the ball and plays it in position or keeper.

Line-ups and referee on the pitch.

A new player attribute: FEAR. A player with a high level of fear will try a solo attempt at the goal.

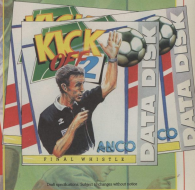
4 new pitches - Wembley - by - Wembley - New League

And Let's Move

**WINNING TACTICS** (£5.99 - incl. Post) - A collection of tactics for use in Player Manager KICK with full explanations.

**RETURN TO EUROPE** (£3.99 - incl. Post) - Three European cup competitions: UEFA cup - European Cup - Cup Winners Cup.

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**U.S. GOLD!**

# PLAYMASTERS



Hi gang! Here's another sizzling sack of totally triffle tips and choice cheats, featuring not only the complete solution to US Gold's fabbo Mean Streets, but tips for Megadrive Ghostbusters, and (fanfare) a massive players guide to the brilliant Paraxoid 90 provided by the programmers at Greffgold! If you've got a map, cheat, tip or POKE, and want the chance to win a stack of software, then send it in to **PLAYMASTERS**, C+VG, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. You never know, you might be on the receiving end of £150's worth of hot games!



## AMIGA MEAN STREETS

James Cummings of Reader's Digest certainly hasn't been reading any time, because he's found us the entire solution to US Gold's future mystery! James says it's only for people who are really stuck, as he doesn't want to spoil the game for everyone. Thoughtful, eh? By the way, it should also work for all other versions of the game.

You start the game investigating Carl Lindsay's death, but will need to collect certain items in order to complete the game.

## ORANGE PASSCARD

(Carl Davis) - Password Checklistmate NC 3728 Found in the Huge Ape's cage. You will need the pole from Greg Call's lab, NC 8811. SECURITY: Move rat cages, open the control box, and turn the off switch.

## PURPLE PASSCARD

(Greg Call) - Password Knight NC 8811 This is on the sheet behind the stegosaurus, in the bottom-right hand corner of the screen. To get it, you will need the thick leather gloves found in the sink cabinet in Bowditch

Dave's lab, NC 9922. SECURITY: Move small stegosaurus. Use on/off switch.

## BLUE PASSCARD

(Carl Lindsay) - Password Bishop NC 8813 This is in Lindsay's Lab/Warehouse, in the pan of Band Aids in the wall-mounted cabinet. SECURITY: None.

## RED PASSCARD

(Ron Morgan) - Password Statesmate NC 8478 This can be found in the tank at Killer Fish! To get it you need to bait the fish with the fish food, from behind the plant in the upper-left corner of the tank. SECURITY: On the coffee table, press the Del button on the console.

## GREEN PASSCARD

(John Klaus) - Password Plains NC 7012 Simple, this - just get up to him and ask for it! SECURITY: None.

## YELLOW PASSCARD

(Sam Jones) - Password Queen NC 0821 Ask him for it, but you may have to beat it out of him first. SECURITY: None.

## GREY PASSCARD

(Larry Hammond) - Password King NC 8037 Go to the "law and order" offices it should





be in the safe, and the combination is in the cabinet. To open the cabinet, go to the workstation, and press the button, SECURITY, in the cabinet, on the shelf, turn the switch OFF.

### BLACK PASSCARD

(Bosworth Clarke) - Password: Rock NG 5194 This can be found in the Bus Station, but you will need the key from Big Jim Slater's house in Lois Loveloy/Frank Schenning's apartment, NG 4695. SECURITY: Behind the art, there's an ON/OFF switch. Once all the cards are yours, go to the not-so-secret lab at NG 4508. When you get there you will be taken up by several Law and Order thugs (watcha fun), and meet a silhouette of Mr. Big! To get out the cell you get thrown into, go to the pile of boxes, move them and get the key. Go to the table, and get the sheet. Go to the panel in the middle right of the room, open it and take the gas mask. Go down to the control panel, turn on the switch, and point to the door. When the robot comes in, leave. After a shoot-out, you will come to the main room, where you've got to enter all the passwords in 60 seconds. If you do it, you will see a picture of someone (Jamie's not letting on who), who says, "Stop Murphy, join me", or something like that. Don't or you get annihilated by four massive laser cannons! If you manage to stay alive, sit back and watch what Jamie calls a "Spielberg-ish" ending!

### TURRICAN

Martin Stark of Bradford says that if you type BLUEBIRD 88, on the high score table, you'll get a whopping 88 lives. 508



small bombs, and a whole stack of other add-on! Thanks, Martin!

### ST VENUS THE FLYTRAP

Steven Looker from Chelseaford has been grafting away, and came up with the passwords for the first four levels of Graham's bug-buster!

LEVEL 1 - No password  
LEVEL 2 - Blackside  
LEVEL 3 - Clusters  
LEVEL 4 - Peggside  
LEVEL 5 - Florida

### AMSTRAD ITALY 1990

Paul Andrews from Clackhampton says that if you press function key 4 whilst playing US Gold's so-so floppy game, the rat'll show his whiskers, and the game'll show straight to the parity shoot-out! 'ere we go... 'ere we go...

### JUNGLE WARFARE

Press 58877 and P to pause the game, then press A, S, Z, X, C, U, J, M, and 58877 and CURSOR DOWN simultaneously (sometimes you'll probably need a mate to give you a hand), get in return to the game with infinite lives! Thanks again to Paul Andrews of Clackhampton for that one.

### BATMAN THE MOVIE

Simple, this one. Hold down the keys B, D, Z, O and B to

white back, but Anthony Bull from Wellington in New Zealand says that the same tip works for the PC version too! All you have to do is type in F480 (make sure the Caps Lock key is on), you'll get a hefty ten thousand dollars! Could do with some of that, meow!

## NINTENDO SUPER MARIO BROS

3

Can't tell an anonymous tipster's certainly jumped the gun - this amazing game isn't due out until Christmas (boo!). Anyway, for those of you who've bought the game in import, there's a weapon at the end of world 2. First, get the hammer by smashing the brick on the top right-hand corner of the second half of the map. Grab the fuse by killing the fiery turtles, and use it. A tornado will appear, and whisk you off to either worlds 3-8 or 9!

## MEGA DRIVE GHOST BUSTERS

### WHO YA GONNA CALL?!

Simon Jennings of Hereford's got a few ideas about Sega's gory special shooter!

CONTINUED ON PAGE 45...

### C64 SHADOW WARRIORS

Casidy Quillen from Cabot in Reading's obviously a real 'em up fan, and has sent the title POKER for Ocean's really clean up conversion. Simply reset the machine, type POKER 28000, 173, then 575 4409. You'll now have infinite lives at your fingertips!

### KLAX

Casidy's also sent in the POKER for Demark's super Tengen conversion. Hit the button on your reset switch, then type POKER 27688, 173 followed by RETURN, then 575 2076 (RETURN) for infinite credits.

### PC SIM CITY

We printed this one for the Amiga version of Sim City 1





**Game Boy** from Nintendo.  
Picking it up is the **easy** part.

**D**igital starts sound.  
Personal handhelds  
began here. So hard to beat other  
line as only 8-bit, a 2-D  
screen can't pick up  
the **Game Boy** color  
game machine, anywhere.  
But with a superb range  
of addictive games on  
interchangeable cartridges  
putting it down is a different story.

There's **nowhere** you **can't** play it.



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ESWAT

# ESWAT



Criminals are tearing apart the Cyber City, but who will be longer exists. Only ESWAT (Enhanced Special Weapons and Tactics), the elite division of the Cyber Police are capable of restoring peace. For you've got to prove yourself by facing the dangers of the streets in a rugged ESWAT mode. Survive your missions - improve your equipment - and reap rewards to boot. If you aren't brave enough, you might make it, but what's the point?

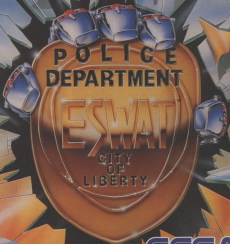
Armed with cybernetic, non-lethal and nonlethal with the latest equipment necessary including that laser-cannon you will be guaranteed to make even the most hardened punk squirm in terror hell ...

There'll be nothing for you - unless it's the truth and ready to be written by the law. ESWAT - If you want change, believe in the code.

U.S. Gold Ltd, Units 2/3 Holford Way, Holford,



# WEAR THE ESWAT BADGE?



**SEGA**

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## PARADROID '90 PLAYER'S GUIDE.

C-VG were the first by months with the exclusive review of the totally gob-smacking Paradroid '90. Now here, as an on-to-special service to our stalwart readers is a totally brilliant player's guide. These tips (as provided by those funny dudes at Graftgold) will put your Influence Droid back on the path to glory!

- Listen to the sound effects. Enemy shots can be heard even when they are off the screen. Area doors, enemy points and computer terminals can be heard when droids are using them, giving you some idea of the position of other droids.
- Shoot the strong droids first. Weak droids never fire shots but are useful for transferring to, protecting the Influence Device from enemy shots and giving a few more pulsers in the transfer game.



- ▲ Watch out for the maintenance droid (H76). Although its flame thrower has a limited shooting distance it still causes large amounts of damage.
- Try to clear a deck of droids before moving on to the next one. A systematic approach to obtaining a strip saves on droid energy. Use the computer terminals to see what decks still have droids on.



- ▲ Listen to the grid and beat points about each type of droid. The triple beam battle droid (T40) has a powerful shot but is slow to move whereas the messenger (362) is very fast but has no weapon. It is also annoyingly cute.

- If you want to take control of a droid, move around in transfer mode to save time for when you need to transfer. It only takes a short time to change into transfer mode, but that's normally long enough for your droid to be shot to pieces!

- The best way to get near a droid that you want to transfer to is to spiral around it, getting closer all the time. Its shots should miss you until you get very close, by which time you should be able to transfer.



- ▲ In the transfer game, wait until the enemy droid has fired all or most of its pulsers before firing your own. This method will normally get a successful transfer as the enemy will have no pulsers to counteract yours.



- ▲ Some droids can't be damaged by some of the other droids' shots. The mine layer (T34) is a prime example of this as it is heavily armored. In cases like this transferring is the only way to defeat the droid. Different sound effects are used to indicate if a droid is being damaged by a weapon.



- ▲ Most of the droids fire with their right arm. So it is possible to dodge their shots by staying to the left of them. This technique works well on the triple beam battle droid (T40) because it fires only at 45 degree

angles. The rapid firing sentinel (R14) shoots at any angle, so its shots cover a wide area, hopefully missing the Influence Device.



- ▲ Picking up the Graftgold key will delay the entry time for the ladders by three minutes. There is a key on every ship but it may be hidden.
- Shooting around corners is very handy. It is possible to kill some droids in this way without them shooting back, either because they can't see you or because you have blown them away before they had time to react.

- Don't move into explosions. You lose energy doing this and the weaker droids will explode if they are in contact with an explosion. Sometimes two or three droids can be destroyed because of one explosion.

- You face the same direction leaving a lift as you did when you entered it. Using this technique it is possible to make 'surprise' attacks on the other droids.

- Using the stunner (Busters) to fry enemy droids as they go past isn't very effective and gives you nowhere to hide in case of enemy attack - not a recommended tactic.

- Learn the enemy patrol routes. The droid movement is actually very predictable so time and energy can be saved by knowing where a droid is going or what it could do next.

- Keep moving. Once an enemy droid has targeted on you it will keep firing. Even after it is destroyed there may still be shots heading towards you. Never run in the opposite direction of an enemy shot. You can't out-run a bullet so your best bet is to move to the left or right of a shot. All weapons have a limited range, but some are more limited than others.

- The rapid firing sentinel (R14) is the best droid with its fast firing to a good range and it is responsive and fast to control. The only real drawback is that if a weapon doesn't damage the mine layer (T34) or the command cyborg (399).

# OBSERVER'S BOOK OF HOSTILE ROBOTS



## CLEANER 123

Weak. No weapon. Hard to control.



## SERVANT 206

Weak. No weapon. Slow movement.



## MESSENGER 362

Weak. No weapon. Fastest robot available.



## MAINTENANCE 675

Powerful weapon with limited range. Shoots at any angle. Very dangerous!



## SENTINEL 814

Good weapon with rapid fire. Moderately fast. Winner Best Robot award 1990.



## SENTINEL 880

Smoke gun with rapid fire but limited range. Good for destroying weak droids. Hard to control.



## BATTLE TANK 729

Can't be transferred to. Fires three shots in succession at target.



## MINE LAYER 734

Good shields. Hard to use mines effectively. Flanking is much better. Slow to control.



## SENTINEL 742

Powerful triple laser weapon with good range. Slow shooting. Slow movement. Well armored.



## SENTINEL 763

Flame thrower with limited range. Very much like the maintenance droid (475). Hard to control.



## SECURITY 821

Powerful laser weapon with good range. Very fast. Not damaged by disruptors. Good shields. Not to be messed with!



## SECURITY 852

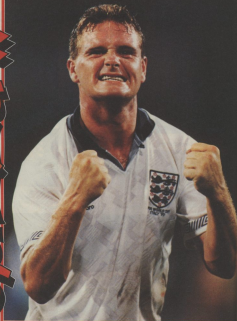
Powerful disruptor (smart bomb) weapon. Fast to control. Only does damage to robots it can see when disrupting.



## COMMAND CYBORG 898

Very powerful weapon. Fast movement. Easy to control. Not damaged by explosions. Difficult to aim shots. Fast energy decay rate.

# GOZZA II



**THE ULTIMATE SOCCER CHALLENGE  
IS ABOUT TO ...KICK OFF!!**



AVAILABLE ON: Commodore Amiga, IBM PC and Compatibles, Atari ST,  
Commodore 64, Amstrad CPC+, Amstrad GX 4000 & Spectrum

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## GENERAL TIPS

Select Ray Stantz. Buy energy boosters (the first item above EGOT) as soon as possible. Buy and use items as necessary.

## LEVEL 1 - HOME SWEET HOME

**TOP HAT SPOOK:** Shoot diagonally to hit the rabbit in the eye. When the body splits up, shoot the bottom ball first.

**BALL SPECTRE:** Wait for it to shoot its scales, then blast the exposed body. When it splits up, jump, then run underneath. Watch out for its eyeballs!

## LEVEL 2 - THE APARTMENT

**ROCKY CRYSTAL MON-ROB:** Shoot in the head, and duck when he swings.

**GIRLY GHOUL:** Avoid her blasts, and when she produces two images of herself, shoot any one of them.

**FROSTY THE SNOW-SPOOK:** Continuously blast in the head, whilst avoiding the smaller ghosts and their cannon.

## LEVEL 3 - WOODY HOUSE

Use the goggles to see the way (you'll need about four sets). Buy a shield, and use it for the dragons.

**BRANDON:** Shoot it in the head from a distance. Watch out for the fireballs.

**FACES:** Shoot the ordinary face in the mouth, the other in the eyes. Watch out for the bullets, and the drops which can be jumped over.

**PIRE BREAK:** Again, shoot it in the head, but be careful when he cuts up and fires a salvo of six bullets.

## LEVEL 4 - HIGH RISE

**WINGED DEMON:** As it opens up, get right under its head and shoot upwards. When it dives, move quickly left or right.

**SNAKE:** Simply blast it whilst avoiding the pieces.

**MR STRIP-PUPP:** Shoot him in the face (his nose wiggles). When his eyes go blue, get in the middle of them, and let him have it. When his eyes go red, run like crazy!

## LEVEL 5 - THE CASTLE

**THE GHOSTBUSTERS:** Let them fire, and as they run at you, jump over them, then turn and shoot the ghost which will turn red. Repeat.

**THE WITCH:** Shoot her in the head, then jump away as she goes for you. Avoid her spells, and her spinning razor spells.

**THE PLANT:** Blast it in the head, and avoid the laser that erupts from its mouth.

## LAST LEVEL - THE DEEP HOLE

Here you'll face the plant, the snowman and the ball ghost again.

**DOZER:** Duck her rays the while blasting her head. Shoot the skull. Fire right diagonally while jumping. When she comes down, go under her onto the mound and fire left whilst jumping. When she comes back, repeat the process. Then just sit back and watch the end-game sequence!

## SUPER SHINOBI

To obtain infinite lives, get to round 4-2, do a shooting sequence to reveal a 2-UP. Collect this, and lose a life, and simply continue repeating this, gaining a life each time! To reach it, Stefan Bonson of Manchester for that - now you would like rings should have no trouble with that!

## STRIDER

When Strider crosses his feet, and while the Master's diabolical laughter is still ringing in your ears, press down the joystick buttons in this order - A, C, B, D, A - then press start, and you should find a continuous play option has appeared above your very eyes! Thanks to Stewart Sporn of Buxley for that.

## PC ENGINE POWER DRIFT

Once a game has ended on any level, hold down buttons and 1, and press RUN. The game will continue on the level you have just finished, complete with the same score and driver used! Thanks to Stephen Hunt of Leicester for that little number!

## ATOMIC ROBOKID

During the first level, whilst moving along the up and down constantly, and you should get an extra life. Several white balls should appear. Collect these for a whole bumper bundle of additional weapons! Thanks go once again to Stephen Hunt of Leicester.

## DIE HARD

To inject a bit of life into this Bruce Willis duffer, get onto the title screen and press up twice, followed by left three times, and down once. You should now find you can enter DEBUG MODE, which lets you enter with a sound test and even set the difficulty level.

## W-WING

Here's an interesting (read to make this rather staid game a little more interesting, if you go to the sound test), you can activate different features by listening to the sounds in the following order:

**SPEED UP THE WHOLE GAME**  
3 1 4 1 5 9 2 6 5 3 5 8 9 7 9 9  
2 8 4 4 8 2 6

**SLOW DOWN THE WHOLE GAME**  
0 3 8 2 9 0 8 8

**STAGE SELECT**  
1 1 2 2 2 6

**GO TO RANK 15**  
7 5 8 4 1 6 8 9 9 8 5 1 0

## START THE GAME WITH A SHIELD

7 3 3 1 9

## GAME BOY BATMAN

Michael Quill from sunny Stockport has spent in a whole heap of time on how to deal with the end-level guardians. Take it away, Mike!

## JACK, THE JOKER

Try to pass the batsman, as multiple hits are possible. Stay right away from them and fire repeatedly. Jump only when necessary as Jack/the Joker tends to jump into you in mid-air.

## LEVEL 3-1

Dodge him, and go to the middle-left of the screen. Hold down the fire button, and wait for him to fire again. Move up - he will follow and fire again. Move down again, wait for him to follow. Move to the bottom and forward. He will move to the right and fire. Repeat the cycle until he is photos.

## LEVEL 3-2, FIRST BOSS

Wait for him to move into his firing position, then follow him up and down, firing constantly. Note that you are perfectly safe at the bottom of the screen. When he goes off the bottom, quickly move to the top left to avoid his bullets, then move to the middle and repeat the process.

Wait until he is in firing position, then move to the top left, firing constantly. Just before his bullets fire, go to the bottom. This means will reach you, but there is a gap between the third and fourth bullet. Duck through here, and repeat the whole thing. When the helicopter returns, move right up to him so the battery launches the gun near the base of the copier. Here you will be safe, and the copier will go BOOM!





180  
150  
120  
100  
Link 66

EUROPE  
3/1

TIME 1:58  
SPEED 98K  
121080



# play... and replay

... and play and play and play.

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# HIGH SCORES

Greetings and welcome to the Official UK high-scores table - the place where real joystick junkies can see their names (and their scores) up in lights. If you reckon your name should be here then send your scores on a POSTCARD or sealed down envelope to:

OFFICIAL UK HIGHSCORE TABLE, C-VG,  
FRIGGY COURT, 35-37, FARRINGDON LANE,  
LONDON EC2R 3AU.

## SEGA

**ACTION FIGHTER**  
1,300,000 Robert Wighton, Larnarth, Dorset

**ATRIUM/SHOOTER**  
17,144,100 Kenneth Faria, Craig Hill, Essex

**LEGO KIDS (KID STARS)**  
1,230,000 Steven White, London Area (London)

**170,100** Gary Curley, Manchester  
**170,000** Mark Lee, London

**70,000** Gavin Halsey, Harlow, Essex

**WRESTLING PRO FOOTBALL**  
500,000 Neil Cope, Chesham

**BLIND WARRIOR**  
1,370,000 Bryan Woodhouse, Bury, Lancs

**1,370,000** Bryan Woodhouse, Bury, Lancs

**1,370,000** Michael Sains, Cardiff

**600,000** Neil T  
**500,000** Harry White, Glasgow

**500,000** Richard Bell, Nottingham

**500,000** Paul Coates, Chesham

**CALIFORNIA GAMES**  
100,000 Paul McGeehan, Bury, Lancs

**100,000** James May, Bury, Lancs

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**100,000** James May, Bury, Lancs

**GIANT BOMP**  
10,000,000 Bryan, Australia

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10,000,000 John A Barry, Redhill, Surrey

10,000,000 Peter Matthews, London

10,000,000 Robert Gordon, Lyring, Essex

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10,000,000 Robert Gordon, Lyring, Essex

## PC ENGINE

**ALLEN CRIBBS**  
113,000 Steve Crossley, Dorset

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## NINTENDO

**11,000,000** Bryan, Australia

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## C64

**100,000** James May, Bury, Lancs

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**100,000** James May, Bury, Lancs

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## MEGADRIVE

**10,000,000** Bryan, Australia

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## GAMEBOY

**10,000,000** Bryan, Australia

**10,000,000** Bryan, Australia

**10,000,000** Bryan, Australia

**10,000,000** Bryan, Australia

# HIGH SCORES

**AVANTAGE**

5,112,228 Eugene Whynne, Chesterham

**OPERATION WOLF**

1,077,272 Richard Hatten, Forest Hill, Essex

**POWERSHIP**

1,000,000 Steven Bell, Colchester, Essex

**RAINBOW ISLAND**

9,366,464 Gary Tom, Finnerley, Essex

**REVENGE II**

5,000,000 Jake Piss, Finnerley, Essex

**ROBOCOP**

1,000,000 Scott Langford, Reading, Hampshire

**STRIP**

1,538,268 Adrian Myhrstrand, Barnham, Suffolk

**SILVERSPIN**

477,299 Adrian Macdonald, Barnham, Suffolk

**SNOWY WARRIORS**

24,553 Pauling White, Woodchester, Gloucestershire

**SUCKERS**

1,268,888 Christian Spinkman, Finnerley, Essex

**TURBO OUT RUN**

1,444,343 James Spinkman, Woodchester, Gloucestershire

**TURBOGALAXY**

1,204,170 Jon Jennings, Belfast, County Down

**TURBO**

1,264,300 Chris Rautenberg, 14 Thetford, Norfolk

**TURBO 2000**

8,288,560 Gary Tom, Finnerley, Essex

**WARRIOR**

87,585 Louis Miles, Loughborough

## ST

**AFTERBURNER**

82,729,829 Simon Williams, Barnham, Suffolk

**AMSTRAD**

52,739 James Bell, West Wickham, Kent

**ARMAGEDDON**

223,255 James Lamb, London, Kent

**BEYOND THE ICE PALACE**

207,450 Ian Stokelamb, Bradford, West Yorks

**BEYOND THE MOVIE**

377,562 Ian Mulrind, Peterborough, Cambridgeshire

**BEYOND THE ICE PALACE**

18,478 Richard Hatten, Forest Hill, Essex

**BLAZING**

7,823,249 Richard Hatten, Forest Hill, Essex

**BLOOD MONEY**

246,000 Chris Hat, Houghton Le Spring, Essex

**BURLESQUE BOBBLE**

8,247,795 Colin Fraces, Colchester, Essex

**BUSTY BOY**

726,172 Simon Williams, Barnham, Suffolk

**CONFIDENTIAL CIRCUS**

4,897,671 Joe Taylor, Pines, Devon

**COULM'S CRANES**

133,550 Michael Ellis, Chester, Cheshire

**CRASHING CRUISER**

780,298 Daniel Leesley, Woodchester, Gloucestershire

**CRASHES ONE**

1,177,266 Andrew Mackinnon, Sittingbourne, Kent

**CRAZY CARS**

600,162 Stuart Campbell, Baffins, Wiltshire

**EMPIRE STRIKES BACK**

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**EMPIRE STRIKES BACK**

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**SCIENCE TO ROLL**

82,221 Timothy Briggs, Peterborough, Cambridgeshire

**MR B ZAGGERS STORY**

1,421,073 Stephen Simpson, Otley, West Yorks

**OPERATION WOLF**

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**OPERATION THUNDERBOLT**

1,770,700 Keith James, Belfast, County Down

**OPERATION WOLF**

34,877,000 Gerald Evans, Middlesbrough, Cleveland

**PALLOTTA**

917,008 A Northam, Huddersfield, Yorkshire

**PARADEY**

556,606 Philip Hogg, Liverpool, Merseyside

**PARADEY**

1,608,971 Philip Hogg, Liverpool, Merseyside

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**ROBOCOP**

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**STRIP**

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87,585 Louis Miles, Loughborough

**DOUBLE DRAGON I**

28,174 Daniel Payne, Oxford, Devon

**DRIVING FROM THE PLANET OF**

1,633,000 Robert Jones, Reading, Berkshire

**FORGETTEN WORLDS**

1,417,000 Martin Allcock, Burton-on-Trent, Staffordshire

**GAMBLER**

61,260 Paul Newling, Cumbria, Lancashire

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**HELLAS, JONES ARCADE**

27,760 Malcolm G-Six, Huddersfield, Yorkshire

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27,760 Malcolm G-Six, Huddersfield, Yorkshire

**LANDING TO ROLA**

28,873 Jay Rees, Ipswich, Suffolk

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**NEW DELANDIA STORY**

2,412,276 Colin Tracey, Colchester, Essex

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2,222,000 Jon Fraces, Colchester, Essex

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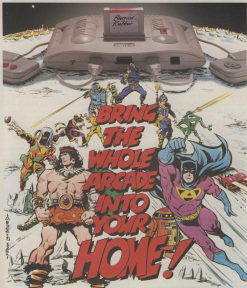
8,288,560 Gary Tom, Finnerley, Essex

**WARRIOR**

87,585 Louis Miles, Loughborough

**WARRIOR**

87,585 Louis Miles, Loughborough



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# THE C+VG CHALLENGE

## THE AMAZING DOMARK/TENGEN CHALLENGE

The first of C+VG's so-far challenges took resident editor, Paul Glancey and forever grumbling staff writer, Richard Leadbetter along with the fearless challengers, to Adleston in Surrey - the home of the Kremlin. The Kremlin, in case you didn't know, is the home of Domark's newly-formed development team, responsible for topper games like *The Spy Who Loved Me*, and forthcoming attractions such as the home versions of Atari's *STUN Runner* coin-op, *MIG 29* and war sim, *Nam*. So now you know.

### THE CHALLENGERS

One misty October morning brought forth two worthy challengers, especially selected by the C+VG highscore panel of experts for their gaming expertise. Enter Dave Moore, from Jaz's very own home town of Southend-on-Sea and Andrew Butters from sunny Droyford. Dave, in particular, had impressed us before with his stinking *Blood Money* and *Thunderforce III* scores, while Andrew had cut his teeth on the brilliant Speasy version of *Rainbow Islands*. Joining the fray were John Kavanagh (head programming honcho at the Kremlin) and C+VG's Richard Leadbetter, who faced certain death (followed by redundancy) if he didn't win.



**A** Dressed in their promotional Domark T-Shirts, the brave contenders line up in the Adleston sunshine for a pic. On the left we have Domark's own John Kavanagh, and next to him, covering his own back with a *STUN Runner* cup, C+VG's own Richard Leadbetter. Andrew Butters is the young fellow-in-lead in the purple shirt and on the right we have Dave Moore, who is looking around for the nearest toilet.

### THAT SCORING SYSTEM EXPLAINED

The rules for the championship were in. For each game, each player was given three minutes to clock up the highest score possible. At the end of the gaming capers, the top

score received ten points, the runner-up got eight whilst six and five were given for third and fourth place respectively. The winner would be the lucky bloke to pick up the most points after all four rounds. With all that numerical mayhem out of the way, it was down to business with the first game...



### GAME ONE - STUN RUNNER

Having led particularly sheltered lives, none of the challengers (apart from John, obviously) had ever played the arcade version of *STUN Runner* before. In the practice session, Dave and Andrew both knocked up reasonably high scores, but poor old Rich didn't seem so confident, and failed to complete one level!

But when the crunch came, John steered the favourites (after all, his team of programmers are converting the game!), and not surprisingly, he steamed to victory with a huge 111,888. Andrew shot up a respectable 29,725 leaving Rich to come third (even though he left the office armed with hints from arcade champ, Julian Hignett), and Dave to 'bring up the rear'.

### GAME TWO - BADLANDS

After a nourishing lunch laid on by the caddy marketing people at Domark, it was time to return to the serious business of gamingplay. Andrew and Dave had never seen *Badlands* on the Amiga, but the disgustingly smug grin returned to the face of Richard (who had reviewed the game the month before) whilst John complained that 'he couldn't

# CHALLENGE

play it" - a likely story. There were to be two head-to-head tests - Andrew versus Dave, and following that, Richard versus John.

Andrew and Dave started off, burning their Badlands missions around the nuclear-clasped courses in true Super Sprint style. Dave emerged victorious from his heat with a decent 5,410 while Andrew tried his best and got a fairly respectable 6,260. But for some reason Dave started to feel unwell, even after winning his heat. The scope test proved negative, so the cause of his illness remained a mystery.

During the next heat, Richard started moaning about the joystick the Kismet had laid on, grumbling that they were about as effective as a solar-powered torch. So, out came his pride and joy (3), a Euromax Arcade and the Madlands blasting and racing could finally begin.

Richard took the lead straight away, taking every corner with ease. John made a few too many mistakes, coming third in the final rankings, while Rich came first with a massive 9,620 - much to everyone's annoyance. Dave went to the toilet as a gesture of defiance.



▲ After the strenuous Badlands round, the hard-playing backbones took a well-earned pitstop. You'll notice Dave isn't in this pic - he was looking for the toilet again.



## GAME THREE - ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

As John booted up the Amiga version of the Atari 2600 blasting game winning the championship was still within the grasp of all four challengers. Remembering the promise of a sacrificial burning at the stake if he didn't win, Richard was particularly eager to get to the joystick and kick some robot-but.

Robot Monsters being another two player game, the proceedings were split into two heats, much like before. Dave would challenge Andrew, and then John would try to beat Richard. When the first heat began, Andrew stunned the gathering audience of hungry Kismet programmers (all of them after some of the challengers' loot) with a truly outstanding performance blasting for all his worth and getting 13,700 points into the bargain.

Poor old Rich was getting a bit worried about his fate back at the office, especially as John was supposed to be a past master at the game. He shouldn't have worried that much as he managed to rack in a colossal 13,200 - much to John's annoyance. Even after Andrew's effort, Richard took the lead - but it was a very narrow one!



## GAME FOUR - KLAX

The outcome of the challenge rested on the final game - Klax, Atari's legendary game of tile arranging. Enter three very self-confident challengers. John decided that he "wanted to go out on a high", Dave only took the practice seat because "it had been a long time" since he'd played the game. The nauseatingly smug grin returned to Richard's face. He's a self-confessed Klax-phen and once claimed that he "loved" for the game", although he later confessed that he was lying. Andrew remained strangely silent...

Watching the reedy pratling Klax had Rich rubbing his

# SPEEDBALL

## 2

### BRUTAL DELUXE



SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

**I**n five years since the last ball was thrown on a Speedball pitch, there are new teams, new stars and new rules. The arena is bigger, the players are tougher and the action is louder than ever before.

The challenge is this: Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



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The arena will vary from arena to arena, so will be changing from a pitch.



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OR CALL 1-800-828-8288  
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It's your



pitch! But only one for you!

# THE C+VG CHALLENGE

hands in fervent excitement, and John (with his Kremlin programmer audience) was looking forward to an easy victory. The first heat, between Andrew and Dave went pretty badly. In his allotted three minutes, Dave went through nine (count 'em - NINE!) credits leaving a pretty miserable score of 2,890

at the end of it. Andrew plodded on with and emerged with a reasonable 9,450.

The time of the second heat arose... Both Richard and John were aware of a very special Max. Paul takes over a minute of previous time to construct, but gives a massive 285,000 point bonus! The timer started, and the serious playing began. Richard started constructing his elaborate point-taking Max, and pulled it off not once but twice finishing his heat with an absolutely astounding 521,120! John was particularly inflated at only putting in 143,885 - still enough to give him the coveted second place.



▲ The ecstatic gleam in Rich's eye provides a clue to the source of his super-natural game-playing prowess.



▲ Here is Richard, just after his "most triumphant" Alexander, defining the term "smug grin". But the joke was on him when he was informed of the rule stating that overt arrogance was a disqualification whenever Larry he saw the funny side.

Enter C+VG's resident editor and ex-'O'-Level Maths student, Paul Glancy, to 'tot up' the scores. Using all ten fingers, Paul calculated that, at the lower end of the scoring spectrum came Southend's Dave Moore with 23 points. Above him with 29 points was the Deptford's Dynamic force, Andrew Butters. John Kavanagh came in at second place with 30 points. But Paul wasn't the only one with an 'O' level in Maths. Using the skills taught to him in his CSE Maths and GCSE Statistics classes, Richard had already figured out that he was the top gamer/player with a massive 34 points!

## THE OLD SCOREBOARD

	RICH	DAVE	ANDY	JOHN
STUN RUNNER POINTS	92,090	5,650	99,725	111,888
	8	5	8	10
BADLANDS POINTS	8,820	9,410	8,350	7,420
	10	8	5	6
ROBOT MONSTERS POINTS	13,200	8,200	13,780	12,800
	8	5	10	8
BLAX POINTS	521,120	2,890	9,450	143,885
	10	5	6	8
TOTAL POINTS	34	23	29	30



## THE PRESENTATION

Enter the Tengen Trophy! Because Richard had annoyed everyone so much, and John had only achieved his score because of his involvement on STUM Runners, it was decided to give the winners' trophy to Andrew Butters for his outstanding contribution to the championship. Hooray! Along with his groovy trophy, Andrew also walked off with ten Donark games for his Spectrum, whilst Dave scooped up five Donark classics for his Amiga. And on top of that, Donark rewarded each of the lads with a brilliant Nintendo Game Boy for their efforts!



- ▲ Suddenly stricken with "Tense, nervous headache", Dave is forced to put down his joystick while Andrew plays on!



- ▲ Dave demonstrates his devil-may-care driving skills which he had obviously learned from fellow Southender, Julian Rignall. Unfortunately, he was soon to find that controlling a STUM ship isn't the same as cruising down the seafront with the windows open and the radio turned up.



- ▲ Displaying the sort of insane leer that has become his trademark, big man, Paul Glassey presents the Tengen trophy to Andrew. What a guy! What a captain!



- ▲ Once again, the camera catches Dave looking around for a taxi, while young Andrew gets some practice in on STUM Runners.

## NEXT MONTH...

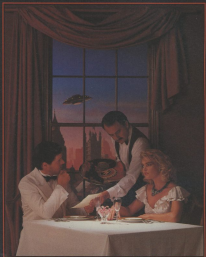
In the next C-VG Challenge, we'll be going "on the road" (well, "on the train") seems more likely) to Sheffield, where some hand-picked C-VG readers will be taking the Glenda gang on all some of their latest releases, including Lotus Esprit Turbo Challenge! Following that, we hope to be running a Kaja Off 2 Championship - so if you reckon you're one of the country's top Kicker Offers, fit in a Challenge form NOW (here's one on page 104) and send it in, marking the envelope "KICK OFF CHALLENGE!"







*"Honey, I'll be back in a flash"*



**RICK D'AMICO**



RICK DANGEROUS

# The Story So Far....



BACK IN A FLASH FOR COMMODORE 64, SPECTRUM, AMSTRAD

... REGARDING THE HIT MAN, THE ALIENS PROCEEDED TO EXPOSURE THE DETRAILED STRATEGY OF THEIR BRIBED GUARDIAN OF THE GALAXY...



HEY, YOU'LL HAVE TO ELIMINATE MECH DANGEROUS! IN NAME AND CROWN!



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To Be Continued.... 

# JOIN THE LOTUS **ELI**

## WIN A DAY DRIVING AROUND IN A LOTUS WITG

**YBODM!** Now that Gremlin have unveiled their superb Lotus Esprit Turbo SE Challenge (reviewed last issue, and received a whopping 94%), they've teamed up with the madcap motorway maniacs here at C+VG to bring you a competition that any would-be boy racer could only dream of!

What are we blithering on about? Well, it's simple. The winner, along with a friend or parent and a mystery madman from C+VG, will be sent on an all-expenses-paid day trip to the Lotus construction plant

near Norwich, where they will see these amazing machines being built. Now, sounds exciting doesn't?

Well, even more exciting than that, the winner will then be taken out for a stop-up feed, followed by a few dozen very fast laps around the Lotus test-track in an Esprit Turbo! If the winner is over 18 and has a full driver's licence, he or she can take the wheel, but if not they get a few dozen extra

1800



# ITE

## WITH GREMLIN!!

laps with one of Lotus' own test-drivers who will take the car to speeds of 140 mph or more! Allez!

And even if you're not that lucky chappy or chappette, you could still have plenty of high speed thrills in store because Gremlin are giving away tickets to the British Grand Prix at Silverstone for the first five runners up!

What have you got to do? Easy peasy! Simply answer the following four Lotus-related questions, scribble 'em down on the entry coupon then post it to:

HERBERT AND GEORGE WOULD'N'T MIND DRIVING A LOTUS COMP, C-V6, PRORY COURT, 30-32 FABRINGDON LANE, LONDON EC1R 3AU.

Get your entries in by 30th December, because that's when we pull the winning entries from our bulging socks.

**Question one:**  
In which Bond film did 007 drive out of the Mediterranean, tossing a fish out of the window of his white Lotus Esprit?

**Question two:**  
Which type of Lotus shares its name with a classic space trading game?

**Question three:**  
If you found yourself in 'the Lotus position' what would you be doing? (And the answer is not 'sitting in the front seat of a sports car'!)

**Question four:**  
How many wheels has the average Lotus got, excluding the spare wheel and steering wheel?



I reckon I'm smart enough to join the Lotus Elite, and here's the proof!

- 1 .....
- 2 .....
- 3 .....
- 4 .....

NAME: .....

ADDRESS: .....

.....

AGE: .....

I HEREBY, HERETOFORE AND HEREWITH DECLARE THAT I AM OVER 18 AND POSSESS A FULL DRIVING LICENCE, HONEST, SIGNED:

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16 BIT POWER



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# ROBOCOOP

BY OCEAN



The game starts with RoboCop infiltrating Cain's Robot production line at the River Rouge Sludge Plant. Though here armed with his Auto-9 pistol, his main problem on this level is dodging between and jumping over the multitude of traps which Cain's factories have installed to protect their investment. Some of Cain's men who would rather give themselves up than suffer Robo-attack, are to be found cowering on the platforms, just waiting to be busted for bonus points.



In the first puzzle sequence, Robo has to hunt through his circuits and destroy the microchips inhibiting his memories of his former self, Eric Murphy. As the cursor travels around the circuit board, it destroys anything it touches, including the circuit board, so you have to work out how to touch each of the small chips without having to double back on your trail. As each chip disappears, the image of Murphy reforms in the microscreen at top-right.

Four months after RoboCop's brush with psychotic crime, Clarence Boddicker and the majority of the police force are still out on strike and the city is on the brink of anarchy, not to mention bankruptcy. With Boddicker and the city's drugs market has been taken over by another psycho named Cain who is trying ju-

sting...



▲ RoboCop gets his orders from the control room.



With all this heavy combat, Robo often finds his targeting system needs recalibrating, so he is sent to the police shooting range. Targets pop up all over the screen, and Robo has to blast as many as he can before they disappear. Watch out for the laser-aiding citizens, though, as each one shot reduces Robo's score when the timer runs down.



# OP 2



low' brains with a super-addictive designer drug called Nuke.

Polbo, being the hardest cop on the force (with the side-er, he's the only cop on the force) takes it upon himself to shut down the



• Reconstruct your target computer in an Op. Wall street out.



After a nasty accident with a motorcycle, Cain is dead, but his brain has been installed in OCP's new Polbo-2 unit. To make things even worse, its brain is smashed out of its, er, brain with Nuke, so the machine goes into a real pay-off sleep. In this final level, Polbo has to search the Civic Center Building for Polbo-2 then deactivate it, while leaping over spines, electric security beams and nasty little robots.



The second platform section is set in the Tokugawa Brewery, which is doubling up as Cain's Nuke storage plant. Again, there are plenty of dangerous traps to dodge, and crime to arrest for bonus points, but the ultimate goal is to find the actual storage facility (and destroy it).



Another puzzle sequence which plays exactly the same as the first one, but this time around, Polbo has to reconstruct his memories of Alex Murphy's wife. Looks like this board is almost complete!

# REVIEW

Make production lines and stop Cain in his tracks as well. But the investigation is complicated by the re-emergence of Robo's human feelings, and the production of a new Robo-Cop - an emotionless supercyborg which is rather more ruthless in it's law enforcement methods...

Not surprisingly, you take control of the original cop-pete himself, and bringing justice to the troubled streets of Old Detroit is all down to your own joystick skills. Crime is everywhere, so keep your attention focused and you should be able to stay out of trouble for something.

Robo gets angry with dealers.



**GX4000 CART**  
**£24.99**

The first thing that struck me about RoboCop 2 was the very nice graphics - it makes really good use of the GX4000's colour capabilities. The other plus point is that because the whole game is on cartridge, the lack of a long-winded tape matchload makes it much easier to enjoy it. The actual structure of the game isn't too far removed from that of the original RoboCop game, insofar as it mixes action sections with puzzle games and a target shoot-out, and the formula works almost as well as it did before. The only problem I actually had was with the standard joystick, which made getting those essential diagonals a little tricky. On the whole, though, this is a pretty good movie licence which is sure to be a big hit with the new breed of software-oriented Amstrad owners.

PAUL GLANCEY

GRAPHICS	85%
SOUND	79%
VALUE	80%
PLAYABILITY	80%
<b>OVERALL</b>	<b>80%</b>



## UPDATE

RoboCop 2 will be appearing on ST and Amiga (pictured) priced at £24.99, as well as Spectrum (£19.99 for cassette and £19.99 for disk) and C64 cartridge (also pictured) at £19.99. The platform sections on the 16 bit versions comprise more blasting than dodging, but apart from that the games are pretty much alike. The rest of the versions to be on the shelves by the start of December.



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# STRIDER

BY SEGA

**C+VG  
HIT!**

A Communist power has seized control of Eurasia, and abetted by mysterious beings from another planet. There can be only one person who can sort out this mess and that particular hero is Strider Hiryu, gold medal winner of 2048 AD Ice-Gymnast competition. Strider has been taken "away" from his years of concentrated

training and, armed only with his plastic sword, he is boldly going forth to seek some alien tea behind enemy lines.

But it's a voyage of carnage, destruction and doom that will take him through five levels of eight-way scrolling terrain and only the fittest (and the most athletic) will survive to confront the alien leader.



▲ "Cutting loose" with a huge titanium blade!



### TRANS-SIBERIAN EXCESS

There are five enormous stages crammed into Strider. In the first you hang glide into Red Squares, letting comical missions eat its main death, before moving your death-laden antics into the Krem. Then it's off to deal napalm death to an enemy complex to



## ATHLETICS ANONYMOUS

Sinder has a number of athletic moves in his repertoire. He can sprint, leap, and "hang tough" on any protruding scenery, and one touch of the up-direction on the joystick will move him up to

the next platform. Also, for Sinder, read Sinder! Pulling your joystick down and pressing the jump button will make Sinder slide in the required direction and with the aid of his razor heels, "cut up" the opposition!



A cold Siberian ice-funnel can be climbed with ease.



## BOSS BUSTERS

At the end of each level, Sinder has a pretty nasty surprise as the Communist "evils" have planted terrifying guardians to show him the door to doom! Look out for the Kremlin Snake, a whip-wielding marian, a robo-dinosaur and the aliens' head honcho! Arrghhh!



based on the slopes of Siberia, and following that, a huge enemy airship has to be destroyed. Sinder's trail of destruction isn't over! Though, and primitive rain-forests are his next port-of-call before the final confrontation in the enemy's heavily-defended stronghold.



# STRIDER



▲ Scaling the side of the Kremlin with our striding hero.

▼ 60-000 lookalikes are just one more foe for Strider.



## UPDATE

Strider has been out on the 8 and 16-bit systems for over a year and it wasn't long (this is an ST plus). However, Strider 2 reviewed this title is a big improvement. PC Engine Super Graphic owners should have a version of Strider in store real soon and there is even a Nintendo version available in the USA which should make it a way over here before long.



▲ He may look cool at the moment, but in a couple of seconds...

## THANK YOU!

A big "thank you" to PC Engine Suppliers for lending us the Strider cart. Call them on (0782) 712758 for all your console requirements!

## MEGADRIVE £41.00

There's no denying that Strider is somewhat on the expensive side, but then again, that always seems to be the case with the best Megadrive carts available - and Strider certainly fits into that category. We've consulted experts on the matter and the word is that Megadrive Strider is arcade Strider! The graphics (check out those wonderful screen shots!) and sound are exactly the same as the arcade, as is the brilliant playability. We're talking about an utterly fantastic platform game here - definitely the greatest you can see on Sega's 16-bit wonder machine! You're pretty much getting three thousand quid's worth of arcade machine for forty one notes, so you can't really complain, can you? Buy it pronto and enjoy! I did!

**RICHARD  
LEADBETTER**

GRAPHICS	96%
SOUND	94%
VALUE	93%
PLAYABILITY	97%
<b>OVERALL</b>	<b>95%</b>

AMIGA - ATARI ST - PC / PS - AMISTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM



# DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

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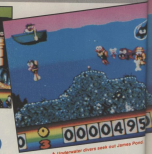
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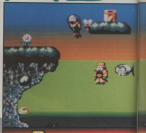
▲ Underwater divers seek out James Pond

# JAMES POND

BY MILLENNIUM



▲ Pond leaves the innocent fish to safety.





## C+VG HIT!



▲ A View to A Spell of an ACMU victory.



Oh my God! Terror is stalking the icy darkness of the ocean depths! The evil Dr. Maybe is the culprit behind terrorist acts such as capturing innocent bystanders, molesting mermaids (TM) and corrupting the seas with toxic waste! Such evil can only be destroyed once and for all by a real hero. Enter James Pond—underwater agent, code number: double-bubble seaway.

The player adopts the mantle of the apocryphous Mr. Pond at the beginning of twelve missions' worth of sub-aqua trials. The heroic bad-dock's tasks are many and

varied. In one mission he may be saving the ocean bed from a slow, agonising death by plugging up leaking oil canisters with sponges (TM). In another he has to rescue seals from the snares of Dr. Maybe's bikini-wear hermit-ism. Luckily, Pond is licensed to bubble, and capturing enemies in bubbles makes them vulnerable to Pond's trained fins.

In the course of a mission, Pond gets his fins on some of the most advanced fish-like goodies available in the world. Fairy wands make our hero invincible, bubble-gum will bubble off the enemies on screen at once and a heart

will give Pond another life. Different coloured star-fish also endow Mr. Pond with supernatural marine abilities such as increased bubble-power and super speed.

Dr. Maybe has amassed his forces for an all-out, final assault—and only James Pond can save the day (and presumably, the ocean).

### UPDATE

James Pond - Underwater Agent will also be making an appearance on the ST, priced at £24.99. Expect much the same game with slightly slower scrolling.



▲ Watch out for the strength-sapping slime, Pond!

### AMIGA £24.99

Closest My eyes had to be closed back into their sockets when I first caught sight of the brilliant graphics and superb music something that James Pond had to offer. From the explosive fun that springs through to the brilliant scenery (look out Pond's underwater world), everything is a bomb, everything is a bomb! graphical feast to behold. The playability's top as well, with plenty of different, well, well, well you are awesome to keep you going (with green mostly tiles as well - a View to a Spell is my fave), and even stacks of hidden bonuses and robes to find. This is a brilliant arcade adventure with a load of life generated. Go on, dive in!

RICHARD LEADBETTER

GRAPHICS	95%
SOUND	82%
VALUE	90%
PLAYABILITY	91%
OVERALL	90%

IVAN 'IRONMAN' STEWART'S

# SUPER OFF ROAD

GRAB  
THE WHEEL,  
AND HIT  
THE NITROS!



"Highly recommended" - The One

"Simply the best - and will be for a long while yet."

94% overall - CBVG

"Best overhead racing game on the market and a must  
for all racing fans." 82% overall - *Simple Fun User Classic*

"A great game full of road wrecking fun."

80% overall - *A Crash Smash*



100%



100%



100%



100%



THE ARCADE  
SMASH!  
CONVERTED BY



GAMES

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▲ Beast starts his thing in the forest level.

# SHADOW OF THE BEAST

▼ This end-of-level guardian points to a few well-placed laser bolts.

## BY GREMLIN

**T**hey said it couldn't be done but they were wrong! The greatest Amiga demo of them all has been translated onto the Spectry and Amstrad! The game's scenario is pretty straightforward. A strapping young fellow (me) has been wickedly deformed and enslaved by the Beast Mage, and now it looks like the slave wants revenge on the master!

This player adopts the mantle of the Beast in question and travels through an eight-way scrolling landscape in his quest to bring down the

evil mage and give some of his minions a good kicking at the same time. The Beast's quest takes him through many levels of danger and pulse-racing excitement including a haunted forest, a castle full of crazed ghouls and a diseased well - with the promise of adventure and terror at every turn!

## UPDATE

Beast is also coming to the Cdt - this time courtesy of Ocean! Take a butcher's at the preview section for the full story...

## AMSTRAD

£9.99

Let's not beat about the bush - the Amstrad version of *Shadow of the Beast* is flippin' good! There's a huge amount of detail crammed into the parallax-scrolling backdrops and the four colour high resolution graphics work really well. The sprites are big and bold and they don't make no mistake, *Shadow of the Beast* is a bit of a buster. As in the Amiga game, the naming-about-and-punching-things action is a bit on the simplistic side, but there are a few unambitious puzzle elements to activate the old logic centres every now and again. Admittedly, it's hard to imagine a better conversion than this, but as a game *Shadow of the Beast* is still lacking that extra oomph that would make it a classic. Go get it if you like the look of the Amiga game.

RICHARD LEADBETTER



**SPECTRUM**  
£9.99

▲ monochromatic version of the Amstrad game and just as good.

**OVERALL 83%**

**GRAPHICS 92%**  
**SOUND 85%**  
**VALUE 81%**  
**PLAYABILITY 80%**

**OVERALL 82%**



### WONDERFUL WORLD OF POWERMONGER

Unless you choose to start in a random landscape, the campaign begins on the top left island, then when that one is conquered you can move to any adjacent one. There are 166 worlds in all - that's a lot of conquering.



### THE LANDS OF PLENTY

The key to survival is to reap the goodness from the land you have. As well as inventing weapons, your blacksmiths must invent ploughs to till the land and boats to cross the rivers. Crops are used to feed the hungry, and sheep rearing is essential for clothing and meat.

# POWERMONGER

BY ELECTRONIC ARTS

Your fate will not be... You were once the proud and powerful king of Mizeran, a boundless paradise where crops grew in abundance, sheep roamed the hills, and everyone was happy. But things have changed. Terrible catastrophes have ravaged your fair kingdom, moun- tains have collapsed on your great

**C+VG  
HIT!**

villes and Mizeran is now but a distant memory.

▼ Typical Autumn village life in PowerWinger.



### CIVILIAN SKILLS

Civilian life has an essential bearing in your aspirations of world domination. You are more likely to be able to invent better wea-

# POWERMONGER



4. Winter strikes a farming village. Time to invent something!

Fortunately you managed to escape. As the last, seismic upheaval turned Invermar into a lava-covered hellhole you managed to escape to the oceans with a few civilians and your elite corps of fighter warriors.

The journey was long and fraught with danger, but after many days of intense searching and fine teaming-up, an island paradise similar to Wimmer was discovered, boasting fair weather and the soft. This was the place

to start afresh, of that there was no doubt. The only problem is that this new land is already colonized.

You could surrender yourself and your men to the natives here, but that is not the style of a born leader, or a king. Your task is simple. This land is yours and you must conquer it, by fair means or foul. But your tiny settlement is easily outnumbered by the natives. Skill and cunning must be used. Your men could pillage small



mine it a merchant regularly visits your villages. You will also find the raw materials to make weapons such as catapults or to lay down to swords, bows and pikes.



## THE ARMY GAME

Violence is a fact of life - in PowerMonger too. Your captains (each like level) using the words of diplomacy to recruit new followers and other leaders, and any infidel is put to the sword. But the army's role is not so limited. Captains can be dispatched to spy on the enemy, providing essential intelligence on enemy activity. At all times it is the army that act as scouts, conquering the territory on which new hamlets can be built. Orders can be relayed via carrier pigeons, so there's usually some delay before your officers act upon them.



## A CUNNING PLAN

Military wit is also needed in order to succeed. Some towns may nestle at the foot of the mountains - to avoid the ravages of the wind during winter. Natural geography can be used to your tactical advantage as surprise attacks can be created by using natural obstructions to shield your military build-ups. In the lands of PowerMonger, forests are excellent cover.

# REVIEW

# POWERMONGER



villages, but for larger towns more men will have to be recruited.

But perhaps there is one small fact that can aid your course to victory. You are not the only invading side. Other travelers from far and distant lands have arrived with much the same idea as you. You will have to impress the opposing captains with the words of diplomacy as well as skill with the blade. If you wish to recruit them to your banner, but remember, there can only be one PowerMonger...



**C+VG  
HIT!**

## UPDATE

Expect a perfectly formed version of PowerMonger rather soon on the ST, priced at £29.99. Buy it, please.

Four army marches await for the attack...

**AMIGA  
£29.99**

PowerMonger was ranked as one of the greatest strategy games of all time, but, believe it or not, PowerMonger simply takes it out of the water! Life is replicated perfectly in this game. Warriors slash and struggle with huge cut-throats. Villages bustle with day-to-day activity and farmers even tend to their sheep! The graphics are simply amazing, the weather conditions of each season have a fabulous visual effect, be it showers of rain or swirling snowstorms. The sound is better still. Birds sing, sheep baa, carrier pigeons coo and after successful combat your army even shouts "hey!" a few times in celebration. The depth of gameplay in PowerMonger is simply unparalled with plenty of awesome effects. Moving your men can't a newly invented boat to a river, climb in to it and paddle across is just one of the many little things that'll blow your mind. Guaranteed in just months, PowerMonger is the best strategy game this year - and you can quote me on that!

**RICHARD  
LEADRETTEN**

**GRAPHICS 97%**  
**SOUND 97%**  
**VALUE 95%**  
**PLAYABILITY 94%**  
**OVERALL 95%**



## A LITTLE SEASONING

To depict the passage of time the game cycles through the four seasons of the year, all of which affect the actions and abilities of your people. With winter comes the snow, which piles up in drifts. Then greenery returns with the spring rains. Following that it's sunny summer days and chirping crickets until Autumn, when the rain is back with howling winds & a prevailing high pressure front. (Enough! Ed)



# RAINX



YOUR  
MOTHER  
WOULDN'T  
LIKE IT!



From Rome to New York, psychoplogie is taking its victims. The President of the United States, himself, is kidnapped. You are Rome, an industrial with masses of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Luana, has disappeared and you want to find her at all costs.

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▲ Our hero lashes out of the Darth Vader-atta

# BUDOKAN

BY ELECTRONIC ARTS

I was one real bad dude. A mean living on the edge... On the brink... On thin ice. I lived life to the max. (But when I was surprised when I was picked up from the gutters by the master of some mumble-jumbo (Dojo) and whisked thousands of miles around the globe to the Land of the Rising Sun to learn the secret arts of Do (The Big Stick), Munchuku (Rice Pile of Destruction), Karate (Pile of

Steel) and Karate (Big Stick and Metal Mask). I figured that this Jap master dude owed my Pa some kind of debt, and getting me to fight in the world tournaments - the Budokan - was his way to even the score. When I got to the Dojo, things started to get tough. For each of the four martial arts I'm learning, there are nearly 40 moves to be finely tuned to perfection.

I have to learn to use my mind as well as my fists in combat. Sometimes the

steam-roller approach pays off, but for some of the harder stunts in the Budokan it's best to build up your ki level and floor your opponent with two or three ki-filled blows.

### UPDATE

Budokan's been out and about on the Amiga and PC for quite some, and still brings it as a terrific beat 'em up. Go for it!

† The Big has the striking distance, the Munchuku has the power.



MEGADRIVE  
£29.99

Megadrive Budokan is simply a straight port across of the 1600 Amiga beat 'em up of the same name. The graphics are just as brilliant as the 16-bit game, but the sound isn't quite so impressive - even though there's plenty of sampled speech (Japanese of course) and realistic yell of pain. The two player option has been retained as well which makes for hours of one-on-one chop-choy-kyo fun. Bashes beams, though, because Budokan isn't a straightforward punted-the-opponents beat 'em up. Balancing ki and stamina levels requires a good deal of thought, but it's essential to making blow count. I found this strategy element makes for an even better game, though, and what you add to that the huge variety of moves available on each of the four disciplines. I think you'll find that Budokan is a thumpin' good beat 'em up.

RICHARD LEADBETTER

GRAPHICS 90%  
SOUND 82%  
VALUE 80%  
PLAYABILITY 87%  
OVERALL 84%





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**Rainbow Arts**

© THE RAINBOW ARTS

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**...PLAY DIRTY!**

# BANG!

**SPECTRUM**  
Last of our  
**AMSTRAD**  
CARTRIDGE  
**COMMODORE**  
CARTRIDGE  
**ATARI ST**  
**AMIGA**

**ocean**

**NO TIME FOR  
BALLOONIN' AROUND!  
NO TIME TO SHOOT THE BREEZE!**

In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You fight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tear the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bomb goes your way!

You're one mean, hot dude. Get a steering wheel in your hand and you're unbeatable. However, things aren't going too well. Over-revving the engine of your Skoote never really did it much good and your racing career, like your little Russian terror, is going nowhere. You need a real motor and a really challenge - and for your driving, you need them both!

Here's the good news. A number of sponsors have been impressed by your antics and want to take you onto their team. Formula one racing! A dream come true! A whole season's worth of high speed racing across a number of tracks is yours for the



▲ Fastest phases of the F1 Circus.

# F1 CIRCUS

BY NICHIBUTSU

taking with the aid of this new Engine card.

But it's not just the racing over the eight-way scudding tracks that's going to keep you occupied. The mechanics on your team are as thick as two short planks, so all the decision making is down to the player. Although the pit crew can help when it comes

▼ Some tactics sometimes do the trick...

to changing tyres and engines. The racing excitement can only be handled by you. So, waste no more time! Get your racing trousers on and put the pedal to the metal!

## THANK YOU!

PC Engine Supplies (0782 712700) deserve our thanks for supplying us with the F1 Circus card. Thanks guys!

C+VG  
HIT!

## PC ENGINE

£34.00

Formula 1 has never been so much fun! F1 Circus cuts out all the simulation rubbish and turns the speedy sport into a real gut-wrenching arcade experience! The scudding on this game is unbelievably fast - move your F1 controller into sixth and watch it fly! Multiple pit-stops are commonplace on the F1 circuits, but your car seems to be able to take such catastrophic damage with ease! The control of your car (especially at speed) takes a long time to master and you'll probably spend quite a while on the practice circuits before you qualify, but it's fun all the way and once you're racing you're hooked! Go for it without delay - this is one classy arcade game and will have you at the Engine for ages!

RICHARD LEADBETTER

GRAPHICS	89%
SOUND	78%
VALUE	85%
PLAYABILITY	86%
<b>OVERALL</b>	<b>87%</b>





Platform games with the Gremlins.



# GREMLINS II

BY ELITE

Was told the rules. We told you not to get there yet. We told you not to feed them after midnight. Did you listen? Nope, and just when you thought you'd get rid of 'em for good, they're back -

and they're worse than ever! It's been a few years since the Gremlins wreaked havoc at Kingston Falls, but now things are starting to go wrong. Camp Pleasant, a huge multi-story complex, is now

under threat of destruction by these madcap monsters, and it's down to Billy Peltzer to sort things out. Armed from the outset with a torch, Billy must ensure that the scaly maniacs are disposed of before nightfall. If you fail, the Gremlins will escape the building into New York City, and then...

Viewed from side-on, Billy can run, jump and shoot, collecting additional weapons and power-ups along the way. Some Gremlins release bubbles when destroyed, which can be traded in for weapons at the end of each level. You haven't got it all your own way, though, because those insouciant creeps have set traps a-plenty around the building, and will do anything in their power to stop you!

### UPDATE

The New Breed will be featuring an ST near you real soon, with similar graphics and sound to the Amiga game's. Expect C&E, Spectrum and Amstrad versions later in Christmas.

AMIGA  
£24.99

To be perfectly frank, I was expecting this to be a pile of poo, but Gremlins 2 is actually rather jolly. Things get off to a good start with the cute (yet) funny sequence of Gizmo blinking his eye to the sound of a Gremlin muttering threats of doom and gloom, and gets better from there on in. Better than that, it's the graphics and sound of the full movie, with well-annotated characters and loads of sampled sound, but the gameplay suffers from being over-efficient in parts, making things a bit... well, frustrating. There are some very nice touches, such as Gizmo parachuting in Rembo-style when the correct token is collected, and the Gremlins disappearing with a satisfying "pop" when blasted. Overall, a fun game that will please platform fans, but definitely not one for novices.

ROBERT SWAN

GRAPHICS	88%
SOUND	88%
VALUE	80%
PLAYABILITY	75%
OVERALL	82%

A delightfully hairless monster...



Doesn't these nasty Gremlins, Billy!





STARDRAGON



90% CRASH SMASH  
90% GEN D'OB  
81% ZERO HERO

# STARDRAGON

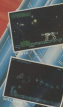
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STARDRAGON  
Cyber Monster  
Cyber Dragon



# SPIDERMAN

BY EMPIRE

Quentin Beck - also Spider-Man's arch-enemy Mysterio, has broken out of prison and is after Nedding. Although he'll ultimately find Peter Parker is actually Spider-Man he does know that the wall-slinging super-hero is a close friend of Parker's wife, Mary Jane.

Thus he decides to kidnap Mary Jane and he takes his captive to Rostwell Studios, leaving a tantalising note for Parker: "If you ever want to see Mary Jane again, get Spider-Man to meet me at the Rostwell Studios, tomorrow midnight".

Spidey knows it's a trap - Rostwell Studios have been deserted for years now and who knows what devastating traps and illusions Mysterio has conjured up. With Spider-Man rescues the studio his worst fears are confirmed. Not only are there many traps, but Mysterio has used his knowledge of robotics to create metallic minions all designed with one dispo-

se only kill Spider-Man.

The studios are separated into sets. You'll find gaily, creepy and graveyards, mines and there's even a wild West set in there somewhere! Progress has to be made by solving puzzles in the first-screen platform game. Switches open doors, ball match out for booty traps designed to send Spider-Man to The Great Web in The Sky.

But Spidey's still got his super-human wall-crawling

**C+VG  
HIT!**

powers and his extremely useful web-shooter, so there shouldn't be much of a problem, should there?

▼ Spidey mummied Mysterio our Spidey!



▼ Spidey a web, any size! Catch a thief, just like that!



## UPDATE

The Amazing Spider-Man will be coming to a Spectrum, Amstrad, C64, ST and PC near you, soon. The game doesn't really exploit 16-bit power, so all the versions should compare well to this Amiga game.

**AMIGA  
£24.99**

First Impressions of Spider-Man aren't really very good. There's a distinct lack of action, the graphics are very small and the backdrops are pretty standard fare. However, get your teeth into this game, and you'll soon find yourself well and truly addicted. The platform-based puzzling action is reminiscent of both Rick Dangerous and Manic Miner with the added advantage of Spidey's abilities. But as I've said, Spider-Man has super-human strengths and the real Mysterio would be able to pound Mysterio's robotic goons with little effort. Some of the puzzles are difficult to solve, though not impossible. Beware Spidey-fans - this isn't quite the action-filled game we expected, but the puzzling action kept me hooked for hours. No doubt it'll do the same for computer-loving Marvel fans.

RICHARD LEADMETTER

GRAPHICS 87%  
SOUND 80%  
VALUE 87%  
PLAYABILITY 89%

OVERALL 87%

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SOMEONE HAS STOLEN MY **Q**UIMIND

# SCHWARZENEGGER

STARS IN THE MOVIE.  
NOW YOU STAR IN THE GAME.

## TOTAL RECALL

**A** TOTAL GAME YOU HAVE BEEN PROMISED  
RE MY DREAMS OF ANOTHER LIFE  
CONFUSED, YOU ARE TAKEN TO THE REAL  
WORLD OF THE 21<sup>ST</sup> CENTURY. SERVICE  
STOLEN FROM YOU BY THE MIND CONTROLLED IN THE  
HANDS OF THE DARK SIDE OF THE FORCE AND  
HITTING AND NO DEATH.

### THE EGO TRIP OF A LIFETIME

**E**XPERIENCE THE HORROR OF YOUR DREAMS  
TORN INTO PIECES FROM THE REAL WORLD. SURELY  
YOU WILL BE THE MOVIE OF THE YEAR IN THE  
WORLD BECAUSE YOU'VE LIVED THE  
SURREAL.

### YOU'RE NOT YOU - YOU'RE ME

**Y**OU MUST TRAVEL TO THE REAL WORLD TO DISCOVER  
YOUR TRUE IDENTITY. YOU'VE MADE AN ERROR  
A JOURNEY OF INSURANCE ACTION, REVENGE,  
MURDER, FURIOUS, VIOLENCE AND A SENSATION  
AWAY OF YOUR OWN WILL CAPTURED BY  
SURREAL. YOU'VE LIVED THE REAL WORLD AND A GAME  
PLAY THAT COMBINES THE SUCCESS OF THE

### YEAR'S TOP MOVIE

A NIGHTMARE  
JOURNEY INTO THE  
21<sup>ST</sup> CENTURY

© 1995 CAROLCO PICTURES INC.

# ocean



# THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC				
				C 64	AMS	AMI	ST	
1	-	Guardian Angel	Code Masters	●	●	●	●	●
2	-	Run the Gauntlet	Hit Squad	●	●	●	●	●
3	-	Soccer Double	E+J Software	●	●	●	-	-
4	-	Quattro Combat	Code Masters	●	●	●	-	-
5	2	Quattro Adventure	Code Masters	●	●	●	-	-
6	1	Shadow Warriors	Ocean	●	●	●	●	●
7	4	Pro Boxing	Code Masters	●	●	●	-	-
8	3	Rastan	Hit Squad	●	●	●	●	●
9	-	Quattro Super Hits	Code Masters	●	●	●	-	-
10	7	Paperboy	Encore	●	●	●	●	●
11	20	Hong Kong Phooey	Hi-Tec	●	●	●	-	-
12	15	The Munsters	Alternative	●	●	●	●	●
13	-	Back to the Future II	Image Works	●	●	●	●	●
14	8	Yogi's Gt Escape	Hi-Tec	●	●	●	●	●
15	10	Salamander	Hit Squad	●	●	●	-	-
16	9	Fantasy Dizzy	Code Masters	●	●	●	-	-
17	-	Road Blasters	Klxx	●	●	●	-	-
18	11	Match Day 2	Hit Squad	●	●	●	-	-
19	-	TNT	Domark	●	●	●	●	●
20	-	Wombles	Alternative	●	●	●	-	-



**A**ll change once again, as Guardian Angel smashes its way to the top of the heap, followed by a rather mixed bag of good and bad budget gear, and a very small number of full price

titles! But just wait till next month when those Christmas meganames will hit the top! Will it be Turtles or Robocop 2 at number one?

## AMIGA TOP 20

1	1	Corporation	Core	93%
2	3	Kick Off 2	Anco	90%
3	-	Immortal	Eliec Arts	90%
4	-	Ti Dizzy	Code Mattr	88%
5	2	Shadow of Beast 2	Pygnosis	85%
6	-	Gremline 2	Elite	85%
7	20	F20 Retaliator	Ocean	74%
8	-	Guardian Angel	Code Mattr	52%
9	-	Days of Thunder	Mindscape	52%
10	5	Yogi's Gt Escape	Hi-Tec	53%
11	-	Magic Fly	Eliec Arts	70%
12	6	Targhan	Action 16	61%
13	-	Iron Tracker	Smash 16	53%
14	-	Spy Who Loved Me	Domark	91%
15	-	TNT	Domark	73%
16	-	Italia 1990	Code Mattr	50%
17	-	Killing Game Show	Pygnosis	88%
18	10	Shadow Warriors	Ocean	93%
19	9	Fast Lane	Action 16	24%
20	7	B&B Jane Seymour	Gremlin	91%



KCO climbs back a space, Shadow of The Beast II hangs on and the excellent Spy Who Loved Me enters the charts at number 14. No sign of Lotus yet, but it wasn't on the shelves in time for this chart.

### ROB'S TIP FOR THE TOP

It's that funny time of year again - predicting the Christmas number one. On hype alone, I'd have to say Turfies, but NokoCop 2's a possibility.



Quattro this, Quattro that, Quattro everything as the Code Mattr run riot through the chart this month! Again, budget software rules the roost, but next month, the top of the chart will undoubtedly be turned upside-down, what with...

### ROB'S TIP FOR THE TOP

Youful radioactive karate ripoffs! Okay, maybe I can't avoid saying 'Turfs' without sounding silly, but it was worth a try anyway...

## C64 TOP 20

1	-	Run the Gauntlet	HR Squad	72%
2	-	Hong Kong Phooey	Hi-Tec	38%
3	-	Guardian Angel	Code Mattr	84%
4	5	Pro Boxing	Code Mattr	77%
5	7	Salamander	Hi Squad	93%
6	17	Quattro Combat	Code Mattr	67%
7	6	Fantasy Dizzy	Code Mattr	61%
8	1	Quattro Adv	Code Mattr	77%
9	-	Soccer Double	E-J	65%
10	-	TNT	Domark	45%
11	3	Paperboy	Encore	68%
12	8	Quattro Sports	Code Mattr	70%
13	-	Quattro Super HRs	Code Mattr	65%
14	19	Road Blasters	Kixx	55%
15	15	Ruff and Reddy	Hi-Tec	67%
16	14	Match Day 2	Hi Squad	69%
17	9	Shadow Warriors	Ocean	68%
18	15	Ruff and Reddy	Hi-Tec	67%
19	12	Prince Clumey	Code Mattr	63%
20	-	Back to Future 2	Imageworks	57%

# PUZZLING

The tricky and strategy puzzle game to rule the Western World has now come to your computer. The best selling game ever has 44 levels of difficulty, increasing as you position the

blocks and make them disappear. Sounds easy!

The gameplay is extremely simple - the objective is the formation of the target and be awarded many large points of instruction and excitement.

TAITO



# LOTUS ESPRIT

# TURBO CHALLENGE



Screen shot from Gremlin Turbo



Approved and licensed product of Group Lotus Plc.

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AMSTRAD CASSETTE & DISK



Gremlin Graphics Software Ltd.

- 33 different courses.
- 56 competing cars.
- 1/3 player head to head.
- Multi-headed Turbo performance.



Well, I was close - F-19 has been knocked down, but only to the number two spot - overtaken by Shadow of the Beast! It's nice to see Battle of Britain in third, and the re-emergence of LeaderBoard, but there's not much else to wet yourselves over.

### ROB'S TIP FOR THE TOP

That repeating myself, but it's a forgone conclusion - Turles, Turles and even more bigger Turles! I have been wrong before, however...



### SPECTRUM TOP 20

1	Soccer Double	E-J Hit Squad	88%
2	Run the Gauntlet	Hit Squad	74%
3	Quattro Adv	Code Matri	63%
4	Quattro Combat	Code Matri	67%
5	Guardian Angel	Code Matri	79%
6	Rastan	Hit Squad	87%
7	Road Blasters	Klex	63%
8	Pro Golf	Atlantis	60%
9	Shadow Warriors	Ocean	66%
10	Pro Boxing	Code Matri	79%
11	Ti Dizzy	Code Matri	86%
12	Match Day 2	Hit Squad	87%
13	Paperboy	Encore	89%
14	Quattro Super Hits	Code Matri	54%
15	Back to Future 2	Imageworks	60%
16	ACE ACE 2	Encore	87%
17	High Steel	Alternative	85%
18	Fantasy Dizzy	Code Matri	82%
19	Nombles	Alternative	72%
20	Wonderboy	Hit Squad	60%

### ATARI ST TOP 20

1	Shadow of Beast	Psygnosis	69%
2	F-19 Stealth Fgr	MicroProse	89%
3	Battle of Britain	US Gold	89%
4	Shadow Warriors	Ocean	84%
5	Future Blue	Hi-Tec	72%
6	Pro Tennis	Code Matri	70%
7	Cadaver	Code Matri	66%
8	Ti Dizzy	Imageworks	80%
9	Targhan	Code Matri	81%
10	Rock Star	Action 15	62%
11	Kick Off 2	Code Matri	60%
12	Formula 1 GP	Anco	63%
13	Emlyn's Soccer	MicroValue	63%
14	Capt Blood	Audiogenic	66%
15	Yogi's Gt Escape	Smash 16	70%
16	WC LeaderBoard	Hi-Tec	83%
17	Midnight Resist	Klaxix	89%
18	Italia 1990	Ocean	78%
19	Op Stealth	Code Matri	38%
20	Battle Master	US Gold	83%
		PSS	77%



Well, well, well, what a surprise! LeaderBoard software in this neck of the woods, and not a lot else - same old story, the fight for love and glory, eh, Rob?

### ROB'S TIP FOR THE TOP

Teenage mutant ninja rollercoaster, horses with a hat stand! Oh, sorry, ah, well, I reckon, to be honest, those small scaly martial artists will be doing their thing at the top next month.

## AMSTRAD TOP 20

1	-	Guardian Angel	Code Matri	79%
2	-	Quattro Combat	Code Matri	63%
3	1	Quattro Adv	Code Matri	74%
4	-	Quattro Sup Hits	Code Matri	65%
5	-	Op Hornuz	Alternative	74%
6	-	Soccer Double	E-J	70%
7	13	The Munsters	Alternative	54%
8	9	Paperboy	Encore	85%
9	-	Rastan	Hit Squad	88%
10	6	Pro Golf	Atlantis	70%
11	-	Jaws	Alternative	38%
12	-	Run the Gauntlet	Hit Squad	70%
13	4	Pro Boxing	Code Matri	77%
14	-	Wombles	Alternative	72%
15	-	Champ Basketball	Alternative	61%
16	10	Big Tr Little China	Alternative	59%
17	2	Temple of Doom	Kixx	62%
18	-	High Steel	Alternative	56%
19	-	Back to Future 2	Imageworks	52%
20	-	Hong Kong Phooey	Hi-Tec	37%



Guardian Angel makes a dramatic entrance - straight to number one! Back to the Future 2 is the only full price product in the charts and that isn't up to much! Things can only get better... can't they?

### ROB'S TIP FOR THE TOP

And now, live from London, it's the quit of the week - will those Turtles be at number one? If they ain't, I'll eat my anchovy pizza (and I HATE anchovies!)



## PC ENGINE TOP 5

1	-	Splatterhouse	80%
2	2	Don Doko Don	82%
3	1	Devil Crash	87%
4	-	Darius +	88%
5	-	Afterburner	80%

### PC ENGINE

Splatterhouse splats its way to the top of the heap, with these Don Doko dweaves still being away behind. Devil Crash rolls in third, Darius blasts into fourth place, and Afterburner rears into fifth.

## MEGADRIVE

Strider comesaults straight into the top slot this month, with Super Monaco sliding back into second place on the grid. S-SWAT holds third for another month, with Jaws sliding down, and Populous coming up.

## MEGADRIVE TOP 5

1	-	Strider	93%
2	1	Super Monaco GP	80%
3	3	E-SWAT	80%
4	2	Moonwalker	88%
5	-	Populous	90%

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# TESTS

## STAR WARS

### HIT SQUAD

Quite some time ago, in a galaxy not too far away, Star Wars - The Arcade Game appeared, a jolly vector graphics blaster with lots of sampled speech. Then a few years ago, it was re-released on practically every format imaginable, and now it's emerging once more as a budget re-release, it's simple enough - blast TIE fighters to bits, race across the surface of the Death Star, zip along the trench, and zap the exhaust port to blow the sucker to kingdom-comes. Your X-Wing has a limited number of shields to protect you, and once these are gone, you've had it. As far as these versions go, it's pretty repetitive stuff, but the Amstrad version is nonetheless entertaining, and happy to boot. The C64 version, however, plays like a slug in treacle, with jolly

**C64**  
**£2.99**

On desire me - small jolly. Even ardent fans should avoid temptation with this - even at the budget price.

**OVERALL 56%**

**AMSTRAD**  
**£2.99**

A good conversion with lots of blasting but no-oo sound. Tends to get a bit repetitive after a few plays, unfortunately.

**OVERALL 80%**

ships doddering around the screen. Amstrad owning fans of the game should part with the shield points, but C64 would be rebels would be better off looking elsewhere.



## ZANY GOLF

### ELECTRONIC ARTS

Another in EA's Star Wars Amer range, Zany Golf was the brainchild of Bill Harvey, responsible for the conversions of Marble Madness, and for the brilliant Immortal reviewed last issue. As the title suggests, it's a zany golf, with some of the wackiest courses any budding Nick Faldo could ever wish for. The objective is simple - hit the ball into the hole in a set number of shots, then move on to the next one, but expect to come across such hazards as windmills, ketchup bottles,

**AMIGA**  
**£9.99**

What a' really putting for just begging to be bought!

**OVERALL 88%**

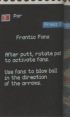
bouncing hamburgers, castles, laser cannons and even a giraffe liable to negotiate! Graphics are a bit on the grainy side, but it doesn't really detract from the game a self. At full price, this was a bargain of laughs, and for a tenner, it's a steal. Put on your plus fours and a silly cap, and give this a whirl.



## BARBARIAN II

### KIDIX

Hearken back to the days of old, when man was man, woman was woman, and big purple dinosaurs were very bad news indeed. Legend tells of a brave warrior from the North who rescued the Princess Marlene from the clutches of the evil wizard Drax, and now the two have set out again to destroy Drax once and for all. Confronting either the barbarian or the princess, you travel through wastelands, caves, and dungeons, battling monsters along the way. The controls are a bit tricky at first, but once you've got the hang of things it's heck and stop fun all the way. Graphics are



After putt, rotate pot to activate fans.

Use fans to blow ball in the direction of the arrows.



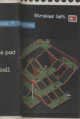


Colorful and well-animated, and there's loads of visual gags as your character meanders his or her demise in myriad gory ways. Sound is effective though not outstanding, but the playability is the thing that sends this out head and shoulders from the pack. Loads of fun and action, and for only £3.99, Barbarian II's definitely one to grab hot off the shelves.

**AMSTRAD**  
£3.99

Brilliant hack 'n' slash they 'em up at a bargain price.

**OVERALL 90%**



Windows Left

## OUT RUN KIDDC

This rip-roaring Sega road racer had jaws dropping all over the place when it emerged in the arcades several years ago, and went on to be one of the biggest selling conversions of recent years. For kids, Sonico at 28 Bognor Street who doesn't know what the game's about is put in the driving seat of a Ferrari Testarossa with a girlie by your side, and your aim is to scream across the States within the set time limit. Easy, eh? Don't you believe it! Man go bumps, hills and other traffic are a certain route to turning your sleek machine (and the car) into a pile of scrap. Unfortunately, the computer versions were a bit on the dull side, and the CD4 game is one of the worst offenders. Flat, dull sprites jerk along fast, dull backdrops



completely destroying what little sense of speed achieved by the coin-op, the sound is enough to have you leaping for the volume in seconds, and the playability is ultimately knocked by the irritating multi-load. Leave well alone, unless you're completely mad.

**C64**  
£3.99

Disappointing translation of a ripper coin-op that is not worth parking out for.

**OVERALL 48%**

## POWER DROME ELECTRONIC ARTS

Forget about Atari's Hatch and Silverstone. In the future, Formula 1 has been replaced by the Powerdrome, where high speed antics now take place with the aid of anti-grav skimmers equipped with high-power Afterburners! One of Powerdrome's biggest selling points is the prospect of simultaneous two player excitement (if you're willing to link two computers together) as you speed around the solid 3D track.

Powerdrome on all three formats isn't bad at all, but the problem that this game has resides in the usability controls. You'll find your speeder speeding into the Powerdrome wall for the most part, and the really spoils an otherwise brilliant game.

**PC**  
£9.99

Fretty good, but the game's control method really puts the dampers on this one.

**OVERALL 78%**

**AMIGA**  
£9.99

The control wasn't been tweaked, but Powerdrome is still a real on the enjoyable side.

**OVERALL 79%**

**ST**  
£9.99

Fretty much the same fare as the PC version, but that's not a bad thing.

**OVERALL 76%**



# BUCKET

## DELTA KIXX

Strange things have been happening to merchants trading ships, entering Delta Square. Rumour has it that a strange alien menace with an incredibly silly name have been getting particularly marked off with all this shipping and have now taken to blasting everything in their path!

It looks like civilization as we know it could do with a hero - enter the player, who must jump into his 'horizontally scrolling death-mobile' blasting anything that vaguely resembles an alien. This

journey'll take you through 32 levels of some of the greatest blasting action yet seen on the C64. No kidding: with such excellent graphics, unsurpassed sound and great playability, Delta is a real classic. Buy without delay!

**C64**  
**£3.99**  
 Delta ranks as one of the greatest scrolling shoot 'em ups available on the C64. Not said!  
**OVERALL 89%**



## THE BARD'S TALE 2 ELECTRONIC ARTS

You may have purchased Manger to the tune of an odd tale in The Bard's Tale, but the time arch-villain and evil Arch Mage, Lagoth Zama has taken over the land dealing out his own kind of death of misery. We need a hero and your steadiest hand of warriors and wizards fits the bill rather nicely.

You're going to have to take on the might of Zama's army and use all manner of spells and special equipment

**PC**  
**£9.99**  
 Well, An astounding RPG that's a real steal at the magic price!  
**OVERALL 95%**

**AMIGA**  
**£9.99**  
 Just as amazing as the PC version. Best way in the knowledge that this is a better deal than you'd expect!  
**OVERALL 95%**

to take out the evil menace in this sizzling Electronic Arts RPG. The graphics and sound are pretty much for this type of game and the playability is unrivalled. Offering literally months of RPG excitement, The Bard's Tale 2 is simply an essential purchase. Buy now!



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Gold: 4995	Gold: 4995
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[TRADE GOLD]	
[CONTINUE]	

CHARACTER	AC	HIT	PTS	SP
ELSHMAR	L0	715	530	530
ENDEVOUR	L+	492	530	530
INTEGRITY	L+	550	530	530



## CALIFORNIA GAMES KIXX

One of the most amusing sports sims ever to hit the 8-bit computer finally makes it to the budget market and what a scorching bargain! *KIXX* (C&G sponsored by the Sea of Orange Peaches) (TMS) and Official Healey Cook (TM), then sample the thrills of Hot Pipe, Surfing, Roller Skating, Flying Disk, BMX, and feel bag that's Hacky Sack (TM) in the rest of our...

The nice graphics and solid playability of all six events have to be seen to be believed - on the C64, unfortunately something went disastrously wrong when conversions were made to the other 8-bit systems, and they come complete with juddery graphics, awful sound and only distasteful gameplay.

**C84**

**£3.99**

*Amazons! A brilliant sports sim that's tear-jerking well spent!*

**OVERALL 94%**

**AMSTRAD**

**£3.99**

*Simply a stunning parody of the best C64 version!*

**OVERALL 45%**

## INTERCEPTOR ELECTRONIC ARTS

Another in a long series of A&A Star Performers, *Interceptor* takes the player into the Sovietic wonders of the F14-18 Hornet and F-16 Falcon. You've got five missions of bogey-blasting to attempt in your efforts to become an American hero. *Interceptor* made a big splash when it first came out because it was the first flight sim ever to adopt tiled vector graphics.

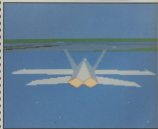
*Interceptor* does have a very easy control method and this makes flying the missions feel really good. Unfortunately, the likes of *F-16*

*Death Fighter* with their hundreds of missions (rather than five) make this other wise cracking game seem rather dated. But if you're a beginner to flight sims, *Interceptor* is the one to go for!

**AMIGA**  
**£9.99**

*Easy to get into and pretty playable, *Interceptor* is a roaring bargain at a lower. Shame about the peaky pricing when code protection, though.*

**OVERALL 82%**



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# M1 TANK PLATOON

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• **High-tech war.** Laser rangefinders, depleted uranium penetrators, wave-guided missiles, missile armor, air support and ordinary tanks. M1 Tank Platoon has the total computerized up-to-date simulation of advanced land warfare available for your home computer.

M1 Tank Platoon was selected for IBM PC compatible machines in October 1988.

"Microflow has surely excelled on this one. It's all there, from expert playability through great simulation to detail in one of the best (especially for users in a good mood). The competition should watch out, or they can't expect to take some leadings." — PC Leisure Spring '90

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# UPDATE

## THE SPY WHO LOVED ME

DOMARK

Beyond its back on the ST! After the SNL Licence to Kill, Domark have travelled back in time to 1977 for the Roger Moore epic. We played this game to death when we saw the Amiga version last month and now the ST version's arrived we can reveal that it looks and plays exactly like the Amiga original.

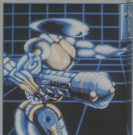
All five levels of 007 antics remain the same. There's the two levels worth of brilliant Lotus/Spy Hunter looks, the

underwater Lotus section and two levels of Operation West-style gunplay. It's a pity that the ST version hasn't got the brilliant Sound Effects of the Amiga game, but not to worry because The Spy Who Loved Me is still a pretty wheezy game. Check it out.

ST  
£19.99

A tough challenge and no mistakes, but one that'll have your Horned to your BT!

OVERALL 90%



## PARADROID '90 HEWSON

Five cargo freighters travelling through the Horned nebula have been sabotaged with strange radioactive particles, causing the robot crew and their cargo battle droids to go haywire, destroying everything humanoid in their path!

Make way for the 100 In-fiance Droid - a droid with a mission to eliminate the five freighters and blow away every robot on board! The In-fiance Droid may have pretty inefficient fire power, but its one redeeming feature is its ability to clamp onto other droids and take control of their bodies!

We loved the Amiga version when we saw it in August and the ST game is just as good. All the atmosphere and playability of the outstanding original are there to be savoured, and the real urge to complete all five stages is even more intense. All well regarding ST names should add this classic game to their collection NOW!

ST  
£24.99

A fantastic thingy-men's world set up, with an unmissable atmosphere. An essential purchase.

OVERALL 93%

## KICK OFF 2

### ANCO

Okay, okay, so we've already reviewed ANCO up dated this fabulous football gem, but Anco have finally re-released the new one megabyte version of the greatest footballing game in the known world!

This new version retains all of the amazing functions (such as replays and different pitches) of the original, and adds some more! How would you fancy over-the-shoulder action, Lucas, Bruan? Referees and line-men follow the action and there's some extra ramped speech and various crowd chants (some of the

more "colourful" ones have been left out, though).

This version of the classic game is undoubtedly the best yet, but it's really just a slightly enhanced version of what's in the shops already. If you don't own Kick Off 2 and have a one megabyte expansion then buy it without delay.

**AMIGA****£19.99**

A lovely amazing slice of footballing action. Make sure you're on the ball - now!

**OVERALL 96%**

## TNT

### DOMARK

Not a bomb-squad simulation, but a compilation of five of Domark's Tengen arcade conversions, namely Xybots (a son of Berserk in 3D), APB (cops and robbers car chase), Doctor Spirit (overhead scrolling shoot), Dragon's Lair (a dragon) and Hard Drive'n' (a golden driving 'em'). As far as the 16-bit versions go, they're not too bad, although APB and Dragon Spirit aren't tops, and Factor'n is so-so, but Hard

**AMSTRAD**  
**£14.99**

An okay set, the high-light is being *Hard Drive'n'* and *Xybots*.

**OVERALL 72%**

*Drive'n'* and *Xybots* make up for these. The 8-bit come off a bit the worse for wear, however, though the C64 version does contain the previously unreleased *Hard Drive'n'*. Quite frankly, however, the

**ST**  
**£20.99**

A decent bunch of conversions, but again, the price is a bit over the top.

**OVERALL 77%**

price is a serious put off for any 16-bit bargain hunters - they save for the Amiga and ST pack! Overall, a not-too-bad bunch of good and bad games, which is worth a look if you're loaded with money!

**C64**  
**£14.99**

After *Hard Drive'n'* is awful, and the others in this package aren't the greatest either. Give it a miss.

**OVERALL 49%**

**SPECTRUM**  
**£14.99**

*Hard Drive'n'* and *Xybots* are the pick of a not-too-bad bunch. Take a look before parting with the quid, though.

**OVERALL 70%**

**AMIGA**  
**£29.99**

A fine compilation of classic coin-op conversions, lumbered with a hefty air price tag.

**OVERALL 79%**



# UPDATE



## KLAX NAMCOT

As for much jinking and banking, Telleg's classic to-escape game finally has Sega's 16-bit wonder machine. And has the long wait been worth it? It is, as good as the PC Engine conversion isn't it worth buying?

It has to be said that the answer is both of those, sure, but it's a resounding 'no'. The Megadrive game has all the goodness from the previous original, but left of the coin slot a brilliant sound has been left out. The sounds of all pieces at the end of each level, for example, have now been replaced by a single sound—a grunting 'voo grrr'. Even the Amiga and PC Engine versions had better sound than this.

## TIME MACHINE ACTIVISION

The time-travelling escapee of Professor Pogo got a C-VID with a few updates back, and now the end-hopping egghead has emerged on the C64 and Amstrad. How do these updates fare stand against the Amiga version? We hear you're 'very well, actually'. The simplicity of the 16-bit game has been carried across (what, along with the playability. The graphics are colourful, if a little clunky, and sound is still put to good use. A fun, good exploration game with loadable puzzles that's guaranteed to keep you fixed to your stick for hours on end.

C64  
£9.99

Similar to fourth-class almost fun that's great fun for arcade adventures. Highly recommended.

OVERALL 90%

AMSTRAD  
£9.99

Similar to the C64 version, if a bit more colourful. Grab it at the first opportunity.

OVERALL 90%

There's something wrong with the gameplay bit, isn't it? You feel as if you're fighting through a pool of mud just to make your catches move left. Sometimes they just stop when you only needed to move right. This on the Megadrive looks pretty much like a recent product, and although Klaxing is still pretty addictive it isn't up to the standard set by any version of the escapee.

MEGADRIVE  
£33.00

Klax isn't a complete disaster, but the faults in the gameplay and sound departments simply can't be forgiven.

OVERALL 65%







## AFTERBURNER

NEC

**H**ave it to have, we were harvesting the next big sign to arrive before Afterburner was finally released on the PC Engine. It's hard to recall because it's finally here - and it isn't that at all. If you feel the need for speed, then Afterburner certainly delivers it out in decent quantities, especially when you open the throttle right up. The 3D is really good, with a really nice turn of speed. It can't be too grumpy at times, but it could be far worse. The sound isn't bad either with decent rock tracks and all the speed of the arcade version.

The problem is that the game looks like exhilarating fun that the arcade version

and the Megadrive game give you. Sometimes the 30-year-olds changed and dodging missiles seems more down to luck than anything else. Overall, though, Afterburner is a decent deal and if you had the balls for the arcade game, it's well worth looking up.

**PC ENGINE**  
**£34.00**

Afterburner fans will lap this all up, but other gamers may want to give it a miss.

**OVERALL 82%**

# PRO TENNIS TOUR

# 2



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# SHOCKWAVE

BY DIGITAL MAGIC SOFTWARE 3D isometrics with Shockwave!



In the year 2167 AD, the Earth no longer battles with implacable aliens. Instead, they usually end up being deported to the Moon and left to their own devices. But at a mistake, this, though, because the greasers aren't the complete duffer that the authorities take them for, and they've constructed their own ships and now they're attacking the major cities of Earth, and guess who has got to defend one of them?

While heading out for reinforcements,

you have to use the city's resources to aid the war effort. The ore from mines creates wealth and with this wealth you buy oil rigs (more fuel for your fighter craft), armies (to slow up the convicts) and factories (which develop better weapons and equipment for you as the game progresses).

As well as controlling all this development, you are called upon to slow up the enemy's advance personally. In this part of the game,

which is displayed in Altairburner-esque 3D, the object is to destroy a set number of the enemy before they destroy you.

During the occasional special missions, you guide a remote controlled ship packed with explosives along a 3D trench to an enemy target. Reach the target before the countdown reaches zero, and the ship and the target both go kaboom!

Tactical cunning required to beat Deck the Stars!

### UPDATE

Get down to your local software store and you should find an ST version of Shockwave is on the shelves already!

**AMIGA**  
**£24.99**

Shockwave is almost cheap. There's no denying that its biggest selling point is the brilliant 3D visuals - they are truly stunning and move incredibly quickly and smoothly. The strategy aspects aren't bad either, with plenty of key decisions needing to be made at every turn. Unfortunately the two aspects don't really fit together that well as a game. Neither the shoot 'em up nor the strategy elements have a great deal of depth or variety so the game as a whole isn't ripe in the instability stakes. In the short term, though, Shockwave ranks as an addictive little number, because you really feel the need to use the next level and the effects of your new weaponry. But it's the presentation and graphics that really make this game. Personally I reckon that the programmers could produce an astounding Altairburner type game with these classy routines, so how about it Digital Magic?

**RICHARD LEADBETTER**

**GRAPHICS** 94%  
**SOUND** 87%  
**VALUE** 80%  
**PLAYABILITY** 80%  
**OVERALL** 80%



# SPINNYZZY WORLDS



## "IT'LL MAKE YOUR HEAD SPIN"

Spinnizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. GERALD (a Geographical Environment Reconnaissance and Land-Mapping Device) is all set to explore the solar system, collecting energy crystals scattered around the scrolling, 3D environment. You'd better have your Spinnizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!

"Will provide you with hours of absorbing entertainment" - ST Format

"It's great. You'd be more than a bit dizzy to miss it!" - The One



# DRAGON REED



**ACTIVISION**

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# SC1



► Run 'n' Blast the baddies in SC1

## BY OCEAN

After making the roads safe for your everyday driver in the last Taito spin-off, Chase HQ, Ray and Tony (the Crockett and Tubbs lookalikes) have now been promoted to Special Criminal Investigations, the precinct of the CHASE department.

Their new mission is to hunt the baddies - arrest five motorway maniacs, using any means at their disposal - except now the boys have a spanking new turbo-charged roadster and a feature: license, so instead of just ramming criminals off the road, one of the cool cops can blast 'em as well! Who needs traffic warden, eh?

Every so often, a helicopter appears and drops a package. If collected, the road-bound cops can let rip with a bazooka!

As in the original, the boys are racing against the clock and if they run out of time, the bad guy gets away! To win the score, however, one of five turbo-boosters can be engaged, pushing the car's speed to 120 mph for a few seconds!



▲ A huge chopper blocks the path to glory!

► Consult with Kaven for your next mission.



## UPDATE

SC1 (the team behind the Amiga conversion) are producing an ST version, which will be much the same as the Amiga game, and Probe (who did the C64 game) are writing versions for the Spectrum and Amstrad GX1600 consoles. All versions will be out well in time for Christmas.

## AMIGA £24.99

After the top-class conversion of Chase HQ last year, I was wondering whether Ocean could come up with the goods once more, and they have - just. Thing is, this just seems to be more of a rehash than a watershed sequel. The problem doesn't lie with the conversion, but with the set-up - which just seemed to be an attempt by Taito to cash in on the original's success. So no points for originality, but SC1 is pretty good fun, nonetheless. The graphics are nice and detailed, and the 3D is quite effective, but the screen looks a bit empty. The sound is quite tasty, too, and features lots of sampled stuff. The car handles well, but has a tendency to career off the road a little too much - something which is a tad annoying when you're running out of time and about to administer the coup de grace! Overall, if you liked Chase HQ, you'll enjoy this, but be warned - there's not a lot between the two.

ROBERT SWAN

GRAPHICS	85%
SOUND	85%
VALUE	80%
PLAYABILITY	83%
<b>OVERALL</b>	<b>84%</b>

## C64 ROM £24.99

Chase HQ on the C64 was appalling, but this being cartridge only (primarily to take advantage of the C64's console), the programmers have had plenty more memory to play with, and though the 3D is a little wobbly (the road moves faster than the buildings), the sequel is pretty good fun.

**OVERALL 79%**





# THE SECRET OF MONKEY ISLAND

...the route to fame and fortune. Well, fortune, anyway.



**C+VG  
HIT!**

Life has not been good to Guybrush Threepwood. No adventures. No money. No women.

But now he has had enough. In his quest for

▼ The Melee Island map - just point to your destination and click.



## THRILLS AND ADVENTURE ON THE HIGH SEAS!

Ah yes, but before you can go after LeChuck and rescue Elaine you need a ship, and where better to find one than at Stan's Previously Owned Vessels? Whether you want a 200 foot galleon with two swimming pools and a revolving ballroom, or the only vessel ever to have survived the perils of Monkey Island (ahah, Stan! I won't shut up till I've made a deal!) promises to have the ship to suit you in his backyard. (Don't be afraid to haggle either - Stan loves it, but these days you need at least 5,000 pieces of eight to buy the right boss. Perhaps a fine consumer credit is called for?)

# REVIEW

# THE SECRET OF MONKEY ISLAND



Open	Look at	Use	Walk to
Close	Pick up	Look at	Word's most
Push	Talk to	Turn on	Word's most
Pull	Give	Turn off	Word's most



4. A rubber chicken with a pulley in the middle? That could come in handy here.



4. The Governor's mansion, with the canine guards neutralized by some dodgy dog food.



I can't reach that from here.

Open	Walk to	Use	Walk to
Close	Pick up	Look at	Word's most
Push	Talk to	Turn on	Word's most
Pull	Give	Turn off	Word's most

such a crisis on their hands, the pirate chiefs are more than willing to recruit new blood, and they quickly dispatch Guybrush to complete three trials - defeat the island's Secondmaster, grab a fabulous jewel from the mansion of the Governor and find the lost treasure of Monkey Island.

There are no easy tasks, and the game is by no means over when they are complete. The quest leads Guybrush from Monkey Island across unknown waters, to Monkey Island, where he must face delirious convicts, insane assassins and the fearsome phantom pirate, LeChuck. . .

## UPDATE

If you've got an Amiga or an ST, you too should be able to discover The Secret Of Monkey Island, after the month is out! Yo ho!

4. Surrounded by sharp objects but Guybrush can't reach any of them to cut his hands! The solution to this predicament is simpler than it looks.

PC  
£29.99

The LucasArts adventures have always been favorites in our office, but this is the first one I've wanted to play right until the end. In the week since I got hold of this game, I've spent every spare moment playing it and enjoying it! Zak McKracken had a great sense of humor, and Indy had a great plot, but this has both! Usually the entertainment you get from an adventure is derived solely from solving puzzles, but the hilarious characters and situations, and the movie-like presentation (with cut-scenes and various "cinema" viewpoints) make playing this more like taking part in a comedy film so it's much more enjoyable. The puzzles are brilliantly conceived and success depends more on looking and listening, which I think is preferable to mind-bending lateral thinking. LucasArts' easy-to-use, point-and-click command system rides again in Monkey Island, so even the less-brains with hypochondria have no excuse not to get hold of this utterly enthralling game at once!

PAUL GLANCEY

GRAPHICS	94%
SOUND	81%
VALUE	92%
PLAYABILITY	97%
<b>OVERALL</b>	<b>94%</b>

# ENTER FIRST INTO BATTLE... LAST TO LEAVE



ATARI ST  
CBM AMIGA  
IBM PC &  
COMPATIBLES

Set in the near future, as an alternative reality, **BATTLE COMMAND** is an arcade/strategy game in which the player controls a single "MAJORITY" command tank in one of 16 scenarios (missions) in the ultra-war fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies increased over a long day in battlefront. Each are the defensive capabilities of each side, full scale attacks are isolated, so any offensive moves are, by necessity, made "behind the lines" actions performed by elite troops in specially designed vehicles. The Majors is the latest such machine - capable of being lifted in and out of hostile territory by fast strength choppers and armed with the most advanced weaponry the Northern scientists can devise.

Ocean Software GmbH, K. Finkbeiner  
Munster, 48119, telephone 0541 9211  
fax 0541 921100

# INDY 3

**C+VG  
HIT!**

BY TAITO

Here's back, and he's brought his dad - again Indiana Jones, archaeologist, hard guy and star of three money-making movies, is out to find the Holy Grail, the fabled receptacle of the blood of Christ, and nothing's gonna stand in his way!

Following the plot of the film, the game starts off on board a ship, through which Indy has to fight off hordes of fist-fighting thugs in order to retrieve the Coronado Cross. Once successful, Indy receives a telegram from his friend Sallah telling him his father has been kidnapped, and taken to Castile (Brunwald). Does Indy travel to Germany and rescue Daddy Indy, or go to Vienna and continue the search for the Grail? You have to make that decision, but bear in mind that following one pathway means you miss out on whatever perks or goodies are in store on the other route.

The mix of arcade action and decision-making is most reminiscent of a Cinemascope game. The castle scenes, for example, fit a massive maze, with secret entrances and traps galore. The desert section in which Marston Brody has to be rescued from a Nazi tank before it goes off the edge of a cliff is also in, and there's even a motorcycle sequence, in which Indy has to avoid traps, gun emplacements and enemy riders!



▲ In search of the Cross of Coronado in Indy 3.



▲ Whipping the opposition in the Nintendo pool.



### UPDATE

Last year, US Gold produced games for all formats based on the Indy III movie, and they are also about to launch a version of the game for the Sega Master System. Watch out for a review of that in the very next issue of C+VG.

**NINTENDO  
£29.99**

I've always been a little sceptical of console "adventures" in the past, but Last Crusade completely blows away any criticism I might have had (OK, you're not a hard man to please - lol). The best of the game and the fact that it sticks so closely to the plot of the movie makes playing feel like watching the movie unfold. The graphics are great, with loads of colour on both the action and instruction screens, and the sprites whizz around the screen at a great rate of speed. The main tune is a very nice rendition of the title theme, and there's lots of nicely done spot FX thrown in for good measure. Indy walks and runs around like a thing possessed, punching, jumping, kicking and whipping, and is very well animated indeed, as are all the sprites. The game is so involved, but allows you to skip around certain parts of the game, so you can double-look the difficulty curve excellent. Quite frankly, this has got to be one of the best Nintendo games to date, and you'd have to be an utter plonk or someone who absolutely hates Harrison Ford to miss it.

ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	86%
PLAYABILITY	85%
<b>OVERALL</b>	<b>89%</b>



# HE'S BACK... TO PROTECT THE INNOCENT

# ROBOCOP 2

**EVEN IN THE FUTURE OF LAW  
ENFORCEMENT, THERE'S ALWAYS ROOM  
FOR IMPROVEMENT.**

The future is a rough place, Detroit is a bankrupt city...  
torn apart by the decadent forces of the Old Man and his  
corrupt corporation. If you want to die - then walk the  
streets, if you want to live - then pray for the return of

**Robocept!**

Robocop 2 has justice in mind... a kind of justice only he  
can deliver! Take on Detroit's evil mastermind and his  
mega-corporation in some of the most action-packed  
zones ever devised for maximum entertainment value.

**Detroit is falling apart - it's time to put it all  
back together!**

SPECTRUM AMSTRAD COMMODORE  
ATARI ST CBM AMIGA



# ocean



▲ Playable blasting action courtesy of NEC.

FINAL

# BLASTER

BY NAMCOT

The time these devious, plotting, alien aliens have gone too far! Just when the Earth Council were planning their next diplomatic move for intergalactic peace, these double-crossing xenomorphs sneaked into our territory, destroyed most of our fighter fleet and made off with all our highly advanced weaponry!

Only one squadron of patrol craft escaped the catastrophe, and is now ready to chase the fleeing aliens

▼ The first end-of-level boss takes player out.

home, and give them a blasting they won't forget!

Luckily, the alien weaponry is still in stock, so if you loath a container ship you can catch a weapons god and loot it onto your own craft. Two types of these power-ups are an offer. One produces extra fire, whilst the other issues a more deluxe version of the log standard laser bolt, including near fire and multiples. Alternatively, you can drain off the batteries of any extra weapon and use the power in one enormous

super-durable space-blast which rubs everything on the screen.

All loaded up with noughs to go? You may find that the enemy base one or two nasty tricks up their slimy sleeves, not least the nightmare-like end-of-level guardians!

### THANKS!

Thanks again to PC Engine Supplies who provided us with the Final Blaster review cartridge.



PC ENGINE  
£34.00

Another critically scorching sheet 'em up? Well, but hey! Wait a minute! Final Blaster ain't just for chief Gaby, as it isn't in the standard ratings of complete brilliance, but it's pretty damn addictive nonetheless with plenty of levels to keep you occupied. The extra weapons (including a Battle of the Planet-style Heavy Phoenix) are many and varied including various power-ups that power-up to Saturn-style multiple. The end-of-level bosses are pretty level boss, and there's always a nasty surprise in store for you! The alien far you! The graphics are well-defined with sparkling that's as smooth as silk. The aliens are also pretty groovy, with eye-blasting effects and decent tunes. The game doesn't really represent much of a challenge though, and hardened steel 'em up fiends will find the going a bit too easy. Refreshing, nonetheless.

RICHARD  
LEADSETTER

GRAPHICS 89%  
SOUND 84%  
VALUE 84%  
PLAYABILITY 83%

OVERALL 83%

# DO YOURSELF A FAVOUR SLOT THESE INTO YOUR



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MASTER SYSTEM™

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FOR THE SEGA  
CORPORATION



**EPYX**

DESIGNED BY  
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**TENGEN**

DESIGNED BY  
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SHIGEKAZU YAMAMOTO  
FOR THE SEGA  
CORPORATION



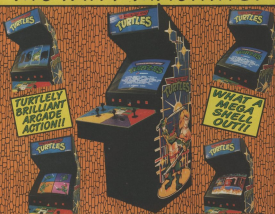
STORY BY BOB 'IMPOSSIBLE' DE BOE  
"PAPERBOY" GAME DESIGNER  
BOB DE BOE, "PAPERBOY" GAME DESIGNER  
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With this game you could become...

If you pick Orange you may be a fan of Michelangelo the Nunchaku turtle fighter

The Purple player will fight with the BowKat, because this turtle is the clever Donatello!!

The turtle with the colour of red is Raphael, who is famous not just for his cool fighting but for his jokes as well!!

## CALL 0898 404640

These lines are unofficial and have no connection with the featured characters or their business organisation.

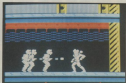
Calls cost 33p (cheap rates) and 44p (at all other times) per minute including VAT.

Voicemail, PO Box 1640, London, NW1 8W0. Please ask your parents permission before you call.





▲ There's a smidgeon of sampled sound for 128K owners



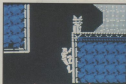
▲ Strider blasts the meemies

# STRIDER 2

BY US GOLD

Just when Strider was considering quitting the inter-planetary peace force, the ruler of Earth was kidnapped by a bunch of power-hungry alien 'Da, pausing only to pick up his trusty laser gun blade and his new laser gun. Strider sets off to the first of five alien territories that he will need to destroy in order to rescue the leader of Earth (who is, incidentally, a woman).

The journey to the final confrontation takes Strider through an alien-infested forest, and then then it's on to the two towers which form the outer defences of the alien world. When these defences have been well and truly breached, Strider then has to make his way through the underground caverns to the generating station - destroying the enemy power-stations before finally rescuing the girl being held captive in the Earth Spaceport.



▲ Strider scales walls with ease...

But Strider has one more lethal trick tucked into his striding trousers. The power-up items which are lying around entice Strider with the power to charge into a robot, just the ticket for destroying enemy guardians - and there's plenty of 'em!

▼ So cool... So mean... it's Strider!



SPECTRUM  
£10.99

I must've been the only person in the universe who thought that all versions of the original Strider were rather lacking. It came as a big surprise to find that Strider II is a completely different kettle of fish. Although it's pretty far removed from the arcade original, Strider II is a whole lot of excitement from the word go. The playability's pretty good, and Strider is really responsive. The graphics are very colourful (although the shade of blue is a bit heavy on the eyes), and the scrolling is fast and really damn smooth. There's plenty of levels to keep you occupied and they're a bit on the large side, so losing interest is guaranteed. The problem is that there's an absolute heap of classic Amiga platform game available (some at budget prices) that are better. Buy it if you want a real Strider game.

RICHARD  
LEADBETTER

GRAPHICS 80%  
SOUND 72%  
VALUE 79%  
PLAYABILITY 62%

OVERALL 80%

## UPDATE

Strider 2 will be appearing on C24, the Amstrad CPCs and ZX9900 console, and the Amiga. All reviews will be out by the end of November.

ST  
£24.99

An improvement on the original without doubt, but the cramped playing area is a bit of a downer. Recommended to platform addicts after a challenge.

OVERALL 80%

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P. GROVE, DIAL-A-QUIZ, PO BOX 11, SKEGNESS, LINCS. PE25 3NL

BY OCEAN

# BATTLE COMMAND

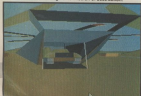
The time - the near future. The place - the New World. The problem - the Ultra War, a vicious conventional global conflict between the North and the South. The current phase of the war has raged for the past ten years, until inevitable finaly happened - stalemate.

Such are the defensive capabilities of both forces, a full-scale offensive assault would be suicide, so each side has resorted to small-scale tactical actions by the best soldiers in specialist vehicles, in order to sabotage the other's war efforts.

The Mauler is the latest of these vehicles, a Northern designed tank which can be transported straight into the thick of things by stealth helicopter, and armed with the very latest in destructive weaponry. And guinea who volunteered to drive it.

The New World is viewed in solid-fill 3D, a plain dotted with hills, trees, buildings and the like, and traversed by rivers, roads, railway lines and power cables, all viewed from different angles both inside and outside the Mauler. There are sixteen missions to complete, and success could turn the war in your favour. Don't even contemplate failure.

▼ The Mauler begins its mission of destruction.

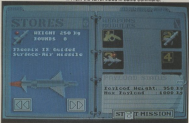


**C+VG  
HIT!**

▼ Tool up the Mauler here.



▲ From-the-wire view in Battle Command.



▼ Happy landings with your Mauler.



# COMMAND



▲ Punctured enemy lines inside that chopper.

↳ Loading your weaponry for a terrifying assault.

## UPDATE

Battle Command will be roaring onto the ST and PC rear soon, and both will be similar to the Amiga version in most respects, so far as the machines' capabilities will allow. Good news also for 8 bit tank fans - Battle Command will be available for the C64, Amstrad and the 128k Spectrum sometime in the New Year. We've had a look at the Speccy version, and although some of the original views are gone (due to memory restrictions), it should still play very well.

## AMIGA

£24.99

The future is here, and it's called Battle Command Big words, perhaps, but for a game which is essentially Ballyhoo with knobs on, Battle Command is one of the best games I've played for a long time. Similar in the technical aspect to its predecessor, Carrier Command, Realtime have taken leaps and bounds to ensure the playability of the sequel is more engaging and entertaining than the original. The 3D is smooth, and the screen update is a lot faster than before. The sound is far crisper - it's more bangs and booms, but what do you expect from a tank game? In technical terms, this is one amazing program, and in gameplay terms the same applies - driving around the countryside, meeting interesting new people and blasting them to smithereens! It's all very addictive, and will have another fanbase gathering like bees to a bonfire, if you're after a game of this nature, look no further - this is the best one!

ROBERT SWAN

GRAPHICS	94%
SOUND	80%
VALUE	89%
PLAYABILITY	90%
<b>OVERALL</b>	<b>90%</b>



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# AND PLAY WITH THE STARS

COMING SOON



VIDEO CASSET RECORDER MSRP \$19.97 VIDEO CASSET RECORDER

*Mauro Barbera*



▲ Wonderful graphics jazz up Supremacy.

# SUPREMACY

BY VIRGIN GAMES

Discovering four new dimensions, each with its own planets ripe for settlement, is a cause for celebration. At least it would be, if these dimensions weren't also home to alien lifeforms intent on developing the same planets and destroying you!

This strategy game is controlled via option screens and icons, which allow you to expand your territory to the other planets in the system. There are four different foes to

choose from, ranging from Wood - a near mindless ape creature who fights for right planets - to Ruck, a valuably invincible being whose battle-field specialties cover 32 worlds.

Managing your resources is vital to success. Each planet is of a particular type, be it volcanic (good for mining), tropical (extra crops from farming stations), or metropolitan (loads for revenue!). Pumping supplies from planet to planet soon becomes important so that you can maintain your economy while new worlds are being formatted.

Sooner or later war is

going to begin, so it's wise to train troops to their maximum potential. Decisions have to be made as to how extensively you wish your forces to be equipped, as your finances are always in greater demand than supply. The outcome of a battle is decided by the relative strengths and skills of the combatants, and whether they're fighting home or away, so to speak.

Victory can be elusive, but guarantees an animated sequence in which the enemy commander is brought in front of you - and summarily shot for his impudence! Defeat, however, is not pretty...

▶ Equipping platforms can be fun...



AMIGA  
£29.99

While it isn't all that complicated, the vast array of tactics and ideas make Supremacy a great strategy game. I particularly liked the high quality graphics.

Throughout the game there are the spaceship plots, which add a bit to the game's overall feel and atmosphere. The only problem is the rather hefty price tag, which I suspect would put the mainstream gamers off buying. Still, it's a strategy to your leg, then I think you should find the extra liver to money well spent.

MATT REGAN

GRAPHICS 82%  
SOUND 80%  
VALUE 88%  
PLAYABILITY 83%

OVERALL 83%

## UPDATE

The only other version of Supremacy currently under production is the 3D one, and that should be out on the shelves, same price, same gameplay, right view.

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.



Italy '90. 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.



Actual screen shot



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 boot as the goal looms before you, sending the ball blazing 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 unshakable defender, leading 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 Gerolamo weep with joy, get Maradona excited, and have Hultl tearing his hair out.

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# THE KILLING GAME

BY PSYGNOSIS

If you thought "The Running Man" was the deadliest game show on television, mix again! The Killing Game Show gives genetically-altered criminals and enemies of the State (where have I heard that before?) the chance to fight their way out of sixteen Pits of Death, massive cylinders filled with hostile artificial attackers, put-

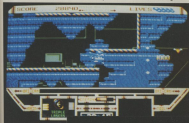
## SHOW

walks, and defied heaven's jets and traps. Sounds easy, doesn't it? Not when the cylinder's filling up with a liquid that'll wipe you out in a flash, if not!

Each criminal is enclosed in an armored exo-suit, which lets him leap and climb

with a single shot blaster cannon. Additional weapons are scattered around each pit, but the more you use them the quicker they run out. Keys and tools are also to be found, and they're used to solve puzzles and open doors and traps.

Making your way out of the first pit may be easy enough, but remember, there are fifteen more to go...



A eight-way scrolling environment!

Keeping an EG from the opposition!



AMIGA  
£24.99

After the disappointing *Shakedown of the Beast 2*, Psygnosis have pushed themselves up, dashed themselves down, and come out with this, which is really good! At first, it seems like a dog-and-squirrel 'em up, but the pace of the action picks up with alarming speed and before you know it, you've got hordes of slivering nasties screaming towards you, and all you've got to protect yourself with is a measly popgun. The "against the clock" element also adds oomph to the gameplay, especially on the later levels. A nice touch is the replay option - when you lose a life, you can replay the last life up to any point, then jump in whenever you want! The graphics are very nice indeed - a special mention must go to the superb intro which sets the scene perfectly - and the 3D and thumping tracks get the old adrenal glands pulsing. A good blast which'll keep you going for quite some time.

ROBERT SWAN

GRAPHICS 89%  
SOUND 87%  
VALUE 82%  
PLAYABILITY 84%

OVERALL 83%

### UPDATE

The Killing Game Show should be blasting onto an ST near you in the not-too-distant future, featuring similar graphics and sound, for the grand total of £24.99.

# ZOUT

Victory celebrations for the success of the mission X-CUT which annihilated the satellite of the planet Alpha Centauri ended abruptly as the long range scanners showed intense activity on the planet itself - an ATTACK from the planet is IMMINENT.



**Rainbow Arts**

© 1989 Rainbow Arts

AMIGA & ST  
£19.99

**PORT** An mission to destroy the planet Alpha Centauri, the RIG of the Federation now needs a brave man to pilot the space craft. What lies ahead is unknown except that the defenses of the RIG are strong and well laid.

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**MDGA BLASTER OF THE YEAR**





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by Bondwell.

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\*Sega, Atari, Commodore, MSX and Amstrad

# FAT MAN

BY SANRITSU

Roll up! Roll up! For the ultimate in arena violence, take a trip to the Fatman's fighting arena, where only the fittest will survive - if they're extremely lucky! So, if you fancy earning a huge wad of money, get over to The Fight Palace, and you may be one of the few who emerge victorious.

Don't count on it, though. Standing between you and the riches offered by the Fatman are eight opponents guaranteed to make your blood run cold (speak). Lining up to cause your doom are the likes of *Robbie*, the dude who uses phone books as half for a living, and *Quinn*, the feebler gargoyle with nose-spray attachments. But even these guys are rookies compared to the real stars of the show. *Hotchick* has inflammable gases (what is this Japanese fixation with breathing wind?) and *Soldado* power-boxing gloves (same).



Forward! Right in the god!



A. No, we'll be getting up after that one!

To combat these thumping games, you can use your prize winnings to buy extra punching power and health points and secret weapons. Purses make you temporarily invulnerable, shields make you invulnerable for a couple of seconds and poisonous clouds and swarms of bees can also be launched at your foe.



MEGADRIVE  
£38.00

When you first plug in *Fat Man* your first thoughts will be "Oh my god! Why have I thought this?" The backgrounds, although smoothly scrolling, aren't exactly art de monde elite and the sound is rather disappointing. However, the playability on this game is what sets it apart from the usual beat 'em up fare. Collecting your prize money and laying into your next opponent with your new extra goodies is really rather good, especially when you use a tale in two player mode - confusion guaranteed. There's a fair amount of combat moves on offer, and the animation on all of the combatants is arcade quality - I did you not! However, fun and fast though *Fat Man* is, it is disappointingly unvaried - for die-hard beat 'em up dudes only.

RICHARD LEADSETTER

GRAPHICS 87%  
SOUND 70%  
VALUE 77%  
PLAYABILITY 83%  
OVERALL 79%

THANKS

Thanks to Eidos Games for the loan of our *Fat Man* cartridge for this review.



† Garry Williams - yesterday, publisher of AGE...

‡ ...Tinsley, computer game star!

BBC

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▲ Winner of the *Bestest Barbarian of the year* award.

# LEGENDARY AXE 2

▼ *Keedy guardians pose no threat to a real hard man.*

BY VICTOR  
MUSICAL

Come with me, back to the *Dark Times*—a black age of savagery and evil, where demons and creatures of the damned walked the lands, leaving destruction and chaos in their wake.







**PC ENGINE**  
**£35.00**

Over the last few months, the Engine's been on the receiving end of quite a few sword-slingers (such as the so-so *Rescue 2*), and none were game enough to stand up to the original *Legendary Axe*. Now the sequel is here, and it's not only as good as the original - it actually *is* the original on 11! The graphics are brilliantly drawn - dark and eerie backdrops with overcast backdrops with overcast backdrops of the night leaping higher and higher. The sound is not really good, with the old really good, with the old really good, but the gameplay is where things really get hot. The difficulty curve lets you get to grips with a few useless to start with, then lets you have it from all angles - not enough to have you screaming in frustration, but just enough to get the old adrenaline pumping routine. Overall, a great sequel, and a brilliant feat in itself in its own right. Rightly recommended!

**ROBERT SWAN**

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

**OVERALL** 91%

## C+VG HIT!

A hero was needed, one of brave heart and cunning, a warrior who would travel forth into the mystical heterotopia and vertically existing land-scapes, and with flashing sword would do away with the terrible stranger that had plighted the world. One such hero has emerged, a legend-

### ▲ Slashing mastery (?) in *Legendary Axe 2*.

ary barbarian known to all as the wielder of the *Legendary Axe*. He is an audacious lion, but there are magical powers and mystical weapons scattered along the route to protect him and help give serious flesh wounds to the oncoming hordes of zombies.

And so, with visions of hor-

lors and glory, the warrior did set off... into the unknown.

### THANKS!

Thanks a bundle to those sword-slingers at PC Engine Supplies of Stoke for the loan of the cart!



▲ Armed and ready for danger...

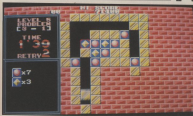
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▲ Match the blocks for extra points.

# Puznic

BY OCEAN

Puznic, like Ocean's previous release Plotting, is reminiscent of a little-known game (this one is by Taito), and like the afore-mentioned title, the objective is simply to clear each screen of blocks.

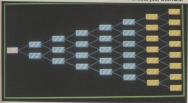
Unlike Plotting, however, the player uses a controller to 'grab' a block, and push it

left or right or drop it into a gap to connect it with a block with the same logo. When the blocks touch, they vanish. It's not all that simple, though - moving blocks and traps in the floor make life difficult, and when three similar blocks have to be disposed of, the player has to work out how to get rid of all three without interfering.



▲ Move blocks like Tetris-land (but)

▼ Choose your level carefully.



AMIGA  
£24.99

I really love puzzle games of this type, especially because of their simplicity of play and addictive nature, and Puznic definitely falls into this category. At first glance, it plays like it looks - very simple indeed - but as later levels things go from one extreme to the other the graphics and sound are very basic, but this does not detract substantially. It's taken some time to work out the traps on some of the later levels, but the feeling you get after completing a particularly nasty stage is well worth the effort. Out of the glut of puzzlers that are being marketed, Puznic is one of the few worth playing - don't waste money, indeed, but there's now so many of these games out there that even if you aren't a puzzle fan, Puznic is definitely worth a play or two, or maybe later!

ROBERT SWAN

GRAPHICS	76%
SOUND	80%
VALUE	82%
PLAYABILITY	80%

OVERALL 80%

## UPDATE

Puznic will be out in the next few weeks on the ZX Spectrum, which should be quite similar to the Amiga counterpart - even in price. Cando and Amstrad 684500 cartridge (£24.99) and Spectrum cassette (£9.99) versions are to follow. The multi-visuals aren't nearly complete, so the ZX version shouldn't suffer greatly.

# ROGUE TROOPER

BY KRYSALIS

The time is the far future, the place is an world far from our own, known as Neo-Earth - a ravaged globe where the very air is poison. There, a war rages between two factions, the vicious Nerts and the desperate Southerns - each determined to be victorious in a battle which neither side can win.

Enter the GIs - characters in formless, a breed of elite warriors bred with built-in protection from Neo-Earth's harsh environment. One of these is



▲ 3D environment game with Krysalis' latest!



▲ Battling Nerts at the waste disposal plant.

the Rogue Trooper, the only survivor of the Quartz massacre, along with his too-sharp comrades, Gurnax, Blagman and Helm. His mission is one of revenge - against the traitor who sold out the Southerns, and caused the death of dozens of Rogue's colleagues.

Rogue has been captured, but has escaped from his cell within a huge Nert compound. His first task is to retrieve his helmet, his gun and his backpack, each containing one of the too-shops. All three are scattered through

several levels of platforms, each dotted with Nert soldiers and sentry robots, which must be taken out before they can either injure you, or sound the alarm. Once this is done, Rogue can escape in a stolen craft, and fly over enemy lines to the Souther base. Additional bits can be purchased - as a hefty cost - from Bland and Brass, two battle-hard exiles who will buy and sell anything - for a profit.

Things don't get any easier from there, though, as the Nerts have unleashed "breath-taker" gas canis-

ters, causing Rogue to halloo rats. Here our hero is blue again (rough) has to survive until he reaches the base where the identity of the traitor can be exposed.

### UPDATE

Rogue will be getting his way into the ST around the same time, for the price of £24.95. There's nothing outstanding about the Amiga version's audiovisuals, so the ST game should look and play identical to this one. There are no plans for a bit conventions at the moment.

AMIGA  
£24.99

them, I remember way back, when Parasol released a *Rogue Trooper* game, and to be quite honest, it was a pile of crap. Now Krysalis has got the license, and the end result seems to be a combination of Parasol's one of their earlier efforts, and Logotron's *3-D Company*, and falls into the "not too good, not too bad" category. Why? Well, as I've said before with Krysalis' games, they all seem to look and play remarkably similar to each other, and this is no exception. The graphics are okay, and *Rogue* himself is a nice little fellow - there's even a nice "sneak look" sequence in between levels - but the overall effect seems a little flat and two-dimensional. The sound is also nice, but doesn't seem to fit the bill as well as it could. The major fault lies in the gameplay - it's the same old thing again and again - move around levels, kill enemy, fly around, bit even more enemies - but with numbers near enough action is rarely available. Even an *Amiga* (like myself) would be wanted to take a close look before grabbing hold of this.

ROBERT SWAN

GRAPHICS	80%
SOUND	77%
VALUE	74%
PLAYABILITY	76%
OVERALL	78%

“Just what a game should be: looks good, sounds good, and plays like a dream.”



938

The 3D vector graphics engine in *Microstyle* features solid-lined 3D graphics with shadows and light intensity variations. The system allows solid and shaded surfaces to be freely rotated, clipped, and transparently merged to produce excellent on-line graphics.

The game interface on the IBM can place objects on the map. The game space rules are the same, except that objects that can be lost move on the constant even if the display rules are changed.

Special graphics effects are additional only a high-resolution particle generator that automatically moves up to 100 particles, defining a system that goes with a bang!

*Microstyle* uses a grid-based map similar to those that feature "blind" systems, including ground-based and light effects.



*Microstyle* is unique on the awesome, conjuring-up

immediate competitors with the classic *Virus*. Now *Microstyle* rotates 360 degrees and can fly or drive. The rotation and shading are localized and the game has a great feeling of speed. *Microstyle* is fast and furious and you can power up the *Microstyle* with loads of goodies including speed-ups, radar, fire and foggy missiles, target display systems, shields, and auto fires.



Chris Morley, M2, October 1988



938

The solid-looking on-line strategy game, *Microstyle* looks like a real winner of innovation. From each round, however, are the same tactics that study comes in a complete book that they will only see, otherwise they are

repeated, because ground and air attack units, such as tanks and small boats, were placed in the strategy. Finally, reading only one book to win. Then you read the magazine — there can only be filled with studies, but they also study in the same satisfactory way yet, by that studying the game itself and then studying in an *Microstyle* with a certain amount of effort.

Throughout the game you also have access to a map screen for strategic planning — but there's also a map screen that gives you instant maps of the battlefield with your strategy.

**MICROSTYLE** hauls you into the computer war of the future and produces a real hot 3D shoot-em-up on an incentive...

*Cyberscape* rules in the far future, where even war is played out inside-rocket computer simulators. A particularly impressive virus has, however, failed the effect of spreading the combat into the real world and as a result you have hordes of breathing simcoast pilots, making/having all over the place. Your objective is to enter the battle matrix and destroy the other staff as well as the matrix itself.

You control a sophisticated Saboteur Reconnaissance Vehicle (SRV) with wing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering enemy air after a thin red line that denotes an energy barrier beyond which you cannot pass. You must first locate the infrared energy projector and destroy it, which will lift the barrier and allow you to proceed.



The result is a fast-paced 3D shoot-em-up that is slightly similar to *Resolution 101* in gameplay terms but blends in elements of *Falcon* and *Virus* as well. In addition, the grid construction introduces a measurement. Speed effects are superb and add to the sensitive of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

Here at Microstyle we couldn't think of anything more to add to Chris Morley's review for October's edition of *ACE*.

## RELEASE DETAILS

IBM AT	\$24.95	OCT 88
AMIGA	\$24.95	OCT 88
No other versions planned		

All excerpts quoted by kind permission of Ace



▲ Loads of wonderful windows in Wonderland!



▲ Some tea party...

# WONDERLAND

BY VIRGIN

Lewis Carroll's masterpiece has been chosen as the first game for Magnetic Scrolls' new Magnetic Windows system. Following Alice's adventures in her dream world, you must guide her through the surreal world, coping with rabbits in waistcoats, the Queen of Hearts, and even the head-sending caterpillar.

The new system is an advanced variation on the classic first adventure - and, in fact, can be played as such if you so desire. This would be a little silly though, as the

Windows system has a great deal to offer to make life easier. First off there are the graphics - not only highly detailed and accurate, but often animated as well (the dancing chairs in the music room are one example!).

Other windows include the inventory, where all current possessions can be seen, the room contents window, a compass icon, and even an automatic mapping function. This all helps to make the adventurer's life easier, and if that isn't enough there are pull-down menus which give access to a host of other op-

tions. The layout of information windows is completely reconfigurable but is avoid fiddly, a fitting option rearranges them to make the best use of the space available.

Every time an action results in increasing the score, the system prints it out - so the player knows he must be doing something right!

## UPDATE

Similar versions for the ST and Amiga are being programmed for release in late December/early January. No 8-bit versions are planned, alas.

▼ Lounge exploring can be fun with this gamer!



<b>PC</b>	
<b>£29.99</b>	
<p>if, like us, you're a big fan of previous MS games such as <i>Fleet</i> and <i>The Pawn</i>, you'll go bananas over this system. The graphics are stunning, the storyline is funny (as well as being accessible to the book), and the Magnetic Windows system is a joy to use. The auto-mapping facility alone is an enormous boon to adventurers, and this, combined with the ability to manipulate items on-screen, adds new dimensions to traditional adventure fun. Luckily MS avoided the temptation to become Sierra clones, and have now released a game system that leads the field. I personally think that this opens the genre to people who would normally shun touch adventures, and that can only be a good thing. Be warned, however, MS haven't made their challenges any easier, so it can be a frustrating time exploring Wonderland!</p>	
<b>MATT REGAN</b>	
<b>GRAPHICS</b>	87%
<b>SOUND</b>	73%
<b>VALUE</b>	83%
<b>PLAYABILITY</b>	85%
<b>OVERALL</b>	88%

Clive Barker's

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THE INHABITANTS OF MIDIAN NOT ONLY MUST YOU CONFRONT AND DESTROY THESE CREATURES BUT



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▲ The face of the future in BAT.



▲ Just one of the locations you'll discover.

# BAT

BY UBISOFT

It is the 22nd century. Multi-national corporations have dramatically increased in stature and power, and the governments of the world, feeling threatened by such a state of affairs, have banished the corporate leaders from the face of the Earth.

These outcasts have made the planet Selonia their new home - a world which holds the secrets of the key, the element which makes interplanetary travel possible. Back on Earth, however, the

Galaxy Confederation have set up BAT, a galaxywide peace-keeping organisation. Their first mission is to stop the evil Vrangor, a marauder genius who threatens the people of Selonia with bacterial warfare. Unless the Selonians give up their world - and the Khegrol - to him, he will annihilate them utterly!

The player is cast as the BAT agent sent out to Selonia to assassinate Vrangor, and restore peace to the galaxy. Once equipped with various items, the player can

travel around the world and interact with the myriad races by simply clicking on them with the pointer. Not everybody is willing to talk, however, so a little aggression is required now and then. The real problem is, Vrangor knows exactly what's going on, and has sent scores of assassin druids to dispose of anyone that gets in the way of his plan!

### UPDATE

BAT will be appearing on the Amiga, with stellar graphics in the ST, but without the hardware module, as the Amiga can take up the sound without any add-ons. There's also a PC version in the mix, which supports the 16-bit. Both should be out soon, and will retail for a pocket-bombing £29.99.



▲ Remember... A dodgy character and no mistake.

### C64 DISK £19.99

Cost! Twenty aces for a C64 game? And that's without the hardware module! Unfortunately the gameplay suffers from the same problems as the ST version, but the dull graphics and slow disc access time make it even more unrewarding to play. Unless you find the concept really attractive, you're better off saving your cash.

OVERALL 65%

### ST £29.99

How long has this taken to appear? I first heard of it about two years ago, and only now has it appeared on the screen. It seemed as though the ST's point-and-click user system would seem to work very well, but in practice it's very long-winded and tedious. A command requires too much effort. The graphics are very nice indeed, but a special attention must be paid to the sound, supplied by the 16-bit, and when you plug into the 16-bit port and discuss out some really good, but very loud, 16 channel sound! The only drawback to this is you're got to plug headphones or a 16-bit is to listen to it. However, even if you're not a fan, you'll be pleased to hear that all their future releases will use the 16-bit. The game also isn't too quick, and it doesn't give the player a chance to react. Barely a minute into the game, I found myself stuck in a corner, pursued by a killer robot, and with no ammunition and no way out! The price tag is a bit steep, even with the hardware add-on. If wandering around looking for trouble is your bag, have a look, but definitely try before you buy.

ROBERT SWAN

GRAPHICS	85%
SOUND	90%
VALUE	75%
PLAYABILITY	73%

OVERALL 78%





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# REVIEW



▲ Alien bubbles of terror are out in force to destroy the Hellfire.

# HELLFIRE



BY NCS

Civilization as we know it was about to smelt. Hordes of alien marauders have begun to infest our colonies killing all in their path! Aargh! Once again, it looks like calling an army to fight an impending doom looks rather unlikely, so it's down to you and your Hellfire class as solo craft to face the tide-out.



▲ One of the terrifying end-of-level battles.

menace on your forehead. Thankfully, cranked into the Hellfire's attack-pulse is its reliable weaponry which swivels from forward firing laser bolts, to rear fire, to vertically firing photons, and best of all, four-way diagonal laser destruction, at the push of a button. But that's not all. As you progress through the six horizontally scrolling levels, power-ups will occasionally

appear enabling to increase your destructive potential still further!

But beware! Even with all this weaponry, the enemy craft aren't just phoned together. They've drafted in legions of terrifying fighters, along with huge mother ships and even larger Grandmother ships! So leave your wits about you - the heat is always on with Hellfire!

▲ Rear-fire is just the ticket for this guy!

**C+VG  
HIT!**



▲ An area of horrific death?

▼ Fully powered-up, the Hellfire plays for all its worth.



## MEGADRIVE £34.00

I thought that Thunder Force II was the last word in Megadrive shoot 'em up, but Hellfire simply blows it away! Graphically, it's tremendous - the brilliant backdrops of the Topyan coin-up have been faithfully reproduced - down to the last detail! The sound, too, is simply great-oo, with pulse-racing tunes and ear-blasting FX. But it's the playability of this that sets it apart from the opposition - the ship just feels so good to control. The collection of diverse the huge end-of-level guardians is just tremendous! Hellfire is definitely a bit on the difficult side. Once you're an up veteran, we have no problem in completing the game in easy mode! With extra skill-levels thrown in for added testability, Hellfire simply burns up the opposition! Go for it - now!

RICHARD  
LEADBETTER

GRAPHICS	94%
SOUND	94%
VALUE	92%
PLAYABILITY	95%
<b>OVERALL</b>	<b>94%</b>



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## PC ENGINE SOFTWARE

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# A R C A C T



# AIR INFERNO

One of the most visually impressive coin-ops to appear in the arcades since Microprose's mega F15 Strike Eagle is Teito's helicopter simulation, Air Inferno.

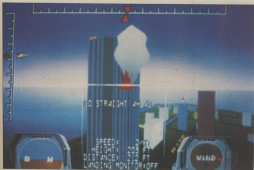
It's a refreshing change from the usual 'fly 'n' shoot' air combat coin-ops, and instead puts the player in control of a helicopter with the object of flying four different rescue missions, ranging from lifting people from atop burning skyscrapers, to locating and rescuing sailors from a drifting oil tanker and saving people stranded in a desert sandstorm.

Detailed, tiled-3D graphics are used to display the action, and very effective they are too! The controls seem pretty weird at first, with both a joystick and foot pedals used to control the chopper. But with the help of the on-screen prompts, which





# CADENE



offer advice, it's not too difficult to get into the action. And once you master the controls, the game is very enjoyable indeed.

Although the four levels won't keep you playing for long, Air Inferno is very addictive in the short-term and is a very rewarding game to play. Don't be put off by the lack of things to shoot down - give it a go!

**JULIAN RIGNALL**

GRAPHICS	95%
SOUND	82%
VALUE	86%
PLAYABILITY	88%
<b>OVERALL</b>	<b>88%</b>







# ARCADE

A C T I O N



## GP RIDER

Sega are certainly the best producers of motorcycle racing coin-ops - with Hang-On, Super Hang-On and Racing Hero all part of their impressive range of two-wheeled racing simulations. It's little surprise that they should try to surpass themselves again.

And I think they've done it! GP Rider is a one or two-player sit-in bike racing game, similar in concept to Super Hang-On, but featuring some of the fastest and smoothest 3D graphics around, which really give you a feeling of speed and leave you with a buzz of ex-

citiation when you get off the machine.

The controls are straightforward - just lean into the corners to steer, and out-race your opponents to win! With this simple objective and its breathtaking graphics, GP Rider is bound to appeal to racing

GRAPHICS	94%
SOUND	90%
VALUE	87%
PLAYABILITY	92%
<b>OVERALL</b>	<b>90%</b>

fanatics. Grab some coins and take it for a burn.

**JULIAN RIGNALL**



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NOTE 2: In the SPECTRUM version STUNT CAR RACER and SURFING are replaced by CARRIER COMMAND, P 47 and ROK DANGEROUS.

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# ARCAD E



## MEGA TWINS

I thought that this looked a bit rubbish when I first saw it, but after playing it a couple of times I gave to like it.

It's yet another one of those games where you stroll across the scrolling landscape taking seven shades of enemies out of the battles, and attacking the giant mid-air-level battles. But it's nicely executed, with some great graphics and neat little touches to keep you coming back for more.

There are plenty of extra weapons to pick up as you (and a friend if you so wish) battle your way through the game - it's fun

GRAPHICS	86%
SOUND	81%
VALUE	78%
PLAYABILITY	87%

OVERALL 86%

playing solo (and lets you go for that elusive high-score), but simultaneous two-player action is the most fun of all.

Megatwins certainly has nothing new to offer, but if you've after a bit of enjoyable gaming, try this out.

JULIAN RIGNALL



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# 4

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# 4

GREAT NAMES

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# COMPO RESULTS

Enter one of the honking good compos in the October issue of C+VG? You did? Well, here's a complete list of all the winners from each and every competition. Scan that list with care - your name could well be in there!

## ELITE GREMLINS COMPO

28 greivous Gremlins packs were up for grabs in this July title compo, which entailed that you had to provide a question to this answer: "sixty million transistors and a pair of over gloves". Some of you obviously have wild minds out there, and a lot more don't like your side hair much, **SEE** the winners list...

**BARBARA THOMPSON, JERSEY, J CHANDROO, MILTON KENNED, WENLEY BOOTHMAN, Gt ASTON, C FITZGERALD, MANCHESTER, HOWARD WORTON, LONDON, B MIDDLTON, DERBYSHIRE, J McLEER, ROVEROCK, R KIMBLEY, PORTLAND, J PROCTOR, SURREY, E WRIGHT, BRISTOL, R O' HARA (2), WEST YORKS, R WIND, GENT, G KIMBERLEY, CHESTER, W BRIDHAM, CO DOWN, S WALLES, BOSTON, J KNOXIAN, GENT, J WHITE, PETERSBOROUGH, K ASTON, WEST YORKSHIRE, C BELL, RAF HOSPITAL, WIDNES, R JACOBSON, WHITBY, A HARRISBY, WIRRAL, K WARD, CORSEW, O DONALD, Huddersfield, R MOORE, LEEDS, E BRICK, SURREY.**

## MAD PROFESSOR COMPO

Seven! Kibbles got a brilliant 60 Whiskers on offer here, along with ten runners-up prizes of gaudy bags. And the overall winner is... **JOHN SHILLING** of **SCOTTONS, SURREY**! The runners up are...

**B RICHARD, BRIDGEMAN, G ROBERT, GUMBERG, K WICKENS, SPALDING, A DAVIS, SOUTHSEA, G SHORE, ALPHINGTON, L HARRIS, SEMBLONG, NORTHAMPTON, A DUFFY, FARMBOROUGH, J W BOLLAUD, LONDON, R BURROWS, WERSBYSIDE, J POLAND, FELPHAM.**

## QUESTIONNAIRE COMPO

# THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjunction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whisked over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though. When you're dealing with the likes of Julian Rigall, Paul Glancy, Paul Swan or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances **FB** in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new game!

**NAME:** .....

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**TELEPHONE NO.** .....

**JUST TO PROVE HOW BRILLIANT I AM, HERE ARE SOME OF MY ACHIEVEMENTS:**

**GAME:** ..... **HIGH SCORE:** .....

**GAME:** ..... **HIGH SCORE:** .....

**GAME:** ..... **HIGH SCORE:** .....

Tons of topper console gear available for one lucky reader who sent in his/her opinions in general. Well, with around three thousand (probably more) entries, I bet **D RABALLS** from **TERRY** is feeling particularly lucky at the moment. The console gear you asked for is on its way.

## OCTOBER HOTLINES

### WIN A MEGADRIVE

Wow! A hundred (and counting) quid worth of absolutely ace Megadrive gear was up for grabs here, but it was **JOHN B TOWERS** from **WEST CLIFF-ON-SEA** that was the lucky winner! Well done, John - you're a real man (not).

### WIN A GAMEBOY

Currently ranking as one of the hottest fare consoles (managing to keep your Gameboy away from Andrea is an impossibility), this particular Gameboy has been won by **SOMA JONES** from **WOLFORD**.

### WIN A PC ENGINE

Everybody wanted to be a PC Engineer, but it was **JIM BARHAM** from **CLACTON** who accepted the honour by answering correctly four absolutely easy questions. Well done Jim, your SC&ET model is on its way!

### WIN A LYNX

A groovy (and) rather Lynx was up-for-grabs, but only if you could answer a serious set of probing questions... Amazing as with his experience with ace **DAVID LUDGAS** from the **WEST MIDLANDS** who not only answered the questions correctly, but gave us all a good bit into the bargain! Well done, David!

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MULLINIFONM



## RAINBOW ISLANDS SEGA/TAITO

Bob and Reb are back in the Megadrive version of the classic platform game, *Rainbow Islands*. This game went down a treat with computer owners earlier on in the year, and by the looks of it, the Megadrive version is set to do the same! Featuring conversions of both the arcade original and the tougher "extra" version, you're certainly getting value for money! Stocks of top-notch playability and super graphics with a huge amount of levels to be conquered make Megadrive *Rainbow Islands* a winner. Check out the full review next month!

RELEASE: MEGADRIVE, NOW  
PRICE: AROUND £45.00



## THE HUNT FOR RED OCTOBER GRANDSLAM

Everyone had left *Grandslam* for dead, but they've bounced back with their computer interpretation of the flippin' good Sean Connery movie! Rather than tart

up the graphics and playability of their first *Red October* game (based on the Tom Clancy book), they've gone the whole hog and come up with a five level horizontally scrolling type arcade game, with each level representing an action scene from the movie.

With graphics supplied by an ex-Pagets

## DICK TRACY ENTERTAINMENT INTERNATIONAL

After blazing its way through cinemas across the globe, *Dick Tracy* (the game of the movie) should be on his way to a computer near you! As you can see from the screenshot, it all looks a bit *Unlouchable*-esque to us with plenty of Tommy Gun left. It certainly looks more exciting than the rather dull *Warren Beatty* film...

RELEASE: ST, AMIGA, PC, SPECTRUM, G04000,  
TBA

PRICE: 16-BIT, £24.99, G04000 £29.99, SPECTRUM CASSETTE £9.99, OTHER PRICES TBA



## NAVY SEALS OCEAN

Making their way onto a computer or console near you soon are the Navy Seals, the Ameri-

can Navy's answer to our Tommy SAS guys. Based on a new Charlie Sheen flick, *Ocean*'s latest all-action game puts the player in the boots of a Navy Seal agent sent up against Arab terrorists who have taken



graphic artist. *The Hunt for Red October* should look rather tasty, but you'll have to wait until next month for the full lowdown on the game itself!

RELEASE: SPECTRUM, AMSTRAD, C64, AMIGA, ST, PC,  
ANY DAY NOW.  
PRICE: TBA



rather nasty captured missiles which have to be stolen back. Fast and Furious went up to Ocean to see the GX4000 and C64GS versions in action and came back suitably impressed. Hopefully the same will be true for all the other versions when the game is released early next year.

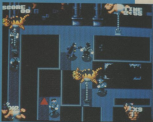
**RELEASE:** ST, AMIGA, GX4000, C64GS, SPECTRUM, EARLY NEW YEAR  
**PRICE:** ST £19.99, AMIGA £24.99, GX4000 CARTRIDGE £24.99, C64GS CARTRIDGE £19.99, SPECTRUM CASS £16.99, SPECTRUM DISK £14.99

## BATMAN SUNSOFT

What? Yet ANOTHER console Batman game! Yep, that's right and PC Engine Batman has finally hit British shores. The bad news is that it hasn't got much in common with the tabbo Megadrive game reviewed in the last Complete Guide to Consoles. Indeed, the platform based beat 'em up action has been replaced with an unusual PacMan type effort.

But do not despair, because although it's a completely different kettle of fish, this conversion of Batman still has jam-hot playability, as the dangerously-addicted Mean Machines art department are at pains to point out!

**RELEASE:** PC ENGINE, OUT NOW  
**PRICE:** £35.00



look at the Speccy version and that's just as good! One to look out for, wethinks...

**RELEASE:** SPECTRUM, AMSTRAD, C64, ST, AMIGA, CHRISTMAS  
**PRICE:** 8-BIT, £19.99 CASSETTE, £ 14.99 DISK, 16-BIT, £24.99

## LINE OF FIRE US GOLD

As revealed in the October issue's cover-mounted Mega Book, US Gold have grabbed the licence to bring a brilliant slice of Dp Wolf style shoot 'em up action. Now, at least the conversions are seeing the light of day (courtesy of ace programming team, Creative Materials) and they're all looking dead good! Featuring eight levels of blasting carnage, Line of Fire enables two players to fight their way out of occupied territory using stolen weaponry to gun down anyone who gets in their way.

The thing that set Line of Fire apart from the opposition was infinite ammunition for your Uzi (yeeah!) and the fact that the landscape actually rotated around the player! All this and more have been crammed into US Gold's conversions! The Amiga version looks especially good with full-screen action, brilliant 3D and all the fun of the real thing. But we've also had a good



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## SIM EARTH MAXIS/OCEAN

The following to the fabulous Sim City is nearly upon us, and promises to blow its predecessor away in both size and depth by not giving you just a city to design and maintain, but a whole planet!

Absolutely everything involved in the creation of a world has been crammed into this new Maxis product. First off, you decide what basic form your planet takes - be it vaguely Earth-like (continents and oceans), solely water, or just one huge desert - the choice is yours! You can even start right from the beginning with a molten mass that gradually cools, and settles down into the more suitable environments and you can expect life to emerge. Description to evolve, from amoeba-like creatures all the way to huge, sprawling (maybe human) colonies. Life forms as well as external forces (such as solar wind) all have some kind of impact on the environment and Sim Earth follows the Gale theory which states that the whole planet is a living organism which will adapt to any changes which take place - even at the expense of any life living on it (yow - scary, huh?).

Scan game down and gave us a sneak preview of what could be the greatest "god" game yet! PC owners are going to be first to sample the delights of world creation, but Amiga and ST owners aren't going to be left out as versions are planned for their machines too.

RELEASE: PC, AMIGA, ST, TBA  
PRICE: TBA



## RANX UBISOFT

Ubisoft's latest is a computer translation of a slightly sicko French comic, which even terrified our own hardened comic guru, Rob Swire! As for the game itself, the player stars as an android with muscles of steel (obviously not for flexing, then) who must rescue his kidnapped girlfriend and save the world into the bargain! Plenty of luxury mayhem guaranteed. RANX has been finished and should be out any time now.

RELEASE: ST, AMIGA, PC, TBA  
PRICE: TBA



## DYNAMITE DUKE SEGA

Nothing to do with Dynamite Dix, nor even the Dukes of Hazard (remember their dynamite-tipped arrows?), Dynamite Duke is Sega's all-out Op Watt Cabal clone. From what we've seen of it, the Megadrive conversion features arcade-quality graphics and real-hot playability, so it should more than satisfy any Megadrive shoot 'em up fiend's insane need for gratuitous violence!

RELEASE: MEGADRIVE, OUT NOW  
PRICE: AROUND £40.00

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## SHADOW OF THE BEAST OCEAN

Well, Genesis did the honours for Spectrum and Amstrad owners (see the reviews this issue) but it was left to Ocean to come up with the goods for the C64. And that's not all, for the conversion of Playmatics' graphically amazing game is going to be available on cartridge only - so you can wave goodbye to those multi-lead blues! As this screen shot shows, it doesn't look too bad at all. Keep your peepers glued to C+VG to see if it plays as good as it looks!

RELEASE: C64GS, CHRISTMAS  
PRICE: C64GS CARTRIDGE, £19.99



## TOTAL RECALL OCEAN

The film's been and gone, and Ocean's platform Recall tracks still isn't complete! Release details are a bit vague, but the game is nearing completion and looks rather decent, with smooth scrolling and a rather amusing Amie-sprite! The graphics and sound look rather polished too, so hopes are high for a pretty decent game... Keep your eyes peeled (oww!) for a future issue of C+VG.

RELEASE: SPECTRUM, AMSTRAD, C64, ST, AMIGA.  
PRICE: 8-BIT, £9.99 CASSETTE, £14.99 DISK, ST, £19.99, AMIGA, £24.99.

## ADIDAS FOOTBALL OCEAN

After what seems like decades, Ocean are finally ready to release the 16-bit versions of their Adidas-linked footy game! We've seen an early demo of the Amiga version and although Kick Off 2 rules the C+VG Stadium, this particular Ocean effort didn't look too bad at all... Expect something on the shelves real soon now!

RELEASE: ST, AMIGA, TBA  
PRICE: TBA, PROBABLY £19.99 ST, £24.99 AMIGA



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## KLAX

### HUDSON SOFT

One of the C-128 squad's favourite puzzle games ever is set to hit the Gameboy! For a game that relies heavily on colour, Klax is a bit of a strange choice for Gameboy conversion, but Hudson Soft have got around the problem by giving each tile a monochrome pattern rather than a colour! Also, the 3D ramp of the arcade original has been sacrificed for a 2D look.



Whether all these changes will seriously detract from the gameplay has yet to be seen, but hopes are high for a decent conversion (see Rich's has something to play on the train home!).  
**RELEASE:** GAMEBOY, TBA  
**PRICE:** TBA



## WRATH OF THE DEMON

### ENTERTAINMENT INTERNATIONAL

After exposing us to three laser-disk conversions, Realsoft (via their UK software distribution chums, Entertainment International) are about ready to release Wrath of the Demon, a game that combines their line of amazing graphics with some serious gameplay. We've seen an Amiga demo and graphically, it's amazing with awesome animation and a large amount of white scrolling. It looks quite a bit like Shadow of the Beast, but if this effort can beat Psygnosis' game in playability stakes, they'll be onto a winner and a mistake! Look out for the review soon!

**RELEASE:** AMIGA, ST, PC, TBA, 8-BIT VERSIONS FOLLOWING  
**PRICE:** AMIGA, ST, PC, £29.99.



## HARD DRIVIN'

### SEGA

Finally! A year after the fabulous home computer versions of Hard Drivin', the Megadrive game is finally ready for release. As the screenshot shows, the game is practically indistinguishable from its arcade parent and should contain all the tracks and features of the coin-op original. But it's not just Megadrive owners whose luck is in as an Atari Lynx version is also planned! We wait with bated breath for the finished product...

**RELEASE:** MEGADRIVE, LYNX, TBA  
**PRICE:** MEGADRIVE, AROUND £40.00

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Act 301	10.00
Act 302	10.00
Act 303	10.00
Act 304	10.00
Act 305	10.00
Act 306	10.00
Act 307	10.00
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Act 337	10.00
Act 338	10.00
Act 339	10.00
Act 340	10.00
Act 341	



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