

C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO

FEBRUARY '91 No.111

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NEWS

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Yet another hand-held console emerges - Chesler's Gameal! Will it beat the Game Boy and the Lynx? We've also got the usual batch of features and snippets, including RoboCop II (ohh) and some of the new Lynx releases for 1991! Aargh!

NEW YEAR COMPOS! WIN A FAMICOM WITH THE HOTLINES!

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As well as the usual Magazine, Lynx and Gameboy, we're giving away a fabulous Super Famicom to one lucky hotline-star!

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Go - yet another whopping batch of cheats, hints, tips and POSES, including tips for James Bond, Golden Axe, Super Mario III and much, much more!

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GET NARCED!

35

Here's a fancy a brand spanking new Amiga 500 with a colour monitor! Then have a go at this amazing Ocean game!

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36

Howsay the lads! C-VG United take on another brave (mad?) C-VG challenger and the designer of Amco's mega-fancy master-piece, Kick Off 2! Who wins? Who loses? Who cares? Find out!

ARCADE ACTION

92

Get ready to go, and get out the orange from under the cap, and the goggles, as you join the mad, maddest company that we know of in the world with a bang, bang, bang!

PREVIEWS

100

Please! This month, we have a cheeky peek at Dragon's Lair II: Time Warp, the Soft's Pro Tennis Tour II, Battle Storm from Texas, and two new cogs from Stratford, Fire and Ice, and the cracking Realms!

MANAGING EDITOR: Julian Rignall ASSOCIATE EDITOR: Paul Stanbury ALL-ROUND ART EDITOR: Joe Worthington STAFF WRITERS: Richard 'Groovy' Lawless, Rob Swan AD MANAGER: Nigel Taylor DEPT AD MANAGER: Martin Molloy SALES EXEC: Alan Dykes PRODUCTION ASSISTANT: Emma Scafer PUBLISHER: Graham Taylor

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MANAGING
EDITOR: JULIAN
RIGNALL

Managing editor and not so, did you know that even C-VG, and his little bit... C-VG's main editor and his best before anyone started reporting. But once everything was done, and things turned out just what we needed to do with the best of all.

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 lively? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are 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 - is short, how good the game really is!

THE MARKS

55+

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 might've even appeal to the most ardent fans.

1+

Thought Digital garbage that's destined for the dustbin!

THE REVIEWERS

PAUL GLANCEY

C+VG's resident Einstein, who enjoys the occasional blast, but much prefers something to stimulate the old cerebralists.

RICHARD

LEADBETTER

The shuffling style king who would rather play a beat 'em up more than anything else.

MATT REGAN

C+VG's strategist and adventure master, who's always up to his neck in some RPG or another.

ROBERT SWAN

The madcap moral monster who'll play anything, but give him a gun and he'll go completely bananas!

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Madcap hilarity with	

Progressive, and well deserving of a HIT!

CAR/VUP 68
Save Carlson Land from the 5000s of Darkness, courtesy of Carol!

EXTERMINATOR 78
Let your fingers do the talking, with Autodesk's first-time coin-op conversion, and it's a smasher!

MICKY MOUSE 64
The most famous rodent in the world hits the Master System and blows everything else into oblivion!



MIGHTY BOMB JACK™



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NEWS

THE HARDWARE

The Gamate measures 148mm x 89mm x 20.5mm, and weighs in at 305g with the four AA batteries (which are thoughtfully supplied) installed. Like the Game Boy, the Gamate three-inch screen is capable of producing high resolution graphics in four shades of grey. Unfortunately, the screen is prone to very fast blurring when anything moves across it. The Game Boy also suffers from this problem, but for some reason the Gamate blur is often a much more conspicuous, and consequently, much more irritating.

The machine has a built-in speaker (capable of putting out a grand total of 10 milliwatts of sound) and for those moments of private gaming, the package contains a pair of in-the-ear headphones, which plug into the stereo jack socket.

Optional extras are a two-player link lead (an item which seems to be de rigueur on handhelds these days), and a power adapter and a battery charger. To save on those hefty Over Ready bills, incidentally, the lack of a colour screen should mean that the Gamate's battery life is considerably longer than that of the Lynx, and should be comparable with the Game Boy's 20 hours.

THE SOFTWARE

There are currently twelve games in the Gamate catalogue, all of which come on PC Engine-style memory cards and cost £14.95. Each game is gifted with an imaginative name (such as Mighty Tank, Mini Golf, Tennis or Galaxy Invaders), and the sort of bizarre storyline which can only have been caused by a half-qualified translator.

Wily Apes (the card you get with the machine) is a sort of platform-and-ladders caper along the lines of Lucie Runner which puts the eponymous (and wily) Apes up against nasty gardeners and "German Shepherds" (actually Get away from me! sheep!) in the Kingdoms of Fruits.

Enchanted Ducks is a Breakout game, in which (get this) you have to save little Red Riding Hood's granny by bouncing

GAME-TASTIC, MATE?

There are a fair few portable consoles around at the moment, but the latest to reach these shores is the Gamate. Originally released in the Far East shortly after the Game Boy, it is being marketed in Britain by joystick manufacturer, Cheetah. Robert Swan took a look at this new beastie, and asked the question, has it got what it takes to better Nintendo's world-beating hand-held?



for crystal ball against the bricks in Big Wolf's wall. The only clue to gameplay comes in the fact that the bricks plot around the screen, and nasty spikes appear occasionally to attack the player's pod.

Finally, we saw *Bomb Blast*, an overhead maze game in which you have to find your way out of a haunted mansion by moving up walls and ghosts with special bombs.

I'm sad to say that all three games were very poor indeed, with graphics bearing a remarkable resemblance to those from the earliest Spectrum games, sound that's enough to have you fiddling with the volume switch in seconds. The blurry screen also makes each one extremely difficult and frustrating to play. Trying to follow the ball in *Enchanted Bricks*, for example, is enough to drive you completely myopic!

THE VERDICT

The Gamate biggest fault is the poor-quality LCD screen, which is actually painful to look at for any great length of time. Luckily, none of the games are sufficiently addictive to keep you playing for much longer than half an hour or so.

At £90.95 (only ten quid cheaper than the Game Boy) the Gamate isn't a great purchase. With Nintendo's hand-held grabbing all the big-name licenses, it's hard to imagine the Gamate having any sort of future to speak of, unless Chelsea produce games which, like *Tetris*, need no big-name selling. Potential buyers would be well advised to leave this on the shelf, and have a look at the Game Boy instead.



IS THIS A COP-OUT?

After the record-breaking original, and its "bloody hard" sequel, Ocean is planning a third *RobotCop* game! According to industry journal *Computer Trade Weekly*, *RobotCop III* is promised in all one of Ocean's big releases for the autumn of 1991. Production is just starting on *Robot III*, and the word is, unlike the first two, instead of being an 18 certificate, the third film will be either a 12 or PG certificate, and will contain a heck of a lot less violence. Will this wreck the titanium-coated cop's image, we ask ourselves? The only way to find out is to wait and see, so keep taking the regular doses of C+VG to find out.

LOADSA LYNX LUNACY

It's all happening on the Lynx, y'know. Apart from the \$5 quit price tag, there's a fair few new titles out, and the good news is that there's more to come. Specific dates are yet to be finalized, but the list of releases for 1991 is as follows (keep breath): *3D Barnage*, *T20 Degree*, *APD*, *Basketball*, *Blockout*, *Chaquequed*



BETTY PLUGS IT INTO A SEGA

According to that prestigious non-short-lipping organ, *Smash Hits*, Betty Boop (very attractive young lady - ED)

wanted a Sega Master System, with a copy of *Chase HQ* for Christmas!

Unfortunately, not having the red-hot music biz contacts of our colleagues on *Smash Hits*, we were unable to find out whether or not Santa did in fact leave said items in her cap-cloves stocking. But we reckon Miss Boop couldn't do better than read C+VG or *IMAGIN MACHINES* for the latest in red-hot Sega reviews (End of Thirty-Yelled Plug).

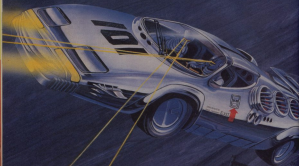
Come to think of it, which machine would you reckon the stars of stage and screen would want for Christmas? Scribble your ideas down on a postcard or sealed envelope, and bung 'em to the usual address, marked "I BET DON ESTELLE WANTS A GAMEBOY" (Um, yeah... - ED). The funnest (or weirdest) will be on the receiving end of a mystery price, so get thinking!

Flag, Gridrunner, Casino, NFL Super Bowl, Kings Garden, PacLand, Pinball Shuffle, Rampage, Robotquest, Roger, Scaryard Dog, Shogun, STUN Runner, Turbo Bus, Tournament Cyberball 2011, Vindictors, Warbirds, World Cup Soccer and Zygote!

Phewee! Match out for reviews at the above when we can get hold of copies!

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POCKET PIRATE SHOCKER!

Rudely heck, those Japanese are a bit on the inventive side, aren't they? Obviously teamed with the Game Boy, Game Gear, Lynx, TurboDuo systems and all the other portable consoles available, some electronics whiz has come up with - wait for it - the portable Nintendo! As you can see from the pic, it looks a bit cumbersome and you still have to plug standard Nintendo joypads into the unit so it's not the sort of thing you could start playing on the train.

But no, wait, because the thing is, y'know, the unit is completely illegal, so there's no chance of ever getting your gratuity mills on one! Codenamed the "Express", and built by Japanese tech-spirates from the guts of a normal NES, it can use all existing Nintendo games! Oh, well, never mind, there's always the Game Boy (which is perfectly legal, and doesn't make you go blind).

THE AMAZING TANGLE-FREE JOYSTICK

Having problems with your joystick leads getting all tangled up? Well, we at C+VG have no such problems because those lovely people at PC Engine Supplies (who are changing their names to Console Concepts) of Sticks

COMMODORE CARTS A-GO-GO!

For those of you that are drooling at the prospect of new cartridges for the C64 or C128, you may be more than a touch interested in two new carts about to hit the streets. Both are compilations of old software which have been repackaged by The Disk Company, and both cost £24.99. The first cartridge, Fun Play, contains three old Code Masters budget games, namely Pro Tennis (pocket tennis game), Pro Skateboard (pocket skateboard game) and Pool Power (pocket snooker or pool game). All three are pretty jolly to play, but we suspect that most C64 owners would rather pay less than a tenner for



even kind enough to send us down the Freedom 16, an infra-red stick with no wires! Wireless systems aren't a new idea, by any stretch, so we had a look to see if this new stick improved on the theory.

The stick itself is quite responsive, and does the job nicely - the main problem is the infra-red beam, which is the whole basis of the controller. Unless you're playing in a secure environment (ie not the C+VG computer room), it's quite easy to break the infra-red beam, rendering the joystick suddenly ineffective in the middle of that death-defying leap! Another hang-up is that the thing needs four AA batteries - so if these pack up half way through a game, you're smothered!

If you've got batteries coming out of your ears, though, you could try ringing... the casualty department of your nearest hospital! Ha ha, ahem, no, PC Engine Supplies (or rather, Console Concepts) are on 0762 712750.

the tape versions than £25 for the cartridge.

The Disk Company's other cartridge is much better value, though, and features three of Microprose's best C64 games ever - Pitx Dangerous (highly addictive platform game), MoonPace Doctor (excellent busy work) and Speed Car Race (great drive game), for the same £24.99!

GREMLIN HIT IT

Gremlin have unleashed the 16 Bit Hit Machine, a compilation for the ST and Amiga consisting of Super Cars, Stunts, the totally awesome Switchblade, and Axel's Magic Hammer, for the grand total of £24.99. So, if these titles are getting you drooling at the mouth, grab those notes, and high-tail it off down to Mr. Gurdy's Little Shop of Software, and grab it quick!



ALL CHANGE PLEASE!

With the results of our extensive survey in, we've come to the conclusion that you lot want C+VG to have a super spiffy new look. So, the thing you're holding in your tremely gelatinous right now is about to undergo the most intensive dramatic surgery imaginable, and will emerge from the operating table next month even better than before! Impossible, we hear you cry! But no, because we have an all-time designer who goes by the name of "Jon Billington" (ex of Titan Books), and we intend to make Britain's best-selling computer mag even more colourful, more informative, and even more gob-smacking than you could possibly imagine, and for the same super cheap price of £1.20! Aren't we good to you?

JOURNALIST REVEALS FAMICOM SOURCE!

Many apologies to Advanced Console Entertainment of Ouseburn St, London, who were kind enough to loan us the Super Famicom for last month's feature. So overwhelmed was Rob by the machine, he forgot to include a "thank you" So here it is. Thank you.



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Good



FROM ALL GOOD
SOFTWARE STOCKISTS

TEAM SUZUKI



BY GREMLIN

The Suzuki 500 - a mean, sleek, powerful racing machine capable of a top speed of 180 mph, and the subject of Gremlin's latest race. The object of the game is to become World Champion. By winning as many races as possible during a season of events - all races found various circuits from some of the most challenging courses from around the world.

There are three classes of bike to ride - the 125cc (the

lowest to ride, as it has automatic gears), the 250cc, and for the real fanatics, the 500cc. Reunited by such riders as Kevin Schwantz and Paul Mackenzie. After choosing which class you want to race in, you can either drive a practice circuit, go in for a single race, or go the whole hog, and enter for the full season.

The courses and the bikes are displayed in tiled 3D view for graphics and the race can be viewed either from the rider's point of view, or (in practice mode) from any

camera angle (although looking at the bike from about two feet in front is not a good idea at 100mph). If you think a rider may be burning up the tarmac, you can take a quick peek over your shoulder, and just as importantly - but don't look behind for too long or you'll be in trouble!

If you lose control of the bike and end up tearing across the grass, or hit another rider, a certain amount of damage is sustained - when this reaches 100%, the bike goes out from under you, and your race is over!

**C+VG
HIT!**



▲ Gremlin's 125cc Factor that obviously!

▼ Admittedly bikes make the gameplay better.



SQUEALS ON WHEELS

The Suzuki 500 is one hell of a rapid bike, and the specs are just as stunning - cast your eyes over this little list!

MAXIMUM SPEED ACCORDING TO GEAR

1ST - 81 mph
2ND - 99 mph
3RD - 121 mph
4TH - 142 mph
5TH - 158 mph
6TH - 166-168 mph
(depending on gearing set-up)

ACCELERATION TIMES

TO 60 MPH: 2.8 secs, but can be as much as 3.7 sec quicker, depending on the gearing set-up.



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(Depending on gearing set-up)

ACCELERATION TIMES

TO 60 MPH: 2.8 secs, but can be as much as 3.7 sec quicker, depending on the gearing set-up.



▲ Approaching the grandstand - where are the cheering fans?

▼ Can you catch that rider in front?



▼ The crowd goes wild as you cross the finish line!



UPDATE

Team Suzuki will also be appearing on the Amiga in January. 579 is the same game at the same price.

ST
£24.99

The difference between a good bike sim and a car racer is that the bike has to be right, and has to be responsive enough to fly around corners without careening off the track. Team Suzuki is like and more, and I was amazed to find it does surpasses Lotus Super Turbo Challenge for sheer speed and excitement. You actually get the feeling of screaming down a straight at 150mph, something none of the bike racers released so far have been able to achieve! The 3D is so smooth, and updates incredibly quickly - if you switch off the dashboard and the rider spins, the whole thing whizzes along at an absolutely unbelievable rate! With most racers, the forward viewpoint would be enough to get the most out of the game, but here the added camera viewpoints really enhance the action - ever tried racing upside-down? Essentially, this is the best, fastest, most exciting and challenging racer available, and an essential piece of software for anyone's collection.

ROBERT SWAN

GRAPHICS	97%
SOUND	89%
VALUE	93%
PLAYABILITY	95%

OVERALL 95%

C+VG HOTLINES

WIN A SUPER FAMICOM!!

0898 555 539

Yes, you did read correctly! The greatest console in the whole universe could end up in YOUR bedroom. Not only that, we're giving away a copy of the superb Super Mario 4 and that lopper racer, F-Zero! Get to that 'phone and dial the number above - immediately!

WIN A MEGADRIVE

0898 334 150

Phwoar! What a corkin' little bleeder that Mega-drive truly is! With 16 bit's worth of coin-op quality processing power you can't go wrong - so get to that 'phone now and dial away! You could be the winner!

WIN A LYNX

0898 555 537

Yowzerorial! It's all systems go on the Lynx front this month. Check out the news for the amazing line-up of forthcoming Lynx games! If you fancy getting a piece of the handheld action then dial away and your dreams could come true!

WIN A GAMEBOY

0898 555 538

Phoo 'eck! Everybody's going Gameboy crazy and no mistake! The "flippin'" things are popping up everywhere, and one could well be popping up in YOUR letterbox if you get to that 'phone and dial NOW!

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 43P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.



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LEADS

Mail Bag

YOU RISE

Crappy new year, YOB fans! They've only given me two pages to fill this month (which means they pay me less-skinflints), but I've managed to squeeze a right old stack of weirdo letters into the first Mailbag of the year. If you've got something you want to say in next month's Mailbag, write to me at YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FAR-RINGTON LANE, LONDON, EC1R 3AU.



GIBBERING IMBECILE OF THE MONTH

Oh YOB,

I am the mad, gibbering magician, I can see mysterious, magical things arising, such as me casting a mysterious magical nec-ha-ha on you (gibber) if you don't answer these quizzes (and no, it's not about Magichives as you better answer them or else).

1. I thought your December ish was great with 50 more pages and lots more reviews, so are you going to keep it up?

2. I've got an EGA PC and I'm wondering whether to get Hard Drivin' or Ivan 'Ironman' Sava's or Road Racer. Which do you think is the best?

3. Are the letters with darker backgrounds the ones that get a software prize?

Get the mysterious woo-woo-

hang gibbering magician and his psycho mark thanks, Rinsford

PS: YOB, you'd better print these quizzes as me and my psychic mates will be sending you a little present, Gibber.

Like a letter to me, Gibber YOB: Jens, or should that be Gex? I must really be sweeping the barrel if I'm reduced to printing random little literary efforts like yours. Well, in answer to your questions:

1) G+R is going from strength to strength. Watch out for next month's super-redesigned issue - it'll blast you off the face of the Earth!

2) What a stupid question! Those games are completely different to one another! As it goes, Hard Drivin' isn't bad (Hard Drivin' 2 is even better) and Super Dr-Road is simply brilliant - it's a little easy.

3) No.

As for your insane paring comments, I've been receiv-

ing coherent thought coming out the wrong end of a horse. I seriously recommend a controlled dose of reality to bring you back to this world.

VILLAGE IDIOT OF HAVANT

Dear YOB,

I own an Atari XE 800 and I was wondering if there is any way of running Atari ST disks on it? If so what equipment would I need?

S P Emery, Havant, Ports. YOB: I can think of plenty of "equipment" that you need like Emery (a functioning brain and a smidgen of intellect for starters), but I don't think it would solve your problem. For crying out loud, if you want to play ST games, buy an ST! My word, what a cheap-skate!

WIMBLEDON Y-FRONT RIDDLE

Dear YOB,

I used to dig your mail bag and I thought that you were a well laid dude until one day I lost my LG Marines Sea Harrier. I came across a dump yard and I went in and found a well with YOB written on it. I found a fridge nearby, so I opened it... There I found a pair of 100% nylon purple sticky Y-fronts marked YOB on the label.

Alex Grant, Wimbledon, London.

YOB: Yeah, sure you did. I should think the chances of that happening are roughly equal to the chances of someone loading your brain on. What sort of crotch skulls around a dump collecting pairs of soiled Y-fronts, any Y?

LAWN-MOWER BLOCKHEAD

Dear YOB,

I am a 12 year old New Kid on the Block fan and I have a serious problem (oo right YOB). It is that my favourite game is *Advanced Lawn Mower Sim* and my chums seem to regard me for this. I have not seen any reviews for the game, so here is my own.

Graphics - 50%

Sound - 70%

Value - 90%

Playability - 90%

Overall - 80%

It is the best game I have ever played - even better than titles like *Hotshot 2*. I wonder why such a great mag doesn't do more reviews on such fab games. I hope you print this letter to advise other computer owners to buy such an ace game. Jonathan Russell, *Dart, Kent* YOB. I'm not surprised you haven't seen reviews for this game. Perhaps it's because it doesn't actually exist. A bit like your taste in music, or maybe your brain.

SPOT THE PRAT

Dear YOB,

Oh should I say Tracy Barlow's boyfriend "Jamie"? Yes, it's you. I know he ha ha! You thought your secret was safe with that drawing of a punts. Well, I know about that too. He is the chief of the clippy down the end. He is the dude who told me about you. I got a lot of information about you as it happens - you're really fit with bad looks and you smell like the chef has sprayed foul breath on the wall. It was a secret message from him. He said you paid him a thousand quid to do his sketch. Know if you don't print this letter you're a ginger-haired git with specs, who is such a wing that he won't admit it. If you do I am probably wrong.

Sean Bailey, *Swivel Eye, Stockport, Cheshire* (that's YOB) Haag on, let's work this out. If I admit I'm a ginger-haired wing, then

I'm probably not?! You've got a severely twisted sense of logic. Dear, and maybe that would help explain your other idiotic little jillings. Any way, I wouldn't touch Tracy Barlow with somebody else's large pole.

GUY SIMMS STRIKES BACK!

Dear YOB,

I have a friend called Muhammed Ahmad who owns an Amiga. I happen to own a Megadrive and think that my console can blow the Amiga into deep space, don't you think? Put Muhammed in his place.

Guy Simms, *Garrettsland, Surrey*

YOB: Oh no, I heard about you last month and it looks as though you certainly live up to expectations. Both the Megadrive and Amiga excel at different types of games. You'd have to be a narrow-minded prat to think otherwise. Know what I mean?

LIFE-SAVING TIPS AHoy!

Dear YOB,

I thought I would write in and give you and your readers some life-saving tips on how to become better gamers-players. It, for example, you are having trouble with those type of games where you are given a certain number of lives in which to complete it, but never get that far, well, the solution is simple. Every time you lose a life get your best friend to smash you in the face with a mallet and in no time at all you'll be clocking up those highscores as if your life depended on it (which in a sense would be true if you are extremely good at the game). This method also works with simulations, but instead of a mallet, you equip your friend with an Ud. My scores have improved no end and my circle of friends grows bigger by the day. I think I'll come up with a spectacular new concept that will blow the Game Boy right out of the water. Simply say

the legs off your computer table (if you don't own one, the dining table will do), give your Amiga (or whatever) to the table (not forgetting the monitor, power pack etc.) Next, attach the whole thing to a harness, sling it over your shoulder and off you go. The only limit to how far you can travel is the length of your father's extension lead. See, all that for the price of a tube of superglue! Easy, really. My next project is a 1000 level, 18 inch scrolling, 32 colours on screen arcade adventure cum shoot 'em up designed totally with an empty Corn Flakes box and Fairy Liquid bottle (with top cut away). The only problem is how to fit all that code in one box. Any ideas? I better go now, I can hear the surgeon coming.

Steve Broadbent, *Germany*

YOB: Make sure you get him to clean it up.

PROFESSIONAL LUNACY

Dear Goids,

Darth Vader and Yoda are back by popular demand to share our knowledge and smooch wisdom with the non-reading adolescents who "read" your magazine. The reason we haven't written for such a long time is that we've been "banned" at work at TAC headquarters developing games for the amazing new CD machines - but more of that later.

By the way, we read with the interest the advertisement relating to "smogging" and "longue sandwiches". But also, when ringing up in pursuit of this explosive information we heard nothing about sandwiches, bread rolls or even the odd Chelsea bun. Do you think you could pass on the recipe for a "longue sandwich" and maybe help out with our 02.3877 phone bill?

Any road up, we've been developing a number of exciting titles for Commodore's first new CD-TV. But Commodore also have a number of new CD machines in the pipeline. As you've probably guessed (with CD-quality witlessness), plus superlatives extras like the CD-Toaster and CD-Cam-

putade. We've written over 800 games for these technological marvels including the officially licensed CD-ROM chess and Wrestling game (with CD-quality soundtracks playing in line with the action). Commodore have also signed us up for their fantastic new Super Quattro range of CD Mega Games. Watch out for Super Quattro Goes Fishing. Hours of CD-quality addition as you help Super first her wet patches. Good, isn't? Any way, buy for now (except real).



Darth Vader and Yoda. Secret TAC Headquarters, Somewhere Secret Near Co-wesell (but not Gromex). PS: Thanks to our Appreciation Society for writing last month, but perhaps we should remind them they're four months behind with their membership fees and we could do with the cash. Know what we mean?

PVS: Did you know that ME GA YOB is an acronym of GAMES BCT? Just don't tell Bob John!

YOB: Sure... Right... Can anyone top these guys for sheer comic lunacy?



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"Destined to be THE Shoot 'Em Up of the year!" Amiga Computing November '90
"Superlative SHOOT 'Em Up Drama." Zero November '90

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PLAYMASTERS



Looks like I have to start of this month with an apology to all you Amstrad owners, seein' as last month's Amstrad tips went up the spout a bit. Oh well, not to worry, 'cos I've reprinted them this month, along with a bumper selection of hot tips for all you devious game demons! If you reckon that you've got some decent tips then send 'em all in to Playmasters, C+VG, Priory Court, 30-32 Farrington Lane, London, EC1R 3AU. It could be you that's on the receiving end of £150.00 worth of games! Wow!



ALL FORMATS

TIME MACHINE

Turning cheat modes courtesy of 'vival image' themselves! For all you Amiga and ST owners, entering **DIZZY** on the high score table will endow you with infinite lives! Also, keys A and S will enable you to select screens in the current time zone. C64 owners should type **WINDMAGE**, very quickly on the title screen. If you managed it, Ben screen will go blank for a couple of seconds. Sorry Spectrum and Amstrad owners, there's no cheats for your game - and that's official!

HAMMERFIST

Yet more 'vival image material! On this tricky flick-screen platform game C64 owners should type **TOTY** in the high score table for infinite lives. Similar effects can be achieved on Spectrum and Amstrad games by pausing the game, typing **TOTY** and then unpausing it. For Amiga and ST owners, typing **I WANT TO CHEAT** (backwards, including the spaces) will have the desired effect. Not bad, eh?

AMSTRAD TURRICAN

Press Tab when playing this game and not only will you be advanced to the next stage, but you'll also be graced with infinite lives! Nicholas Cooper from Southampton sent this one in.

POWER BOAT SIMULATOR

Nicholas Cooper also reveals that pressing **ESC** in this Commodore effort and then typing **1,2,2,X**, and then the space key will endow you with infinite lives!

AMIGA JAMES POND

A fiddly 'good Millennium game with a topper cheat to match. Simply press down



the keys P, O and I with any of the keys on the bottom row (Z, X, C and so on) to instantaneously transport yourself to a different level. To vary much to Kate and Tim Oriskall from Denton in Manchester.

SHADOW WARRIORS

Start a two player game and when you have no credits

left, wait until it asks you to swap disk. Swap them and press 1 and 2 together. Keep pressing them until the credit screen loads. Continue the game and you'll have unlimited continues! Good eh? Well, you've got Christopher Baker of Barry to thank for it!

OOPS UP!

Some shifty codes to access some of those hard to reach worlds, courtesy of Daniel Bellwell from of Gwent.

- Level 15: D04G
- Level 20: D046
- Level 30: 10F4
- Level 40: 4GTH
- Level 50: S04L
- Level 60: M030
- Level 70: F040
- Level 80: E080
- Level 90: A034
- Level 100: 4789



chives' own Gary Harrod for that tip.

SEGA

SHINOBI

An evergreen Sega cart, and if you follow this tip (courtesy of Matthew Bickham of Australia) you can get double magic. Just shoot the blue rings when it runs across the screen then shoot all the green rings and double magic is yours for the wasting!

ALEX KIDD IN MIRACLE WORLD



If you're having trouble getting the travel pass, then follow that man Matthew Bickham's advice. Simply go to the temple and pray 100 times. The gods will heed your prayers and a pass is yours!

TIME SOLDIERS



In a two player game, one of the main characters can walk off the top side of the screen. You can then shoot at the soldiers to your heart's content, but you can't be shot or killed! Stephen Dusham from Peterborough sent that tip in.

C64 SKATE OR DIE

Darman Watson and Jonathan Hodgson have discovered a means of making your board hover whilst jumping! All you need to do is put another stick in the other joystick port. With the normal stick, jump and put down sharply. With the other stick push up and fire at exactly the same time. Now you can make your board stay in the

air all day, and complete the level with ease!

VENDETTA

D Craig from Brisbane in Australia came up with these cheats. To advance a level hold down B, U, M and T at the same time. This cheat works on absolutely any level!

SPECTRUM

NINJA MASSACRE

Matthew Hoffman from Wal-Martown in London has created this list of passwords to get you further into the Cobra-masters effort.

Level 5: SMCW
Level 10: SACK
Level 15: RACK
Level 20: BLUE
Level 25: STAG
Level 30: HULL
Level 35: BOOR
Level 40: BARD
Level 45: STAR

MEGADRIVE

GOLDEN AXE

Select a 1 player arcade version then hold diagonally down and left making the war-rings spin continuously on the character select screen, then press A and C then release everything and push start. You'll now have nine continents! Pretty damn awesome and no mistake. Thanks to the 16 bit boys and Captain Pi (passed like a right pair of boots to us).



SHADOW DANCER

Crkey 'lock! Shadow Dancer is a pretty boring Shadow game and no mistake. Still,

try this cheat for size. To select any stage, on the title screen press down the A, B and C buttons and then press start. A new option will be displayed that enables you to start whenever you want

PC ENGINE

BATMAN

To take you to the end of this PacMan-type effort, go to the password screen and make the first sprite a joker facing away from you. The second should be a Batman looking at you, the third should be a Batman looking left and finally the fourth should be a Joker facing left. Thanks to Anthony Bennett of Derbyshire.

DUNGEON EXPLORER

That strange look, Kevin Man (is this guy for real?) has sent in a list of code words for his character - MARRET, in this groovy FPS/point-and-click Engine game.

1. MATA-JMDFU
2. IDONO-OMINO
3. TULU-QUHKO
4. MULD-MOENK
5. PFLU-NHMFU
6. LPOH-DOPD
7. EPAP-PMGPK
8. IDAHA-PODCE
9. EDHP-PULM
10. EPVOP-PCKJG
11. IDAMA-FHEBK
12. IDADA-PPHBC
13. MPDA-PPHMC



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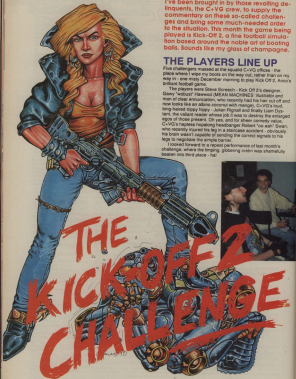
Let me introduce myself - I'm Sadie, and I've been brought in by those revoluting delinquents, the C+VG crew, to supply the commentary on these so-called challenges and bring some much-needed order to the situation. This month the game being played is Kick-Off 2, a fine football simulation based around the noble art of booting balls. Sounds like my glass of champagne.

THE PLAYERS LINE UP

Five challengers massed at the squalid C+VG offices - the place where I wipe my boots on the way out, rather than on my way in - one misty December morning to play Kick-Off 2, Area's brilliant football game.

The players were Steve Sorensen - Kick-Off 2's designer, Gary "reboot" Harwood (MEAN MACHINES) - illustrious and man of clear enunciation, who recently had his hair cut off and now looks like an alien (secretly with mangles), C+VG's loud, long-haired hippy Hoopy - Julian Pignall and finally Liam Dyer, the valiant leader whose job it was to destroy the enraged egos of those present. Oh yes, and for those cowardly wussos, C+VG's hapless fuelling headbanger Robert "ice-cream" Swan, who recently injured his leg in a staircase accident - obviously his brain wasn't capable of sending the correct signals to his legs to negotiate the simple barrier.

I looked forward to a repeat performance of last month's challenge, where the loping, gibbering team was shamefully beaten into third place - ha!



KICK OFF LEAGUE

I decided to split the challenge into two sections, a league system where all the participants had to play with one another, and a knock-out competition, and without further ado I ordered league play to begin.

MATCH 1 - ROB vs LIAM

Rob, the former C+VG cripple, has a reputation for being the worst Kick Off 2 player in the northern hemisphere, so I was confident that Liam would do me proud. Just to make things a bit fairer, I discovered that if Rob beat Liam, I'd give him a good kick in his gammy leg. Rob took his seat with a wet squatch. Straight after the first whistle, Rob busily pepped the ball into the net. Unfortunately, Liam's impressive Kick Off skills seemed to have deserted him until the last moment, when he equalised. Thank God for that - I didn't really want to soil my lovely boots on his filthy passage!

FINAL SCORE: ROB 1 LIAM 1

MATCH 2 - ROB vs STEVE

Rather like a powerful leviathan full of compacted dung, Rob was flustered with success, and went into this match against the favourite, Steve, with confidence oozing from his greasy pores. A few minutes into the game, a strong girl was in evidence on Rob's peasy fluzing - the gammy leg had started with one of those long halfway line lobs so despised amongst expert Kick Off players. Much dirty play was displayed as Rob attempted to restore Steve's players to his own invalid status, and then Steve's misery was made complete when Rob managed to score another disgusting lob from miles away. And with some of the most brutal Kick Off play I'd ever seen, Captain Croppy managed to hold on to the lead. Asaah!

FINAL SCORE: ROB 2 STEVE 0

MATCH 3 - GARY vs LIAM

Bald-boy Harold was twinning over with confidence, even down to bringing out his own flared joystick to play with. Liam, who had already seen leaders looked worried, and indeed he had reason to - few minutes into the game, the whingeing one scored by intimidating his opponent with foul language. He moaned and whined on for the rest of the match, until poor old Liam's Kick Off skill was reduced to a straggling mess. I vowed that before the day was over, I'd see Harold whinge with defeat!

FINAL SCORE: GARY 1 LIAM 0

MATCH FOUR

JULIAN vs GARY

The first match for C+VG's boy blunder. Jac, proved to be quite an exciting one - one moment Gary was up Julian's end, and the next, the action switched to Gary's end! After a goalless first half, Julian finally broke the deadlock with a fine round-the-keeper effort, and that's the way the score played. I was pleased to hear Gary grunting all the way back to his desk.

FINAL SCORE: JULIAN 1 GARY 0

MATCH FIVE

JULIAN vs STEVE

Ego oozing out of his ears, the tanky-locked one went into his second match with relish. However, his self-righteous smile disappeared as Steve smashed in an unstoppable shot. Early in the second half Julian got back into the match when he curled one into the back of the net, but victory for him was not to be, and in the final minute his defence became more of a shambling than his harvest, and Steve sliced his way through to sink in the winner.

FINAL SCORE: JULIAN 1 STEVE 2

MATCH SIX

STEVE vs GARY

Having shown up C+VG's self-confessed top player as the true sham he is, Steve went into the next match with Gary "brando of the tramps" Harold with much glee. It turned out to be quite a

scrappy match, with Steve scoring early. Gary had one good effort, but the half-time whistle blew just before the ball crossed the line - the winning wally nearly cried with frustration. I laughed a lot.

FINAL SCORE: STEVE 1 GARY 0

MATCH SEVEN

JULIAN vs ROB

"God AM", whinged the moronic moother as he took his place in front of the monitor. "me leg's givin' me gas". However, the boy who used to be crippled proved that kick yet again could triumph over will as he scored an early goal. Julian battled in vain (indeed, he is very vain), but could not get his team together. Under-wardella, because at the end of the match he discovered that his men were in 4-3-3 formation rather than his favourite 4-2-4. Hence the stupid cress sign for not checking at the start of the match...

FINAL SCORE: JULIAN 0 ROB 1

MATCH EIGHT

LIAM vs JULIAN

Could Liam prove himself this time? He certainly had the chance to, with Julian having just suffered a demoralising defeat at the hands of C+VG's Iron Moran. However, Julian resorted to dirty tactics to ensure victory, and took an Anders Lin-



ball-kick dive in the area to gain a penalty, which he stuck away. Liam responded with similar tactics, and earned a yellow card before one of his players was given the marching orders. Although he gave it his best shot, slimy Rignall popped another into the onion-bag to win convincingly.

FINAL SCORE: LIAM 0 JULIAN 2

MATCH NINE

GARY vs ROB

What a pair of glimmers. The man with a revolting growth of slimy face fungus, versus the man with the haircut of a deranged sheep. What could one expect from a pair of players whose collective IQ is no greater than my shoe size? Nothing really, and the display of stupidity proved the point. A match that, like the players, had no character - the only surprise was that Gary managed to score. B-o-o-o-ring!

FINAL SCORE: GARY 1 ROB 0

MATCH TEN

LIAM vs STEVE

The final match was played under a tense atmosphere. Could Steve win and go top of the league? Unfortunately not - Liam kicked one into the net midway through the first half, and managed to defend successfully for the rest of the match. What a revolting development.

FINAL SCORE: LIAM 1 STEVE 0

THE LEAGUE STANDINGS

Proving that there's no justice in this world, most of the time (in more ways than one), Rob "ding" Stein, managed to end up top of the league. Bringing up the rear as usual was "Jaz" Ragnall, while Steve Sorech only managed a disappointing third. Gary Harrod was typically as close to the bottom as possible, while Liam propped up the table - a big disappointment for me.

	P	W	D	L	F	A	PTS
ROB	4	2	1	1	4	2	7
JAZ	4	2	0	2	4	3	6
STEVE	4	2	0	2	3	4	6
GARY	4	2	0	2	2	2	6
LIAM	4	1	1	2	2	4	4



THE KNOCK-OUT

Perhaps things would change in the knock-out competition. I ordered three other competitors to be found to make up the numbers, and they were brought trembling before me - Matt Regan and Oz Browne from MEAN MACHINES, and Richard Leadley from C-VG - before I banished them to join the rest of the mob. All the entrants were put into my leather folder, and then drawn for the first round.

1ST ROUND

GARY 2 MATT 0

The Harrod bounced back from his previous limp performance with a fairly convincing win. Well, as convincing as you'd expect against opposition as stiff as a little Randy puppet in an oven.

ROB 0 STEVE 1

The man whose limp changes with the tide finally saw his limp run out, and received a sound spanking from Steve, even though he tried to resort to dirty tactics! There IS justice in this world, after all!

OZ 1 JULIAN 4

The job performance of the challenge was kindly provided by Oz, whose sloppy joystick control defined incompetence. Even though the dull fool missed a penalty, he still managed to breeze in four goals.

LIAM 0 RICH 1

In a match about as exciting as Rob's chess games, Rich scored in the only goal.



SEMI-FINALS

JULIAN 2 GAZ 1

With the score at 1-1 at the end of the game, the players went into injury time. Julian scored early on in the first period of extra time, and Gary, as usual, had neither the intelligence or intellect to reply.

STEVE 2 RICH 0

A veritable brawl, with Steve getting two men sent off. But although tactics proved to be the winner as Rich was beaten into submission.



THE FINAL

JAZ 1 STEVE 4

Steve turned on the style as Julian's so-called "skills" willed into insignificance as goal after goal was banged into the net. Ha! These C-VG players simply aren't as good as they reckon...

SADIE

OUT NOW
FOR SPECTRUM
AMSTRAD
COMMODORE
ATARI ST AMIGA

THE WORLD'S BEST BUBBLE BURSTER

PANG INVASION!

ACE "Just wait until you play a PANG... positively causes addiction... need more!"

Buy PANG... you won't regret it."

THE ONE - 90%

"Simplicity is the spice of life... and PANG is a spicy product... The urge to have just one more go is ever present... OCEAN has gone to great pains to re-create the look and feel of the coin-op as accurately as possible."

AMIGA FORMAT

OCEAN have come up trumps again. "Simple and enjoyable games like PANG don't come around too often... The sheer addictiveness will keep you coming back!"

COMMODORE USER

"PANG plays brilliantly. OCEAN have managed to capture the feel of the arcade game perfectly... PANG's a winner!"

SINCLAIR USER - 80%

"Simply the best arcade conversion to the Spectrum ever... If you don't have PANG you may as well throw away your computer!"

CRASH

A fast and very playable balloon shoot 'em up... moves like greased lightning."



BROTHERS BATTLE AGAINST BALLOONS



Join the world in the most addictive arcade game of the year from Mitchell Corp. A fast eye and super fast reflexes will give you just a half-chance of a win... the other half comes if the houses give your way! Oceans Software 8 Central St Manchester M2 5BN Tel:061 624 6623



MIDWINTER II

FLAMES OF FREEDOM

The Flames have been lit - A new age dawns.

Midwinter II, Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC-compatibles in the Spring of 1991.



MASTERS OF STRATEGY

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

GET NARCED WITH OCEAN!!!

WIN AN AMIGA, A MONITOR AND A COPY OF NARC!
20 COPIES OF NARC FOR THE RUNNERS UP!

So I was, like, bein' hassled, like, by this, like, biling elephant, right? Only it wasn't like your normal elephant 'cos, like, it had a big machine gun where its trunk should've been and it kept shootin' at me until I, like, tried to get away by flyin' out of the window, and like, fell, 30 feet onto the pavement and broke both me legs and fractured me collar bone. And then I was, like, lying in hospital for six months until the police, like, traced my whereabouts and convicted me for setting the stuff. That was 60 years ago an' I'm still inside, man...

This is the horror of drugs, and now you can help put a stop to it! Join the NARC squad in Ocean's fabulousadobe conversation, which you, yes you, can take part in if you win this equally fabulousadobe compo.

Ocean are giving away 20 lovely copies of the game on all formats, but for jolly-chief-top-prize they've also got an Amiga copy of NARC PLUS one whole Amiga AND a super-duper monitor so your sister can still watch Tins Peaks while you blast!

All you have to do... is do the Ohake and Yac and p... aha, no. All you have to do is use your eyes to locate the three Narc questions on this page then use your brain to answer them to the best of your ability. Next, get a pen and use it to write your answers on the back of a postcard or sealed-down envelope, along with your name, address and the computer you own, then send it to:

THE I WANNA GET NARCED COMPO,
G+VG, PRIORY COURT, 30-32
FARRINGTON LANE, LONDON,
EC1R 3AU.

1) On the inside of the NARC coin-op was painted the right-hand slogan. Which one's 1, 2?

- Get stage
- Use drugs
- Paint stage

2) In the game, you can operate your investigation by jumping between the wheels of...

- An 18th-century Porcelain Doll that's been sitting under a 30mm machine gun
- A custodian from the 1930s' Pop Culture and Criminal records fame-the-beans and in 'La Cucaracha' melody form.

3) A lime-green Volkswagen Beetle with flowers painted on the side and a 'Nuclear Power? No Thanks!' sticker on the back window.

3) One of the nastier people in NARC, named King Rinky, bears a remarkable resemblance to a famous fast-food personality character. Is it...

- Colonel Sanders
- Frank the Pug/Donald
- Mr. Rinky

As usual, no employees or blood relatives involved. Images of Ocean are shown for legal reasons. All images shown to you are the property of Ocean or their publishers. For more info and for other's opinions visit our New World in Hell

Make sure it gets here
by February 15th
Or you won't
get anything
at all!

Ein Abendler (for it is he) has hived himself up in a 92-room complex, and Pee used his superior intellect to break into highly tangout defense computers. He is now holding the world to ransom. Engineering to destroy civilization as we know it by setting off the whole 'n' nuclear arsenal! If Abendler's billion-dollar ransom isn't paid by six o'clock, it's goodbye Cam.

Pretty terrifying, eh? Well have no fear. Because Agent 4125 has been dispatched to Abendler's hideaway to fix some mad scientist ass. Unfortunately, when he gets there, he realizes that to get the codes that give him an entrance to Abendler's hideaway bunker, he has to negotiate the nightmare screens of

platforms (and searching each piece of furniture for the hidden codes). Abendler has also left various kinds of defense robots in these rooms, and one touch from these is near fatal.

However, 4125 can feed Robot Snocobs and Lift Robots during his uphasty examinations and these can be used an Abendler's computer terminals to turn robots off for a while or reset lifts in order to get to that vital piece of decor that remains unsearched.

The game is played to a strict time limit and each time 4125 loses the dust, ten

minutes are automatically deducted. If that sounds bad, consider that even if 4125 manages to get all 32 pieces of code, he has to arrange the strangely shaped computer cards into a single code-word that enables him to enter Abendler's hideaway. With only six hours to save the world, this is almost certainly an impossible Mission...

**C+VG
HIT!**

IMPOSSIBLE MISSION

BY US GOLD

▶ A new challenge awaits in Impossible Mission.

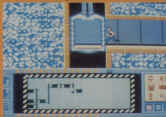


Watch the robot to earn extra robot snocobs! ▶

Logging on to disable the robots.



▼ In search of adventure - Agent 4105!



Sorting out the codes using
▼ the portable computer.



▲ 4105 recovers a puzzle segment!



SEGA £29.99

US Gold certainly don't disappoint when it comes to their Sega games. Indiana Jones, Popeye and Gauntlet are all totally fab carts and Impossible Mission continues the fine tradition. The graphics and sound are both completely terrific. The animation on all the sprites is as fluid as the brilliant backdrops, whilst the sound is ace with decent effects and even speech (who said the Sega's sound is crap!). But it's the gameplay that counts, and US Gold have managed to capture all the tense excitement of the classic C&A game and then some! What impresses me about Impossible Mission is that it truly is a test of skill, both in the arcade and puzzle states. If you are going to spend your Christmas money on a Sega game, put this one at the top of the list.

RICHARD
LEADBETTER

UPDATE

Not only is Impossible Mission available on just about every computer format, but even the original is even available on the 8-bit budget range! Both games on all systems are highly recommended if you like what you've seen here.

GRAPHICS	91%
SOUND	93%
VALUE	92%
PLAYABILITY	94%

OVERALL 93%

U.S. GOLD!

Lectures on the art and science of entertainment

WORKING IN THIS TOY FACTORY HAS ITS UPS AND DOWNS.

Tired of the same old Pro? Then it's time to punch in for the Night Shift™ in Industrial Might and Logic. And take control of the wildest, wildest, toy-making machine you've ever imagined.

Here's your chance to punch out Darth Vader.™

Or Luke Skywalker,™ Indiana Jones,™ even Zak McKracken,™ mini-artefacts of your favorite Lucasfilm characters. But make sure you get their heads screwed on right. Or this might be your last day on the job.

Each eight-hour shift takes just a few minutes to complete. But the better you get, the tougher your job gets. Bigger Guntas. Fesky lawyers.

- An epic industrial world teeming with plastic, if you prefer that term.
- One empty space of paint and you're in! After some paint with us!
- A opportunity which is the best one for a team.
- The probably word used by automation quality control because you'll never make mistakes.
- And finally, they are not, make a bundle, and go home.

Furry pests. And of course the machine handy over breakdowns.

U.S. GOLD!

AVAILABLE ON:
CRAM/138,
Amstrad,
Cassette & Disk,
Spectrum Cassetts,
Atari ST, Amiga &
PC & Compaq



MUSHA

BY SEGA

MEGADRIVE
£40.00

There are amassing a huge amount of devastating weaponry on one of their colony worlds, and it's up to our lightning battle squadron to infiltrate the enemy stronghold and deal a decisive blow to these deviants, plotting alone. Unfortunately, when the squad arrives at the stronghold they're greeted by a very unpleasant welcome: a pair of super-heated destructo-bombs which emphatically rip apart the whole of the squad - apart from you.

Armed only with your rocket backpack and a laser cannon, it's your job to blast your way through the vertically scrolling enemy stronghold blowing away any enemies that are disposable to deal with you. On the way to the final confrontation, extra weaponry can be bolted on to your suit, including mine layers and a variety of super-missiles, plus beam devastator-rays and bombs, for example. Small multiples can also be collected and it's possible to alter their forma-

tion around, you do as to provide maximum firing power.

There are six levels that make up the enemy stronghold including the enemy outer colonies, a canyon bristling with enemy firepower and even into outer space itself before the final confrontation with the big ship of the enemy fleet.

THANKS!

Thanks to PC Engine Supplies for the loan of the MEGADRIVE cartridge for this review.



▲ Extreme destructive mayhem in MUSHA.



RICHARD
LEADBETTER

GRAPHICS	90%
SOUND	70%
VALUE	88%
PLAYABILITY	78%

OVERALL 70%

HE'S BACK

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME - ROBOCOP 2 IS THE PRIME DIRECTIVE.

YOUR BRAGGART - "My 'Megaop' is the best on the market," he'll say. The other cops call it "RoboCop" - the way it should be called. "Best looking, best sounding, absolutely best 'on foot'!"

ARMED AND DANGEROUS - "Speaking generally," Robocop is proud on night patrol of the toughest they have ever met."

SALE #1 - "Robocop and 'op' have," Robocop 2 is a healthy fit because that, with the complete adult experience is destined for maximum success!"

"A good game, will play forever!"
THE REVIEW - "Robocop 2 is going to be a healthy Christmas Season - no doubt about that!"

THE REVIEW - "Is this game going to be the No. 1 of Christmas?" we ask you. "It is really good!"

THE REVIEW - "It's not the successor to its brother. It's the only one that's what the best. It's going to be bigger than that!"



**CBM AMIGA - ATARI ST
SPECTRUM - AMSTRAD
COMMODORE**

ocean

ROBOCOP

The

ROBOCOP 2 IS A TRADE MARK OF OCEAN SOFTWARE

REVIEW ST SPECTRUM

JUDGE DREDD

BY VIRON

The Marshal of Mega-City One is back - and he still isn't smiling. Those with large memories will remember that Melbourne House released a Judge Dredd game several years ago, but unfortunately it wasn't up to the standard befitting such a character. In Virgin's addition to the saga, *Off Stoney Face* is out to stop another crime wave which threatens to destroy the future metropolis completely.

First off, Dredd has to stop the League of Furies from gorging themselves on all of Mega-City's food supplies. To do this, he must locate and destroy four food generators,

but this is no easy task - the Furies are aware of his plans, and are out en masse to put the weight on (so to speak).

Furies can be blasted, but there are perks (criminal perpetrators, for those who don't know) to be waited for extra ammo (such as heat-seekers or high-energy shells). Ordinary citizens are neutral and afraid, and if these are killed, the crime wave increases the massively!

Dredd also has his Lawmaster cycle, with which he can zoom around the city at high speed, but for this he has to sacrifice all of his fire-

power (which is strange, as the bike is supposed to have a flip-in' great cannon on the front).

Once the level is complete, Dredd has to move on to new and more dangerous missions, leading up to the climax - Dredd against the four Dark Judges - Fear, Fire, Martin, and a particularly nasty piece of work called Death...



UPDATE

Dredd will be entering the law on the Amiga (£19.99), C64 (£9.99) and Amstrad (£9.99) any time now, so look out for an Update in a future issue. The graphics and the gameplay shouldn't be radically different from the versions reviewed here, so don't get your hopes up too high.

SPECTRUM £9.99

Marginally better than the ST version, simply because it makes better use of the machine's capabilities. Apart from that, it's exactly the same game, so the same problems with the gameplay applies. Only have a look if you can't live without your fix of 280845, or better still, need a few perks!

OVERALL 54%

ST £19.99

The first *Dredd* theme wasn't exactly brilliant, and didn't live up to the enormous potential of the character, and this game falls into the same category. The graphics aren't stunning, by any means - the screen is small and jerky, the sprites are flat and two-dimensional, and of 3D *Lawlord* didn't exactly give off the impression of being a wall and Mega-City law enforcer. Another missed opportunity is the super chunky comic style which has the expanded Spectrum price - why so far below Dredd arrived? The gameplay is also full of glaring weaknesses - the Lawmaster has a lack of weapons for one - which will leave any Dredd fans disappointed. More fundamentally, the game is self-defeating from being very difficult to play, and the controls, especially moving up and down ramps, are tough to get to grips with. While this is an improvement over Melbourne House's *Dredd* because the still only rates a "mediocre", and it's quite a let-down, considering what could be done with such a strong character.

ROBERT SWAN

GRAPHICS 63%
SOUND 54%
VALUE 56%
PLAYABILITY 51%

OVERALL 55%



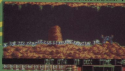
▲ Criminal blasting with Judge Dredd.



▲ Stop his mighty vehicle, Dredd is unstoppable!

REVIEW AMIGA

It's a bit crowded here, isn't it? ▼



▲ Don't jump, it's a bit mean if!

LEMMINGS

BY PSYGNOSIS

Lemmings are lovable little creatures - very cute and cuddly. The only problem is, they're about as intelligent as a cabbage and their suicidal antics usually lead to them going the dual in a number of fun-saving ways. It's your job to join up with the Lemming Preservation Squad and use all the resources at your disposal to stop them dying over four sections of forty levels (that's 160 levels altogether, fact fans).

At the start of each level, the Lemmings are deposited on the horizontally scrolling landscape and to make them all safe you must guide them to the exit. However, on the way, all manner of traps and natural obstructions get in the way of the Lemmings' progress. Using your semi-purpose reuse pointer, you can overcome these hazards by assigning a particular job to a particular Lemming, be it mining (to make them burrow into the landscape), building (which gets them to construct bridges), standing or blocking. Lemmings are too thick to actually change direction for themselves, so a Blocker Lemming just stands in their way and stops them passing - essential to keep your little

friends from dying a horrific and premature death.

Added to this, Lemmings can become living bombs just by making them Bombers. A tiny countdown will appear above its head and when it reaches zero... Boom! The Lemming spectacularly blows the dust taking a large chunk of the scenery with it. This may sound particularly useless, but at the beginning of each level you're only given a small amount of job allocations, so, for example, only fifteen Lemmings can be made into miners. Then your bombers become a valuable commodity if you have to burrow through a platform.

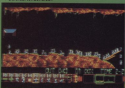
If 100 levels sounds like a lot of Lemming preservation, there is an additional set of levels especially designed for simultaneous two player skills. Here, each player has to rescue his own set of Lemmings while at the same time taking off as many of the opposing player's as possible. However, in some levels the Lemmings have to work as a team if any are to escape at all.

If all else fails and your Lemmings are doomed to a painful death, you can kill them all with the Nuke option (subtle eh?)

C+VG
HIT!

Q
S

▼ Seizidal tendencies?



AAA RAGH!

5-4-3-2-1

REVIEW

UPDATE

Playgoats receive that Lemmings is going to clean up when it's cancelled on the ST in February and expect similar results from the PC version (which'll be out in March) and there's even plans for an 8-bit version! We'll keep you informed.

I told you not to drink that nitroglycerine!



4. Bridge over troubled waters.

AMIGA £24.99

Lemmings ranks as the best Playgoats game ever! The suicidal thicks do the most hilarious things - leave them alone for long enough and they'll happily shoot off cliffs, burrow straight into traps, walk into fire or even electricity themselves! The graphics are simply superb with a huge variety in the backgrounds and superb animation on the Lemmings sprites - watch them glisten with fear just before you nuke the little blighters out of existence! The sound is excellent too, with sampled speech and 78 different wacky tunes. Some of the puzzles in the game are so frustrating that you're tempted to give up at times, but the game's strong addictive nature will have you back at the Amiga before you know it. For sheer addictiveness, Lemmings ranks as one of the best, and one of the most original games I've played on the Amiga for a very long time.

**RICHARD
LEADBETTER**

GRAPHICS 90%
SOUND 85%
VALUE 92%
PLAYABILITY 93%

OVERALL 93%



BOOM!

Coming for
W & Amiga!



6. Dig those Lemmings, mate!



Wake up!

5-4-3-2-1

OH NO!

THE COMPILATION PACK
OF MEGA STARS

HOLLYWOOD

Collection



ROBOCOP



GHOSTBUSTERS II



INDIANA JONES



BATMAN



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JUPITER MASTERDRIVE

BY UBISOFT

By the dawn of the future get those high speed thrills in spots at the generous gloom of Jupiter, where a number of testing race tracks have been constructed. Here, the Masterdrive races take place - and absolutely anything goes! Each car is not only equipped with obligatory turbo, high-power engines and race-grip tyres but also hyper-death devices - ideal for easing out the opposition if they're getting too speedy for their own good!

There are a number of opponent competitors to take part in, including the usual set number of laps after to a race in which you have to drive over ten bonus tokens before the computer player dies.

When you win the race for safety, if you win the race, it's time to lookle off to the shop where you can try to win some extra cash on the fuel machine, or use your money rather more judiciously and buy some extra bits for your car, boosting its power with turbo, larger fuel tanks, better engines and upgraded weapons systems! The computer races just get faster and faster, and (unlike) using these systems is essential in order to keep that price money rolling in!



▲ Try driving on the road, Rover!



▲ Pedal to the metal!



▲ Fancy a useful thermal detector, Guy?

UPDATE

Ubisoft also plan an Amiga version of the game which should be in the shops soon at the princely sum of £24.99.

ST
£19.99

Jupiter Masterdrive is a really snappy-looking Super Sprint type game, with the added benefits of speed! You've got photo flash and a wide variety of power-ups. The on-screen action is really swift and the car really handles well - essential for the amount of time the Jupiter tracks throw us your direction! The graphics are pretty good with a nice variety in all of the backgrounds and some great acceleration on the cars - the shelves. Jupiter Masterdrive is a playable effort, but it lacks a certain something that would really make it a really special game. Perhaps if there were a few more races to test yourself up against and a bit more in the way of explosive action it'd be better still, but even as it stands, this is still a really playable slice of racing action that's highly recommended.

RICHARD
LEADBETTER

GRAPHICS 80%
SOUND 81%
VALUE 83%
PLAYABILITY 89%

OVERALL 85%

C+VG
HIT!

NAVY SEALS

The main task given to the Middle East (pretty local, eh?), is a major shore assault. Fortunately, you start down an American helicopter on a surveillance mission in Beirut, and are finding a group of American soldiers to ransom. Not only that, but they've also managed to get their hands on a large number of missiles, which can be filled with nuclear warheads! Enter the Navy SEALS - the US Navy equivalent to our SAS - who are sent to rescue their comrades-in-arms, and do over more than a few Arabs on the way.

The action is viewed side-on, with the team members having to run, jump, crouch, crouchout and blast their way through six levels of platforms and obstacles, in order to both rescue the military hostages, and blow out the captured missiles. The terrorists aren't going to make your life easy, though, and will shoot on sight! Time is running out - have you got what it takes?

BY OCEAN

UPDATE

The Navy SEALS will be ripping their way into the Amiga (£24.99), ST (£19.99), and CD-ROM (£19.99) real soon now, so we had an early look at the CD-ROM game, and it looks a winner, but if the programmers don't change the level of difficulty, it could end up the same way as the version reviewed here.

SPECTRUM £10.99

Maybe! The Spectrum game is a mono/colour version of the GS-6000 one, except this is even less playable, because the main game has an annoying tendency to get stuck in silly places, making you waste space for a while in the bonus! Again, a Navy SEAL appears in the middle, and one that could have been made so much better by simply making it a bit easier.

OVERALL 73%

GX4000 £24.99

Based on the forthcoming Charlie Sheen movie (which has been postponed for political reasons) Navy SEALS could have been Ocean's summer biggie - but unfortunately it's not, and for two reasons. Firstly, and foremost, the gameplay is so bleeding hard, and have you pulling your hair out within minutes! The terrorists are so fast and accurate with their guns that the only way to beat most of them is to remember where each one is from the game before, then find a safe position before they actually appear on screen. Your SEAL is also awfully prone during all the animated jumping-embrace bits, and even when he's climbing a ladder he's a string-dick and it easily shot down. The colourful and detailed graphics are 88.5% great ideas, but as I've already mentioned the animation on the player's spine, though very realistic, gets in the way of the gameplay.

Recommended only to very patient players (or for those with exceptional game-playing abilities).

ROBERT SWAN

GRAPHICS 85%
SOUND 74%
VALUE 78%
PLAYABILITY 70%

OVERALL 75%

☞ I thought sea-sailing was illegal!



EXTREME

"Extreme is one mean game!"

99% Crash

"Extreme-ly good!"

88% C + VG



*"A remarkable demonstration
of what the Speccy can do."*
80% Your Sleazebag.



URGENT MESSAGE!—life sustaining power
run and self-destruct sequence started!
Soon your planet will be destroyed.
Time is running out - HURRY!



SPECTRUM, AMSTRAD CPC, COMMODORE 64K
Executive: £24.95 (inc. £2.95 p.p.)
Available from all good software stores or
call our helpline on 0975 691800 and quote
Access or Visa number.

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CHASE H.Q.

Special Criminal Investigation II



ARCADE
COMPOSITE
SPECTRUM
CIN AMIGA
ATARI ST

TITO

ocean

CHASE H.Q. II
Special Criminal
Investigation

—continuing where CHASE H.Q.

left off. The arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Alps. Your mission is to track down, chase and apprehend the dangerous criminals.

It's FASTER

explosive power levels you believe through various screens - hold the line or plough the field!

It's TOUGHER

the criminals' world's some heavy hardware - but so do you! You can shoot but you must dodge their fire, heavy gunfire, trucks unloading their cargo into your bonnet... It's the most fun pursuit game to hit your eyes!

CHIPS CHALLENGE

BY
US
GOLD

Chip is always on the lookout for a challenge and they don't come any more challenging than this one. Chip has somehow got himself trapped in a huge number of four-way scrolling mazes and the only way to get out is to collect up all the chips in each maze.

This task may sound about as challenging as putting on a hat, but when you consider where the chips have been placed around each maze, you may change your mind. Some are behind locked doors and chip can't open those doors without keys. Other vital chips are sometimes scattered behind rivers and Moobs must be pushed over the water in order to cross.

But there's plenty of other potentially death-inducing traps thrown in there too, including conveyor belts and ice, so Chip's certainly got his work cut for him considering that there's around 150 different mazes to conquer before he finally escapes the maze network.



▲ Watch out for the friendly 'chips' advice!



▲ Encouraging words of wisdom in Chip's Challenge.

AMIGA £24.99

With its average graphics and sound, *Chip's Challenge* isn't going to be everyone's cup of tea. I mean, the sprites are small and the backdrops are laughably simplistic. The sound isn't much better with an annoyingly jolly tone. However, there's something in the actual game that makes it strangely addictive. It's probably something to do with the fact that the game requires a fair amount of brain-power to actually get anywhere, so it's not likey that die-hard, megafaster death junkies are going to like this at all. Still, there's a certain satisfaction to be gleaned from finishing off a particularly devious round and with well over a hundred stages to keep you going, *Chip's Challenge* eventually provides hours of fun. On the face of it, the game is fairly mundane, but *Chip's Challenge* has hidden depths that'll have you coming back to the computer months later. An essential purchase for puzzling fanatics.

RICHARD
LEADBETTER

UPDATE

This is actually a conversion of an Atari Lynx game which has been out for several months already. The Amiga launch of *Chip's Challenge* will be closely followed by ST, Amstrad, C64 and Spectrum releases. Expect to pay with £18.99 for the ST game and £10.99 for the C64 versions.

GRAPHICS	65%
SOUND	64%
VALUE	85%
PLAYABILITY	83%

OVERALL 79%

EDD the DUCK

BY IMPULZE

Edd the Duck, Superstar, pop singer, next week's Sunday dinner. What a hero! This new game chronicles Edd's attempts at producing his latest TV extravaganza, set across nine episodes in three different highly exotic BBC TV departments (Weather, Special Effects and Children's TV). Edd's idea of entertainment is to run about a virtually scrolling platform area collecting stars (floating or what?). When 20



have been collected the episode ends, and Edd moves on to the next, where he does much the same thing.

Unfortunately, everything isn't well. Edd's arch-nemesis, Wilson the Butler (he of the white gloves) has dispatched evil clones to run around the set and bump Edd off. Nasty eh? That being the case, Edd has decided to pack his mega Snowball Shooter to temporarily freeze any of Wilson's henchmen that get in the way.

▼ For more Amiga Edd info!



UPDATE

Amiga and ST versions of *Edd the Duck* are in the offing. Expect to see them in the shops any day now.

▼ Wilson's minions escort Edd in the Amiga version.



SPECTRUM
£9.99

Slight jerky scrolling, appalling colour clash and awful playability make *Edd the Duck* about as thrilling as a punch in the family jewels. Avoid.

OVERALL 29%

C64
£9.99

Oh dear. A bit easier than the Amiga game, but just as bad. Why buy a Rainbow Islands clone for a reason when the real thing's the same price and far superior into the bargain?

OVERALL 42%

AMIGA
£24.99

Oh my word! A licence based on a puppet for a level showed up its true! I suppose it doesn't really matter what the licence is like if the game's any good, but unfortunately *Edd the Duck* ranks as being one of the most tragic platform games I've ever had the misfortune to play. The game attempts to be *Rainbow Islands* without the rainbows, and although graphically it's fine (if completely unimpressive), the playability is reduced to abject frustration by the fact that Edd cannot be moved while he's jumping causing many an undignified death. Also, the idea of only temporarily freezing your opponents (rather than blasting them to oblivion) simply doesn't work as they have a level, any to throw out of just the wrong time (come again resulting in a nervous death). For 25 notes, *Edd the Duck* is a complete joke - and I'm not laughing.

RICHARD LEADBETTER

GRAPHICS 69%
SOUND 63%
VALUE 32%
PLAYABILITY 40%

OVERALL 42%

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Please ask your parents permission before you call. Average length of the call is 2.5 minutes and we advise that you ring at cheap rate.

COMING SOON...

BACK TO THE FUTURE III



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IMAGE WORKS, even though, 118 Southwark Street, London SE1 0SW. Tel: 071-405 1454 Fax: 071-485 3494

THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

THIS MONTH
LAST MONTH

		GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	TURTLES	IMAGEWKS	●	●	●	●	●
2	1	PAPERBOY	ENCORE	●	●	●	●	●
3	1	OUT RUN	KIXX	●	●	●	●	●
4	2	GUARDIAN ANGEL	CODE MSTRS	●	●	●	●	●
5	5	QUATTRO ADV	CODE MSTRS	●	●	●	●	●
6	3	TARGET RENEGADE	HIT SQUAD	●	●	●	●	●
7	-	WONDERBOY	HIT SQUAD	●	●	●	●	●
8	8	RUN THE GAUNTLET	HIT SQUAD	●	●	●	●	●
9	13	R-TYPE	HIT SQUAD	●	●	●	●	●
10	12	QUATTRO ARCADE	CODE MSTRS	●	●	●	●	●
11	-	BACK TO FUTURE 2	IMAGE WKS	●	●	●	●	●
12	-	DT'S SUPER TEST	HIT SQUAD	●	●	●	●	●
13	7	QUATTRO COMBAT	CODE MSTRS	●	●	●	●	●
14	4	JAWS	ALTERNATIV	●	●	●	●	●
15	-	SUPER HANG-ON	HIT SQUAD	●	●	●	●	●
16	-	BATMAN 3D	HIT SQAUD	●	●	●	●	●
17	14	SOCCER DOUBLE	E+J	●	●	●	●	●
18	-	DOUBLE DRAGON	MSTRTRONIC	●	●	●	●	●
19	-	GOLDEN AXE	VIRGIN	●	●	●	●	●
20	-	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●



As predicted, those Teenage Mutant Hero Turtles storm straight to the top of the charts - and that's only on two (count 'em) formats! Once all the versions are out, will there be any stop-

ping them? Will RoboCop 2 or Golden Axe have to fight off the hordes of budget software just to get a look in? Only time (and next month's chart) will tell..

AMIGA TOP 20

1	1	F-19 Stealth Fighter	MicroProse	92%
2	4	Ti Dizzy	Code Mstrs	80%
3	-	Lotus Esprit Challenge	Gremlin	94%
4	14	Kick Off 2	Anco	96%
5	-	Golden Axe	Virgin	90%
6	9	Targhan	Action 16	61%
7	15	Wheels of Fire	Domark	79%
8	-	Power Pack	Beau Jolly	82%
9	3	Adv Fruit Machine	Code Mstrs	76%
10	-	Gremlins II	Elite	82%
11	-	M1 Tank Platoon	MicroProse	79%
12	-	Hollywood Collect	Ocean	71%
13	5	Yogi's Gt Escape	Hi-Tec	83%
14	16	Corporation	Core	82%
15	10	Drum Studio	Players	60%
16	-	Count Duckula	Alternative	72%
17	-	Hong Kong Phooey	Hi-Tec	39%
18	-	Hitohhiker's Guide	Mastronic	87%
19	12	Supremacy	Virgin	83%
20	-	Midnight Resistance	Ocean	80%



F-19 seems above the rest of the pack this month, but at long last, the brilliant Lotus Esprit Challenge scratches in, and at the number three slot, too! Still no Turtles, but next month...

ROB'S TIP FOR THE TOP

If the All Formats Chart is anything to go by this month, I would - to be perfectly truthful - have to say the Turtles are gonna be there and stay there for some time to



Once more onto the breach, as the Codies and Hit Squad run amok throughout the C64 chart, with only ONE (count 'em) full price game - the excellent Golden Axe! Where's all the C64 biggies?

ROB'S TIP FOR THE TOP

The Turtles will probably end up in the top slot, but what with the brilliant HANG and Golden Axe, I'm not sure if it'll stay that way for long...



C64 TOP 20

1	11	Paperboy	Encore	47%
2	-	Super Hang-On	Hit Squad	32%
3	1	Out Run	Rixx	64%
4	16	Quattro Sports	Code Mstrs	70%
5	-	Wonderboy	HR Squad	79%
6	6	Run the Gauntlet	HR Squad	72%
7	4	Target Renegade	HR Squad	80%
8	12	Quattro Arcade	Code Mstrs	67%
9	-	Combat School	Hit Squad	83%
10	2	Quattro Adv	Code Mstrs	77%
11	-	DT Super Test	Hit Squad	85%
12	14	Salamander	Hit Squad	83%
13	-	Golden Axe	Virgin	92%
14	-	Double Dragon	Mastronic	62%
15	15	Fantasy Dizzy	Code Mstrs	81%
16	-	Back to Future 2	Imageworks	53%
17	-	Bigfoot	Code Mstrs	73%
18	7	Quattro Combat	Code Mstrs	67%
19	8	Guardian Angel	Code Mstrs	48%
20	-	Pro Boxing	Code Mstrs	77%

ATARI ST TOP 20

1	11	F-19 Stealth Fighter	MicroProse	89%
2	3	Ti Dizzy	Code Metre	89%
3	10	Lotus Esprit Challenge	Gremlin	89%
4	1	Balla 1999	Code Metre	88%
5	2	Adv Fruit Machine	Code Metre	78%
6	12	Shadow of Beast	Psygnosis	60%
7	-	Power Pack	Beau Jolly	79%
8	7	Kick Off 2	Anco	85%
9	-	St Dragon	Storm	79%
10	-	Hong Kong Phooey	Hi-Tec	33%
11	-	M1 Tank Platoon	MicroProse	75%
12	-	Super Off Road	Virgin	83%
13	-	F29 Retaliator	Ocean	60%
14	4	Targhan	Action 16	55%
15	-	Supremacy	Virgin	82%
16	15	Captive	Mindscape	83%
17	-	Hyperaction	Impressions	77%
18	-	Power Up	Impressions	80%
19	-	Renaissance	Impressions	53%
20	-	Count Duckula	Alternative	70%



F-19 seems back to the top after a slight hiccup, but Lotus sneeches into third place with eyes on pole position! Super Off Road hits the charts at last, but again it's a pretty poor chart all round.

ROB'S TIP FOR THE TOP

The Turtles may be in with a fighting chance, but Lotus and the brilliant Team Suzuki should give the reptilian wrecking crew a run for their money.



What a surprise, eh, folks? These Ninja Turtles slash their way straight to the top of the charts, but the other Christmas top guns have yet to appear! I wonder if the heros-in-a-hat-shell can hold that position when the other games emerge...

ROB'S TIP FOR THE TOP

I've said it before, and I'll say it again, but methinks the ninja foursome will hold out for a month. After that, it's anyone's guess...



SPECTRUM TOP 20

1	-	Turtles	Imageworks	85%
2	8	Paperboy	Encore	85%
3	3	R-Type	HR Squad	83%
4	2	Out Run	Klex	70%
5	-	Batman 3D	HR Squad	90%
6	-	Predator	HR Squad	45%
7	9	Run the Gauntlet	HR Squad	74%
8	-	Kwik Snax	Code Metre	65%
9	13	Match Day 2	HR Squad	87%
10	6	Soccer Double	E-J	68%
11	11	Guardian Angel	Code Metre	48%
12	5	Target Renegade	HR Squad	85%
13	-	Back to Future 2	Imageworks	45%
14	14	Quattro Adv	Code Metre	83%
15	-	Renegade	HR Squad	78%
16	-	DT Super Test	HR Squad	72%
17	-	Wonderboy	HR Squad	81%
18	-	Top Gun	HR Squad	50%
19	18	Fantasy Dizzy	Code Metre	80%
20	10	Quattro Combat	Code Metre	67%

If budget be the food of love, well, then I'm stuffed right out, and no mistake (not? - Ed) that the Turtles are at the top (as predicted), but still no big titles making a showing! Methinks this time next month, the charts will be more than a little different...

ROB'S TIP FOR THE TOP

There's still a lot of stuff to appear in the charts, namely all of Ocean's Christmas biggies, but I reckon the Turtles will hold out - just.



AMSTRAD TOP 20

1	-	Turtles	Imageworks	88%
2	5	Quattro Adv	Code Mtrix	74%
3	4	Guardian Angel	Code Mtrix	40%
4	14	Paperboy	Encore	85%
5	-	Batman 3D	Hit Squad	90%
6	9	Jaws	Alternative	38%
7	2	Target Renegade	Hit Squad	88%
8	7	Quattro Arcade	Code Mtrix	65%
9	10	Out Run	Klax	47%
10	1	R-Type	Hit Squad	79%
11	-	Wonderboy	Hit Squad	70%
12	6	Quattro Combat	Code Mtrix	68%
13	-	Platoon	Hit Squad	61%
14	-	DT Super Test	Hit Squad	69%
15	3	Quattro Sup Hits	Code Mtrix	65%
16	11	Run The Gauntlet	Hit Squad	76%
17	-	Barbarian 2	Klax	90%
18	-	Double Dragon	Metriconic	34%
19	-	Back to Future 2	Imageworks	48%
20	-	750cc Grand Prix	Code Mtrix	58%

MEGADRIVE TOP 5

1	-	John Madden Football	95%
2	1	Strider	95%
3	-	Shadow Dancer	89%
4	-	Mickey Mouse	94%
5	-	Hard Drivin'	93%

John Madden teaches down at nassau and - hardly surprising! Strider still hangs on, but Mickey Mouse and Hard Drivin' could make a difference next month! Again, thanks to PC Engine Supplies of Stoke for the chart.



PC ENGINE TOP 5

1	-	Arrow Blaster	89%
2	-	Burning Angels	83%
3	-	Don Doko Don	83%
4	4	Afterburner II	82%
5	-	Legendary Axe 2	91%

All change this month, with Arrow Blaster and Burning Angels blasting straight to the top, and Don Doko Don making its unpleasent re-entry! Thanks a bundle to PC Engine Supplies of Stoke for supplying us with the charts.

SOMEONE HAS STOLEN MY **Q**UIMIND



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YEAR'S TOP MOVIE

A NIGHTMARE
WAKES UP IN THE
21ST CENTURY

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BRUCE

YES, PRIME MINISTER

MASTERTRONIC PLUS

A week is a long time in politics, and this - the licence from the hilarious and more often than not accurate TV series - puts you in the shoes of the Rt Hon Jim Hacker, a politician not noted for his intellectual capabilities. Your task is simply to survive in power for five days - no easy task by any stretch of the imagination! You have your two faithful (5) civil servants to aid you, the cunning and ingenious Sir Humphrey Appleby, and the tacitful Bernard Woolley, both of whom will do their utmost to aid you

(and themselves) along the way.

Myriad events (some trivial, some of world-shaking consequence) crop up during the week, all of which have to be acted upon in due course either from your office, or from the House of Commons itself. If you're successful, Parliament will carry on, and the good name of J Hacker PM will remain unscathed. Failure will result in scandal, and an unwanted appearance on the front page of *The Sun*.

Anyway, all three versions play much the same, apart from minor graphics differences, and present excellent value for only three quid. If you loved the TV series, you'll enjoy this, so grab it at the first chance.



OPERATION HANOI

PLAYERS

It's time to grab your Uzi, and head out to Kampuchea, where the tyrannical leadership under the command of Lon Ho Fook have developed a super tank, with which they are terrorising the defenceless population. Your mission, should you choose to accept it, is to lead a small but perfectly formed commando assault squad across rivers and jungles, to a harbour where you must confront and defeat the evil Fook and his henchmen. In fact, with all of the blurb and



blurb out of the way, this is an Operation Wolf clone, pure and simple.

Unfortunately, while the graphics are good, the game is really too slow to be very enjoyable. If you want Op Wolf on your 88, you'd be better off buying a completion with the original conversion on it, or waiting for it to be re-released on budget.

SPECTRUM £2.99

Not great graphically or emotionally, but bundles of fun nonetheless, and a pretty good licence. Take a peak if you fancy being Pat.

OVERALL 86%

C64 £2.99

Again, not the greatest thing since sliced pain in the buttocks-ribs, but entertaining enough to warrant a good look.

OVERALL 86%

AMSTRAD £2.99

If you think you could do a better job than Mrs T (with all of politics), and you enjoyed the show, then grab this and have a bash!

OVERALL 86%

C64 £2.99

Initial good points outweighed by sluggish gameplay and slow movement of sprites make this a budget game to be avoided.

OVERALL 32%



JOCKY WILSON'S DARTS

ZEPPELIN 16 BIT

When fortunetellers also feel it best to tell men with guts hanging over their trousers throwing small metal rounds at a circular board eight feet away is just your thing you may be interested in this Zeppelin release. Of course, it's a darts game featuring the small, round Scot with no teeth. This game is in three parts, a head-to-head challenge against a human player, a round the clock

which pits you against Jocky Wilson himself - eight games, and the tournament.

Generally, the game is very nice indeed, with some very nice graphics, and the sound is not too bad, either. The gameplay falls down because it's a bit too easy to play - here at least, Jocky's not the unrelatable seven-striker he's made out to be. Jocky Wilson's Darts isn't exactly the superb piece of 16-bit software the packaging makes it out to be, but nonetheless it's a fun game, and quite entertaining if you fancy a game of darts and don't have enough money for the bus to the pub.

AMIGA
£6.99

An okay game of darts, but it is not as fun as the real thing - where's that board with the picture of Ronnie Langford on it?

OVERALL 77%

RANARAMA PLAYERS

Become Mervyn the wizard in this exciting re-release of an old Henson game. Poor old Merv is the lad in a long line of white wizards and to escape the clutches of evil, invading warlocks he's gone and changed himself into a frog! Now he's got to escape a lot of satral gaurled-esque dungeons and butcher all the evil warlocks at the same time. Merv can blast these guys or enter into a head-to-head sub-game with them, where he has to re-arrange jumbled letters to spell RANARAMA. He can then use the dead warlock's runes to buy new, more powerful spells.

Ranarama is getting on a bit, but it's still probably the best 8-bit Gauntlet-type game available, enhanced no end

with the addition of a bit of magic system. A fabulous re-release which more than deserves to sell well at the magic budget price.

C64
£2.99

A baby Gauntlet game that should go straight to the top of your shopping list.

OVERALL 90%



ELIMINATOR PLAYERS

Take the name of the Eliminator - "a machine encased in death, that kills but cannot be killed!" as the blurb would like to point out. In other words it's your job to shoot around the 3D tracks dealing out death and mayhem to any enemy spaces that dare get in the way.

Eliminator was originally a 16-bit game and unfortunately, a lot of the playability has been lost in the translation to the C64. The music isn't bad and the graphics are quite im-

pressive for Commodore's 8-bit machine, but unfortunately a lot of the sparkle of the original game has been lost in the conversion. Give it a go if you're into sprite-based 3D destruction.

C64
£2.99

Not exactly the most amazing shoot 'em, but Eliminator is quite addictive in the shoot 'em.

OVERALL 72%



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UPDATE

E-SWAT US GOLD

Having copied a stunning 80% on the Amiga last issue, the wall and cyber cops blast on to the ST! Graphically similar to the Amiga version, but without the full-screen scrolling, the ST game is lacking in more than one department - the scrolling is slow and jerky, the sprites are very bland in appearance and jolt along at a very slow pace. The digitised speech is gone, as is any hinting of playability this game once had. If you're looking for a fast action game, forget it - you certainly won't find one here!



ST
£24.99

Dah wah, what happened? The game's all in there, but the graphics are dull, the sound is noisy and the playability is well below the par set by the Amiga version.

OVERALL 55%

FINALE ELITE

The reason this compilation is called Finale (according to Elite) is that it represents absolutely the last chance you'll have to get your mitts on these games. Well, that may be the case, but would you really want it, that's the question, as these four games - Overlander, Paperboy, Ghosts 'n' Goblins and Space Harrier - aren't exactly the hottest thing since sliced radioactive fuel rods.

Overlander is a rather basic RoadBlasters variant, with fancy graphics and sound, but unfortunately it gets a touch boring after a few plays. The other three are conversions of coin ops, the pick of which (on the Amiga anyway) is Space Harrier, which features fast full-screen 3D action.

Paperboy and Ghosts 'n' Goblins are both fairly accurate, but they're a little off in their difficulty level, making them frustrating rather than entertaining. It's also worth noting that the version of Ghosts 'n' Goblins doesn't need a memory expansion,

as the version originally released did.

Overall, a decent bunch of games, all of which run high in the audio-visual stakes, but fall a bit on playability. Worth getting if you missed any of them last time.

AMIGA
£24.99

A decent collection of conversions, the best of which is the full-screen conversion of Space Harrier.

OVERALL 75%

DAMOCLES MISSION DISK

NOVAGEN

Damocles (the sequel to the classic Mercenary, in case you didn't know) has to rate as one of the longest-awaited games in computer history, and when it was

eventually released, it received a whole host of accolades (not to mention a C+VG WFT). Now the first in a series of Mission Disk has emerged, and it brings a whole new world to your machine! It's still the same game, with some upgrading, but high speed 3D graphics, but now you've got the opportunity to expand upon the original gameplay with some new objectives and new starting points. If you enjoyed Da-

moles, or completed it, for that matter, you'd be best advised to grab hold of this at the first opportunity.

AMIGA
£9.99

A nice way to get a lot more enjoyment out of a existing game. Grab it at once.

OVERALL 85%





BADLANDS

DOMARK/
TENGEN

Super Sprint racing, future style, was warmly received on the Amiga, but not so much on the C64. Now

Badlands turns out to be Amstrad, and quite frankly, this has got to go down as one of the worst full-priced Amstrad games released for quite a while. While the essential gameplay remains the same, the whole thing is very sluggish, and the intelligence of the bronze cars is something akin to that of an ant-

thilled bluetottle. Add to that graphics that would be more suited to the Spectrum - almost monochromatic! The music is little short of dire, and the split FX are so low and far between, they're not worth mentioning. Overall, this is definitely one to leave on the shelf.

AMSTRAD
£9.99

Get it? Not even a tiny patch on the safety area, some DT Road Racer, so if you're after a game of this type, you'd be better off going for that Quark gold classic.

OVERALL 40%

SPY WHO LOVED ME

DOMARK

Byond is back, for more blazing 'n' blasting scenes this time on the C64. Posing you firstly behind the wheels of a Lotus Esprit, your mission is to stop the marauding Fiat Stomberg from starting a third world war, one which would leave him master of the Earth. Although similar to the Amiga and ST versions in most respects, the Operation Wolf-style sections are missing (due to memory restrictions), but this doesn't detract from the enjoyment of the game in any way - in fact, it goes as far to make this a very playable and very happy Spy Hunter game! Fully graphics (with the exception of the title screen, which makes Bond's suave and debonair features look as if they've been savaged by a steamroller!) and some nice tunes combine with the fast 'n' frantic gameplay to make this the best Bond game yet to appear on the C64. Pick it up now, or it will never forgive you!

C64
£9.99

A brilliant game that's fun to play - but where's Miss Monypenny? Oh well, maybe next time...

OVERALL 89%

CHUCK YEAGER'S AFT 2.0

ELECTRONIC
ARTS

It's flight simulation time once more, with the ST version of Chuck Yeager (the man who first broke the speed of sound) and his Advanced Flight Trainer. The PC version (reviewed way back in the mists of time) was well received, as it gave you

an excellent insight on not only how to fly, but how to fly well and in formation, utilizing a wide variety of aircraft - even including the Space Shuttle!

The ST version suffers in comparison in quite a few ways - firstly, the SD is rather slow and jerky, and detracts a great deal from the feeling

of rapid flight, secondly, the whole thing has to be backed up from the outset (this is not an option, this is mandatory and takes bloody ages!), and finally, a lot of the controls

are either hyper sensitive or sluggish, making the craft of your choice more of an unguided missile rather than an aerial gymnast. If flight sims

are your bag, you'd be better off having a look at the excellent F-15 Stealth Fighter, which is a whole lot more playable, and a great deal more entertaining.

ST
£24.99

Advanced flight training that's not really up to the standard of the great man himself.

OVERALL 64%



UPDATE

GOLDEN AXE

VIRGIN

Well, hack my legs off and scratch me alive, Golden Axe marches its way onto the Amiga, Spectrum and Amstrad! The ST version (reviewed last issue) was pretty good, but was marred by a rather annoying disk loader, and a primitive display (the bottom half of the screen being cut to bits by the status panel). The Amiga version suffers only from a similar loading system, which means the screen stops every so

often to load the next bit in, but has lovely full screen graphics (all of which are coarsely drawn and animated), and the sound (sampled from the Megadrive version, I might add) is all there, too. The playability is just as good as the coin-op's, which makes Amiga Golden Axe a must for your collection. The Spectrum and Amstrad versions, however, fall into the realm of average-ness, with some reasonable graphics and sound, but the gameplay is screwed up by some strange controls. Take a look, but don't expect too much.

AX-BATTLER

THE BARBARIAN

*His mother was killed
by Death-walker*



SPECTRUM £9.99

The graphics are a bit dodgy in places, but the strange controls make this a tad uncomfortable to play.

OVERALL 65%



AMIGA £24.99

A brilliant conversion of a great coin-op, and a supporter of a game in its own right. Buy today, or find a complete package for the rest of the month.

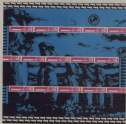
OVERALL 90%



AMSTRAD £9.99

Better graphics than the Spectrum version, but still the same gameplay problems rear their ugly head. Try it before you punt with the dough.

OVERALL 69%



PANG

OCEAN

Levels of bubbles to be cleared, with the Speccy conversion of the old Mitchell coming up, but does it measure up to the expectations laid down with the outstanding Amiga version? Well, the answer is a resounding yes, and in flying style, too! For what a 128K Spectrum can do, this has got to rank as the best Speccy conversion in many a moon, with some absolutely cracking graphics. Okay, so there's not much colour, but everything is clear as crystal. The sound is just as good, with some lovely blubbery tunes and FX. Quite

frankly, if you've got a Speccy 128, and you don't race down to Johnny Floppy's Software Emporium, and demand this now, you're as mad as a March hare (even if it is only January).

SPECTRUM
128K
£9.99

Great graphics and sound, and gameplay that'll have you attracted across your screen for yonks. Grab it immediately, or suffer later!

OVERALL 93%

ROBOCOP 2

OCEAN

The metallic scourge of Old Detroit's criminal community blasts back, this time on ye humble Speccy and the Amiga, and makes a pretty good show of it, too! The Amiga version sports some very nice graphics indeed, along with some tasty HALL digitised screens, and enough sound effects to convince anyone you've got the SAS performing target practice in your bedroom! The Speccy version doesn't lose out, either - the graphics are really smart, and the digitised pics are present here, too! RoboCop 2 is a well hard game, no matter which version, but persistence is a virtue, and one that will ensure that this is a game that'll be played again and again.



SPECTRUM
£9.99

Good graphics and sound, and really hard, but well worth sticking with, just for the sheer satisfaction of completing a level!

OVERALL 83%



AMIGA
£24.99

Excellent audio-visuals abound here too, but like before, this is one tough nut to a game. Only the hardest gamers are need apply.

OVERALL 85%

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GAZZA 2



BY EMPIRE

GAZZA - what a hard football soccer game and England fans as well as a chart-topping song find (more the song myself). Paul Gascoigne is certainly a man to be seen with (preferably without him actually scoring). It seems that Empire have been particularly impressed with his mindless antics and have decided to sell another

secret simulation with his official endorsement.

It's the usual soccer simulation fare, as you control your players on the eight-way scrolling pitch, and your objective is plant the ball in one of the goals (preferably your opponent's) found at the far-left or far-right of the pitch. Easy huh? You simply run around the pitch taking care

not of the player nearest to the ball.

Gazza 2 contains a number of major international teams from the soccer data me (they actually pass the ball to you when they kick off) to the low-flying B-scatter team, whose body graphics is beyond compare. There's also a chance to sample un-utensilous two-player liveli if that's what you fancy.



UPDATE

That canny Newcastle lad is going to be making an appearance on the Amiga, ST, C64, and Amstrad CPC. All versions should be out by the time you read this.

4 "In-the-box" action in Gazza 2

SPECTRUM £10.99

Just as playable as the GX4000 game and the ball actually seems to leave the ground when you kick it (doesn't seem to change the gameplay much though). However, the other faults from the Amstrad version are in this one too, and they conspire to keep Gazza 2 firmly in the second slot.

OVERALL 74%



3. Player one scores against the Amstrad goalie!



4. Can Albano's zenki back?

GX4000 £29.99

I must admit, I was expecting this Gazza simulation to be about as good as his singing (here you heard the full horror of "Geordie Boys"!). But I was pleasantly surprised by the quality of this lousy sim. The on-pitch action is fast and furious, and in simultaneous two-player mode it's great fun. The graphics are very kind of vague and paralytic the action well, and in the whole the feel of the game is good. Unfortunately, there are a few niggly little things which prevent this from being a first division soccer game. For example, there are no fouls and hence no free kicks or penalties, and passing is made difficult by the fact that none of the players play in position, (except the goalkeeper who stays firmly on his line no matter what) I could mention other things like the fact that the ball never leaves the ground, or the three-line which look like blocks, but when it's said and done none of the problems are so undesirable that they totally cripple the action, if they weren't there, though, this would be a great game, rather than just a good one.

RICHARD LEADRETT

GRAPHICS 73%
SOUND 66%
VALUE 79%
PLAYABILITY 75%

OVERALL 74%

CARV UP

BY CORE

Once upon a time, a happy little cartoon car called Arnie lived in a lovely cartoon world called, er, Cartoon World. That was until the twisted Captain Grim arrived in Cartoon World and decided that everyone should be evil. So, he shoved all the good, clean-living 'foons out of Cartoon World and populated it with nasty evil toys. Just to make things worse, Grim waved his magic wand over the place and the land didn't look so nice any more.

Arnie the happy car wasn't so happy any more and decided that he'd use his jumping skills to run around the hilariously swirling platform landscape changing back the

once lovely platforms to their former glory. If any evil little 'foons get in the way, Arnie can clear the way with spinnin' seats (which kill enemies above him), spinnin' hoes (to throw out on the platform behind him), and even smart bombs to destroy all enemies on the screen!

There's eight levels for Arnie to conquer, each with six sub-levels, but he'll need your help in liberating Cartoon World, especially as Captain Grim has taken up residence at the end of the game - and by the time Arnie reaches him he'll be even more angry than usual. Watch out Arnie!



▲ Arnie is delivered to level 2 via air mail!

▼ Musical World is Arnie's next port-of-call.



▲ Spooky should gang up on Arnie!



▲ Paint those platforms, Ariel!



▲ Level one in action!



▲ Action in Car-Vup!

UPDATE

At the moment there's no plans for other versions of Car-Vup, although we reckon it would make a brilliant Atari game. Keep reading C+VG for any further news.

ST
£24.99

Although the sound isn't quite up to the Amiga's standard, and the parallax scrolling has been lost, ST Car-Vup is still a really addictive game. Highly recommended.

OVERALL 86%

AMIGA
£24.95

Basically, Car-Vup is a cracking game! On the Amiga you get super-smooth scrolling and cute, cartoony sprites. They set a great atmosphere for this game and this is only helped by the myriad of one sampled effects and the catchy music (which manages to be funny at the same time!). The actual gameplay itself is pretty limited - just drive around the platforms changing their colours and then going to the next level. All this may sound about as interesting as being caught in a traffic jam, but Car-Vup is a strangely addictive game and the simple all-out arcade action is probably the game's greatest asset. With 48 levels, there's lots to keep you going so if you fancy a decent arcade game that doesn't involve gratuitous destruction, go for Car-Vup.

RICHARD LEADBETTER

GRAPHICS 92%
SOUND 87%
VALUE 84%
PLAYABILITY 89%
OVERALL 87%

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TOP CAT

STARRING IN

BEVERLY HILLS

Cats



Hanna-Barbera

The latest game in the Hi Tec Games Beverly Hills series stars the world famous Top Cat and his gang who've moved to town by Officer Biddle.

When an old lady leaves her wealthy friend to Bessy the Bull because her only rightful heir, Amy, is missing, Top Cat and the rest of the gang set up in Beverly Hills in the luxury of Madam Van Der Galt's mansion. Naturally, the better, is next in line if he can get rid of Bessy. In between, play to the limit and having fun around the pool, with T.C. and his gang have plenty and find the missing Amy?



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WORLD - OF - GAMES

BY EPYX

Apart from Gazza II, the only other sports simulation available on the GX4000 is *Epyx World of Games*, a four-event affair.

Up to four people can play at once, in a sort of strange quarterfinals. Each player attempts an event, and the highest scorer wins the gold, the second highest the silver and so on. At the end of the competition the person with the most medals is the winner!

The events are pretty

diverse. First there's the cliff diving, in which you have to dive off the top of a high cliff. The player is judged on his diving style, and his timing and entry into the water.

After that it's time for some downhill skiing. Guide your skier through the gates as he whizzes down the vertically twisting piste. Miss a gate and points are docked from your overall time.

Biking requires you to ride a BMX bike over a horizontally scrolling course.



▲ Your start bites the dust - literally!

Points are scored by performing stunts - but watch you don't fall on your head or you'll be out.

Finally, there's surfing. Ride the wave and launch yourself into the air and perform spins to gain as many points as possible within the time limit.

If you score well enough, your efforts will appear on the record table, and you can show them off to your pals (or as long as the machine stays on).

GX4000
£24.99

Epyx World of Games certainly looks good, with plenty of colour and some nice detail - the stunts and skiing events being the best examples. However, when you come to play the game, it very quickly becomes apparent that there's simply not enough on offer. All the events are incredibly easy to complete - even a novice could match up near-perfect record scores in a sitting - and after that the lack of reward makes playing this a routine chore rather than an exciting challenge. The four-player option adds a bit of lasting appeal, but when it comes down to it the easy-to-master gameplay and lack of variety ultimately results in boredom. If you're a fan of sports games, you're bound to be disappointed by the absence of depth and excitement.

JULIAN RYGNALL

▼ Try for the elusive 300 in the surfing event!



▲ Sustained cliff diving excitement. ▶



GRAPHICS 84%
SOUND 69%
VALUE 51%
PLAYABILITY 63%

OVERALL 59%

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STUN RUNNER

BY DOMARK/TENGEN

In this conversion of the monster Tengen coin-op, the player takes control of the STUN Runner craft, speeding bobbleball-like through the Spread Tunnel Underground Network (STUN, see?) blowing a variety of enemy craft and maintaining all the hazards that the STUN organizers have left in the tunnels.

You'll find stars that can be exchanged for Shockwaves (mega-destructive smart bombs), and turbo pads which catapult your craft forward at 600 mph — so fast it even becomes invulnerable and invulnerable to enemy attack! Not bad, eh? There are also traps that send your STUN ship flying into the air!

The basic object as a STUN Runner is to speed through each level, picking up enough speed to beat the punishing time limits. That being the case, it's best to follow the outside curve of the tunnel so this is where your ship picks up the most speed.

There are 28 levels of STUN Runner rising before your driver can claim the glory of being the greatest racer in the known universe!



▲ Hand camera? You can "bank" on it (right)

SPECTRUM
£9.99

Like the C64 version, this one uses sprites rather than vector graphics and though the graphics are defined better than they are in the C64 game, the 3D tunnel effect is severely headache-inducing. Again, this just doesn't have any of the high-velocity thrills of the arcade game, so as a conversion it's something of a failure.

OVERALL 24%

C64
£9.99

The programmer has completely forsaken polygon graphics (which the C64 wouldn't be capable of handling) for a jerky, flickery sprite look. Devoid of any redeeming features whatsoever, STUN Runner is a total travesty that all C64 owners should avoid like the plague.

OVERALL 20%

AMIGA
£24.99

STUN Runner is a brilliant arcade machine for all single reasons. The polygon graphics move so quickly and so smoothly that actually seeing the STUN ship is an unbelievable and exhilarating experience. Unfortunately, Domark's conversion of the game lacks the speed of the original, and while it's not empty, doesn't play much like the arcade at all. It's a shame really because the graphics are every classic's coin-op and the sound is better still with an atmospheric Matt Furlong score. Unfortunately, the programming of the actual game isn't quite so good. At times you can see the ship through the tunnels, and sometimes if you cross the starting line without time to spare the computer ends the game anyway! The STUN ship doesn't really handle very well and the level generation of the away STUN tunnels isn't realistic at all. STUN Runner could've been a real buster, but can't stand I can't even recommend this, even at half of the cover price.

RICHARD
LEADSCOTTER

UPDATE

ST, PC, and Amstrad versions of STUN Runner aren't available as yet so go to press, but they should be in the shops by the time you read this. Expect an update next issue.

GRAPHICS 60%
SOUND 80%
VALUE 39%
PLAYABILITY 38%

OVERALL 39%

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SEGA

“DO ME A FAVOUR...
PLUG ME INTO A SEGA”

Doing Quaid is a troubled man. Haunted by dreams of Mars, restless motion and death, he travels to Earth but is hospitalized, a comatose specimen in exploding memories - in this case, a journey to Mars to discover the truth behind the disturbing nightmares.

But something goes drastically wrong, revealing Quaid's life to be a complete lie. To discover what and who he really is, Quaid takes a journey to the red planet - but unknown to him, he is being lured by Ripper and his security forces, controlled by Mars's ruthless governor, Co-Falgor.

The first and third levels are platform based, in which Quaid has to hunt down certain items that will reveal more of who he really is. Stages two and four are car chases in which our actor

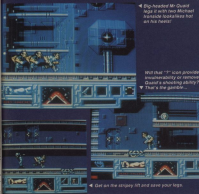
TOTAL RECALL

BY OCEAN

here has to race a commandeered law through the futuristic colony's main streets, smashing through gates and generally attempting to avoid your pursuers. The final level, in performance once again, tests Quaid searching out Rusto, the mutant who will reveal Quaid's secret and how to set things free.

UPDATE

BT, Spectrum, Amstrad and C64 versions of Total Recall are currently under development and they're all scheduled to appear in January.



Big-headed Mr Quaid logs in with two Michael Biehn-style lookalikes but an 'Aa' never!

But their 'A' keys provide invulnerability or remove Quaid's shooting ability?

▼ That's the gamble...

▲ Get on the slippery lift and save your legs.

AMIGA £24.99

As I recall, this movie was all special effects and not enough plot, and in this respect Ocean's game is completely faithful to the film. The graphics throughout the game are pretty smart (although the sprites are cartoony, rather than being exact Area 51 clones), and the music and effects are really atmospheric. What I didn't like about Total Recall was the fact that playing it was just like playing the car chase sequences out of the 16 volumes of Batman and the platform bits out of Batman/Untouchables/Robocop/Robocop II/Mary Jane. I don't know about you lot, but I'm getting a bit tired of every new Ocean film licence taking a very similar format. What's worse is that there isn't that much shoot 'em up action to make watching the mass of platforms any more interesting. Quaid spends a lot of his time with a gun but without the use of it. This means he has to punch his enemies to the ground, and while you're punching them, they're pumping bullets into you! This is particularly annoying on the later levels when you come across enemies who can steal five bullets and lots of punches. And of course since you've used up your single life and the controls you have to go through it all again right from the beginning. Overall, then, a very polished game, but one I can only recommend to very patient players who haven't become bored of Ocean's film licence format, which is beginning to look pretty tired nowadays.

PAUL GLANCEY

GRAPHICS	79%
SOUND	81%
VALUE	60%
PLAYABILITY	60%

OVERALL 62%

REVIEW MEGADRIVE

SHADOW DANCER

BY SEGA

The year is 1990. The world, at peace until now, is brought to the brink of global disaster - the Union of the Lord has kidnapped a large number of dignitaries, and has threatened to kill them all unless their demands are met to the letter. The only man capable of rescuing them is Joe Musashi, the master ninja known as The Shinobi.

Musashi has not only his mental skills to aid him, but also the secret of ninjau

magic - a power to conjure up the forces of the elements themselves - and his faithful dog, who will attack on command, leaving most enemies defenceless.

The way ahead is treacherous and dangerous, with many warriors and treasures out to stop the Shinobi by any means possible - none worse than the evil spirits called from the Otherworld to use their powers to destroy Musashi's usability!



▲ The first end-of-level guardian meets his doom.

THANKS!

Thanks to PC Engine Supplies for the loan of the Shadow Dancer cart.



MEGADRIVE £35.99

As a great fan of the Shinobi games - especially the brilliant Revenge of Shinobi - I feel more than a tad disappointed with Shadow Dancer. The coin-up was really good, but the Megadrive version is completely different from its arcade "parent" - the levels have changed, so have the enemies. The only thing remaining the same are Musashi and his trusty dog. The graphics are nothing outstanding and the sound consists of an okay tune with some good effects. The playability is where things go completely to the wall, as if all seems to be a learning game (ie something get killed, then you know next time what's going to happen). The difficulty of the game itself leaps from easy to ultra-hard and back again, then leaps to nigh-impossible on the last level. To sum up, this is a pretty cool conversion of a enjoyable coin-up - if you've desperate for a game of this ilk, you'd be better off going for Revenge of Shinobi.

ROBERT SWAN



▲ One man and his dog.



▲ Musashi cuts through the opposition!



► An all-action pose as the Shinobi prepares for combat!

GRAPHICS	82%
SOUND	77%
VALUE	60%
PLAYABILITY	67%

OVERALL 63%

THEIR EYES MET ACROSS THE LABORATORY...
THE CHEMISTRY WAS INSTANTANEOUS!

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REVIEW ST AMIGA

BY AUDIOGENIC

Bugal Horror, creepy-creaky, things have infested the neighbourhood, so the insect-hating citizens have called in the Exterminator - a pest control man with a difference! Starting off from one end of the street and working down, the player has to enter each house and clear all the rooms of bugs.

What makes The Exterminator different from your usual Renegade game is the tools he uses. Instead of using environmentally unfriendly sprays, The Exterminator kills all known pests with his bare hands! He has special hands, though, because they're empowered with the ability to shoot blasts of laser death at any enemy that gets too close for comfort! The hand can also

**C+VG
HIT!**

squeeze anything that buzzes by, as well as things on the floor, squashing its cars or deadly toy tanks! And if you want, a second bug-basher can join in at any time, controlling The Exterminator's other hand!

You haven't got it that easy, though - toy tanks, laser-splitting sprays and wasps are also out to get you, and if they get too close, they'll drain your "juice" just like that (snaps fingers)! Once a room is clear, you move on to the next, until the whole house is de-bugged, and then it's time to move your loyal team down the street, where more bugs lie in wait.



▲ The Street. Clearing it of bugs is all in a day's work for The Exterminator.



▲ Start exterminating in the kitchen.

Spot the fragal!



C64 SF

▼ You'll Blug by it!



▼ Floating tanks in the



EXTERMINATOR

By *A* with the C64 version.



C64 £10.99

A real gamebreaker of a game! Audio-visually, few games can touch this on the C64 at the moment. It features some absolutely stunning backdrops and sprites - and the music is enough to have your ears glued to the telly for ages! The simultaneous two player option is gone, but that doesn't affect the game too much and the only setback is the multi-task. Nevertheless, an essential purchase which no C64 owner should be without.

OVERALL 91%

Clearing up the kitchen
 ▼ in the Spectrum version.



ST £24.99

Essentially the same as the Amiga version, although the sound is a tad weaker, and there aren't as many colours on screen at once. However, the gameplay is still as enjoyable and addictive here as it ever was, so get this at the first opportunity, and give those bugs a good bashing!

OVERALL 89%

SPECTRUM £10.99

This has got to rank amongst the best Spectrum coin-up conversions seen in ages. The graphics are brilliantly drawn, and the gameplay remains fully intact - just as fast and frantic as the arcade machine! This is a must for Spectrum owners with a taste for wild and wacky action, and will have you gripped for some time to come!

OVERALL 91%



▲ You love to pound in the kitchen!

UPDATE

An Amiga2 version should be buzzing about by the time you read this for the price of £18.99. If these four versions are anything to go by, the Amiga2 game should be just as good!

AMIGA £24.99

I thought the Gemtek coin-up from which this is converted was a real riot, and the Amiga version (developed by The Assembly Line) is, to all intents and purposes, arcade perfect - a phrase I do not use lightly! The graphics (although not optimized like the coin-ups, due to memory restrictions) are brilliant, and the hand grips, bumps and blasts in exactly the same way. The backdrops are all excellently drawn, and the visual gags (like the frog getting flattened) really make this a treat to watch. The sound is also very good indeed, with lots of bangs and booms, and even the paired squeals when you grab the wags by mistake! The joystick controls of the coin-up were a little difficult to get to grips with, but the control on this version improves on it, making the whole thing a lot more fun to play! If you've fed up with the same old thing over and over again, and you're after something a little different, take a look at this - you won't be disappointed!

ROBERT SWAN

GRAPHICS 90%
 SOUND 89%
 VALUE 91%
 PLAYABILITY 94%

OVERALL 90%

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HARD DRIVIN'

BY TENGEN

"THANKS!"
*...to PC Game Digest
 for the loan of the Hard Drivin'
 for this review.*

Realism was the name of the game in Atari's Hard Drivin' coin-op. It was originally developed with driving instruction in mind, but it was decided that the specialised 3D polygon graphics hardware would pay their way more easily if they were inside a sit-down cabinet with bucket seat, clutch, brake and accelerator pedals and a steering wheel that provided realistic feedback.

At the start of each game, you choose whether to control the car with manual or automatic gears. Then it's on to the race itself where the general objective is to reach the next checkpoint before your allocation of time runs out. Being the all-out simulation that Hard Drivin' is, you start with other cars or scenery tend to hurt a lot and the fast moments of your digital escapades are replayed

to your embarrassment!

There are two tracks worth of driver's escapades available. On the speed track you learn how to get the highest speeds out of car on the long straights. On the stunt track, your skills and reflexes are tested to the hilt across hazards like the loop (the loop and bridge jump).

If your lap times are fast enough, the Phantom Proton might even challenge you to a race...

MEGADRIVE £40.00

Cripes! It looks like Tengen completely forgot about converting the ace arcade machine and went out to convert Demark's Amiga version of the game! Apart from the fact that it's a lot faster, Mega-drives Hard Drivin' (officially is Amiga Hard Drivin') even some of the old bugs are present and the sound is actually a lot worse. The sampled ignition has been replaced with a lacking synthesized effect and the car's engine sound more like a flubulent elephant! Usability is this game's main problem, though. One game is all that's required to see everything that this game has to offer and after that all interest in the game vanishes with a spectacular suddenness. Also, the handling of the car is completely unrealistic, and that realism was the whole point of the arcade machine. If you're a racing fan spend some money on the coin-op version (or better still, Race Drivin') - this simply isn't value for money.

**RICHARD
LEADBETTER**

GRAPHICS	81%
SOUND	49%
VALUE	29%
PLAYABILITY	60%

OVERALL 52%



The entire track layout is displayed on the title screen. Choose either the Speed or Stunt Race at the fork in the road.



▲ It's the famous Hard Drivin' barn - complete with 20 map-ling cows!



And here's the famous Hard Drivin' loop-checkpoint! Watch out for lorries coming the other way!

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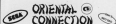
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REVIEW

SEGA MEGADRIVE

MICKEY MOUSE

C+VG
HIT!

BY SEGA

My world! The inhabitants of Wink City are mostly nice, friendly sort of people, but unfortunately one person in particular isn't very happy at all. Mizrabel the evil witch isn't exactly the nicest person around and to prove just how despicable she is, she's gone and made off with Minnie Mouse and imprisoned her in the Castle of Illusion. If personal hero (and all round good guy), Mickey Mouse doesn't do something about it, she's condemned to die a slow and tedious death.

Enter the player who must accept the mantle of the Disney hero and travel six levels of arcade platform action

using his bottom to squash any of Mizrabel's minions that dare get in his way. At the end of each level is a rainbow jewel, justly guarded by a Master of Illusion. Mickey's quest involves him collecting all six jewels in order to create a rainbow that can transport him to Mizrabel's stronghold.

But even collecting one jewel can be a nightmare. On the platform levels of the Castle of Illusion, Mizrabel has conjured up some of the most devious platform traps imaginable. The usual assortment of lifts and crumbling platforms are there, along with a selection of secret rooms and gargantuan end-of-level guardians!

Mickey prepares to inflict a severe concussion on the evil witch Mizrabel



▲ Don't fall off the chocolate bridge!

THANKS!

A very warm and hearty "hi" to PC Engine Supplies of Stoke for the loan of the Megadrive cart. Contact them on (0762) 712752!

UPDATE

If that Mickey Mouse is likely to reach any other system for the moment, \$199, computer owners can try and get hold of an ancient GigaByte game based on the Disney superhit. It's not at all like the game reviewed here, but it is still quite a laugh!

Swing through the stars in the extra energy in the Megadrive version!

EEK! Surrounded by spiders? Where's Pluto when you need him?



POWER
■■■■■

TRIES
1/101

ITEMS
4/100

SCORE
00002300

⚠ Don't get caught by the soldiers in Topland!



POWER
■■■■■

TRIES
1/101

ITEMS
4/100

SCORE
00002300

MEGADRIVE £40.00

Gigabyte's really! Mickey Mouse ranks as one of the most stunning carts available with truly comic-quality sprites and backgrounds! This Megadrive cartridge combines the playability of Super Mario with all the cartoon charm of Disney's favourite resident superstar - buy this - it'll blow you your mind out of this world!

OVERALL 96%

SEGA £29.99

Flipper ball! When Mickey Mouse first arrived in the office, everyone was mighty impressed with the quality of the graphics. Mickey himself is a visual masterpiece with amazing Disney-style animation and the cute sprites and wonderful backgrounds just can't be faulted at all! The playability is a close rival for the Nintendo Mario series (indeed, some of the puzzles struck me as being very familiar...) and there's a huge amount of strategies to be learnt before you finally vanquish the evil Mumbot. With its massive variety of levels and secret rooms, Mickey Mouse ranks as the greatest platform game available for the Sega. Luckily, months of gaming fun are to be had with this exciting cart, so be sure to get your share of your rapidly diminishing Christmas money in Mickey Mouse's direction!

**RICHARD
LEADBETTER**

GRAPHICS	93%
SOUND	83%
VALUE	94%
PLAYABILITY	94%

OVERALL 93%

ULTIMATE RIDE

BY MINDSCAPE

This game lets you take your silver mean machine to the greatest grand prix circuits in the world and participate in the grueling sport of motorcycle racing. But if that doesn't appeal much to you, and you're feeling particularly daring you can even select street courses and race 'Carnival' fun-style through the streets.

Ultimate Ride simulates the capabilities of six real bikes amongst them: Yamaha's FZR 400 and V-MAX, Honda's CBR 600 and the Kawasaki Ninja ZX10, and the amazing presentation sequences lets you know which

one is best suited to your riding style or the conditions you face in the game itself. There's even the option of changing the tyres of your bike, so as to maintain maximum grip on the road. Good eh?

During the game itself, the on-screen action is displayed in first person 3D with the horizon (rather than the bike) tilting with every corner taken. You can choose whether you wish to drive a qualifying lap or just get straight into the game proper. But beware! The Ultimate Ride is a realistic motorcycle simulation, so don't expect your silver steed to achieve the impossible!



▲ Beware realisation in The Ultimate Ride!

UPDATE

There is no sign of The Ultimate Ride appearing on any other machines, but if this game does crop up on any other format, we'll let you know.

Track starts a go-go before the main race begins.



▲ One of the mega-presentation screens - check out those mean machines!

AMIGA
£24.99

The Ultimate Ride has got some of the best presentation screens I've seen yet in a racing game. Each of the amazing high-power bikes is portrayed in a style that puts Test Drive (and to shame! Unbelievably, just like Test Drive, underneath the sleek graphical exterior lurks a very average game. The 3D effect of driving around the various tracks is slow and jerky and the collision detection is rather dodgy to say the least. The onics consist of some decent enough soundtracks, but the bike's engine "roar" sounds like some poor, unfortunate chucker being slowly throttled. The split-screen two player mode is quite fun for a while, but unfortunately, the visibility for each player is very limited. The Ultimate Ride is quite fun to sit down and play for a few minutes, but it's really surpassed by Grand Prix (this year's best) from Team Sasaki.

RICHARD
LEADBETTER

ST
£24.99

Much like the Amiga version, suffering from the same faults. Check it out only if you're a die-hard biking fan (who doesn't like Suzuki much).

GRAPHICS 70%
SOUND 72%
VALUE 67%
PLAYABILITY 66%

OVERALL 68% OVERALL 68%

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ZARLOA MERCENARY

It's you against the interdimensional Mercene in this vertically-scrolling spaceborne shoot 'em up. The Zarloa want to steal some of their mineral-rich territory, and they've hired you to persuade them (using atomic artillery) to move home.

Of course, each interdimensional you blast is money in the bank, which buys you extra bits at the End-Of-Level Weapons Emporium. Cheap-skates will be pleased to know that power-ups also appear during the game as icons, which provide homing lasers, auto-fire, speed-ups and other such goodies.

While this isn't as technically-shining a shoot 'em up as, say, Blue Lightning, it's not bad. The graphics throughout are varied and colourful, though the horizontal screen format makes it impossible to see very far ahead. That and the vast

swarms of homing missiles make this a pretty difficult game to play, and though it only has six fairly short levels, it'll take a real expert to get right to the end.

It has the attraction of being Com.Lynx compatible, so up to four players can compete, but they'd have to be veteran blasters to get maximum enjoyment out of Zarloa Mercenary.

PAUL GLANCEY

LYNX
£29.99

A decent-looking shoot 'em up, but quite difficult and not overly exciting to play.

OVERALL 74%



▲ Mr. Mercenary picks up some new gear in the shop.



▲ Remember cars don't kill people - it's the roof behind the wheel.

PAPERBOY

This conversion of the old Atari coin-op puts you in the saddle of a natty BMX bike, with a pile of newspapers in your basket. There's no time to take fancy measurements, though, because you've got to pedal your wheels around the neighbourhood, and flag copies of The Daily Sun into the mailboxes of all the subscribers on your route.

Just like real-life, however, Paperboy's job is made difficult by such obstacles as break-downs, remote control-

led cars, runaway lawnmowers, sidewalk brackets and speeding automobiles, all of which send him sprawling in the gutter if he can't pedal around them.

Missing a subscriber's mailbox is bad news, because he cancels his subscription. But Paperboy isn'taverse to a bit of mischief, and he scores bonus points if he can flag a paper through a non-subscriber's window, or smashes one of his gate posts.

I must confess that I

wasn't exactly overwhelmed with the coin-op original, and this conversion while being faithful to the article, simply isn't very exciting to play. The graphics aren't at all outstanding (believe it or not, they were ported from Epyx's 16-bit version of the game) and what they serve the job, they're let down by very jerky scrolling. The sound isn't too hot either, and after the bill series of Lynx Kias, it was expecting something a bit better than the tepid effects we've got here.

Paperboy fans'll lap this up, but I for one was disappointed.

RICHARD
LEADBETTERLYNX
£29.99

Looks good, but simply isn't enough fun to play. For ardent fans of the arcade game only.

OVERALL 67%

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ARCADE

OUTZONE



A new up-the-screen blaster that recently appeared in the arcades is Outzone. It's programmed by Toaplan, whose previous efforts include Flying Shark, Truxton and Hedlite.

The game casts the player as a battle-hardened mercenary whose job it is to jump up the vertically

scrolling landscape blasting all and sundry. There's no price for guessing that there are plenty of power-ups to collect, and that a big guardian is found at the end of each level.

Although it's completely and utterly predictable, the game is fairly good fun in its own way. The graphics

and sound are both excellent, it's just a shame that the programmers of this game weren't turned towards producing something more original and exciting, rather than just rehashing an age-old idea which we've already seen about a million times.

JULIAN RIGNALL

GRAPHICS	85%
SOUND	85%
VALUE	76%
PLAYABILITY	83%

OVERALL	80%
---------	-----

CADE

DOUBLE DRAGON III



the Rosetta Stone

The third in the ever-popular Double Dragon series is quite a departure from its two predecessors. Rather than use the rather camp cartoon-style graphics of Double Dragon I and II, the programmers of Double Dragon III have

opted for more realistic graphics, which adds plenty of appeal to the game.

Once again it's best to see up close as the heroes Billy and Jimmy battle a veritable army of hoodlums across scrolling enemy ter-

ritory. There's loads of fighting action, and a few new moves to keep Double Dragon fans piling their cash into the slots. Give it a go if you're a fan of the series.

JULIAN RIGNALL

GRAPHICS	85%
SOUND	81%
VALUE	80%
PLAYABILITY	87%

OVERALL 83%

SUCCESS JOE



GRAPHICS 88%
SOUND 86%
VALUE 82%
PLAYABILITY 88%

OVERALL 85%



WOLF KAMAGUCHI

An unoriginal, but pretty enjoyable boxing coin-op that'll hit the arcades in the next few weeks is Success Joe.

It's very similar to Nintendo's 1983 coin-up hit, Punch-Out!! and gives the player a 3D behind-the-gloves view as he punches his way to victory (or not, as the case may be).

The graphics are great, with large, humorous, cartoon-style sprites (some of the expressions they make are hilarious) and some superb between-screen pictures. The gameplay is pretty tough, and some of the later boxes are well-challenging, requiring quick thought and strategy to win.

If you fancy an enjoyable and pretty off-beat fighting game, pile a couple of ten pence pieces into Success Joe.

JULIAN RIGNALL

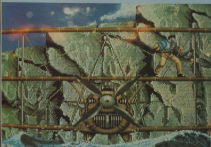
ADVENTURES OF EDWARD RANDY

Duke Flair's newest coin-op certainly sports a hilarious title. The player controls Edward Randy, a fellow with an unfortunate name in a perilous situation. He's got to biff and bash his way across something enemy territory in a typically heroic fashion.

It's pretty good fun, and some of the levels, particularly the one where he battles across the wings of an aeroplane, add a bit of spice to the action.

Check it out if you fancy a fight.

JULIAN RIGNALL



GRAPHICS 81%
SOUND 79%
VALUE 80%
PLAYABILITY 84%

OVERALL 82%

COMPO RESULTS

Well, well, well, now then! Did you enter one of those absolutely outstanding competitions in the December issue? You did? Well, come on down, and have a gander at the following - you may be a winner!

JOIN THE LOTUS ELITE

Okay, this comp provoked a lot of response, and no mistake, *without* anyway, the lucky reader who'll be dipping around in a Lotus Exult is ANDREW HARGREAVES of PRESTON, LANC. Congratulations, Andy, you lucky devil! The first runner-up, who each get tickets to the British Grand Prix at Silverstone are...

T WALLINGER of HINCKLEY, PAUL WALLIS of BARNSTOCKE, SIMON MARK HAYTER of FARMBOURGH, JONATHAN HATTS of ALVANTLEY, CHESHIRE and ADRIAN MORGAN of BILLERICA, ESSEX.

DECEMBER HOTLINES

WIN A MEGADRIVE

Everybody wants one of these astounding black beauties, but that goes to DARRIN SMITH of DINKHAM (do I know him? - Rob) who's happy this month with £190 worth of red-hot console hardware - lucky him!

WIN A PC ENGINE

It's small and white, and no, it's not an elephant doing an impression of an engine! It's the PC Engine, and this month's recipient of this snazzy console is a matchless 16 name other than KATHERINE SPENCER of RICHMOND. Have fun, Katherine!

WIN A LYNX

Sleek and deadly, this out-of-baby is looking good, and someone who's have a whale of a time with this in their pocket job yet? - Ed is that guy with the touch of gold, MICHAEL FORD of BARNHAM, West Oxon, West!

WIN A GAME BOY

Seeing as Andrew Hoyt sending in multiple entries, she's never been banished to Slender Man, but this month's Game Boy winner is B KEMP of TADCASTER, YORKS. No more gaming blues for you, eh, B?

WOT NO FLOOD PRIZES?

There's not been much response to the comment put in last month about the Flood comp winners from issue 100! If you were one of the lucky winners, please write in soon at the usual address, marking the envelope "WOT SCREWED UP? FLOOD COMPO". If not, who will we send the prizes to?

THE C+VG CHALLENGE

Got a couple of highscores in the tables? Think you're well 'and with a joystick, do you? Sit of a flashy git with a joyged, eh? Then here's your chance to push your skills to the max in the C+VG CHALLENGE! Every month, we'll be selecting a red-hot joystick jockey to boogie on down on an all-expenses paid trip to the C+VG offices in London, to challenge one of the C+VG team - Julian Rignall, Paul Glancy, Robert Swan or Richard Leadbetter - on his favourite game. So get practising - the C+VG boys are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, they'll be entered into the C+VG Official Highscore Table, and if you're really good, you could be chosen to come to London to go up against one of the gang!



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GRAFTGOLD GOODIES!

Who should our Richard meet while he was down the corner shop in Witham buying some wine gums but the entire staff of top programming heavies, Graftgold! After he told them how much he loved all their previous releases (which included Rainbow Islands, Super Off-Road, Simulators and Paradroid '90) they bought his wine gums for him and then carried him off to their office to give him an sneak preview of two of their upcoming games, entitled Fire and Ice and Realms!

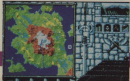
REALMS

Let's make no bones at about it, Realms looks like being the game to topple PowerMonger as the greatest strategy game on the home computers. With super-fast fractal landscapes (currently running at an amazing 17 frames a second) and brilliant presentation screens, graphically this game is going to be a stunner!



The idea of the game is to build up your armies and expand your realm, conquering all who dare cross your path. You can conquer cities and then tax the inhabitants, using the money to build up your armies or improve their weapons and armour. Small towns usually pay their taxes to larger cities, so if you can take out a major city then it's likely that all its associated villages will become part of your realm! Obviously, other leaders aren't just going to sit about, so watch out for other armies taking over bits of your land!

Realms is extremely well-presented. Instead of the usual boring bar charts and statistics, everything is displayed with atmospheric graphics. It doesn't just say you've got 20 gold coins, you actually see them piling up on your desk! Similarly, when you require in-



formation on your army units, you actually see one of the warriors. You can tell how well your warriors are armed just by looking at the picture and seeing how they're dressed!

By the looks of it, Realms isn't going to be released until September (courtesy of Virgin Games), but believe me, when it's finally out it's going to be a stunner! Watch out for further news in upcoming issues.

FIRE AND ICE

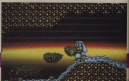
Another potentially stunning product from Graftgold is Fire and Ice, the latest game from Andrew Braybrook. A lot of technical jiggery-gokery has been crammed into this product, as the Amiga version sports up to 270 colours on-screen at once! The action is displayed on an eight-way scrolling platform screen (which incidentally runs at fifty frames a second - that's as fast and smooth as an arcade machine!).



The game is reminiscent of one of Braybrook's first C84 games, Gribbly's Day Out, except that in Fire and Ice, the player takes control of a cute dog with huge floppy ears, and the objective is to find a number of small puppies and lead them to safety. The problem is the inhabitants don't like puppies much and are out to get them.

The backgrounds change according to the time of day and the time of day is also reflected in the action, as, when it gets dark new creatures appear and other go back to their homes and rest!

Fire and Ice looks like being another Braybrook classic, with super-smooth gameplay and intelligent mechanics (some are actually ahead of others!). You may think that these screenshots look good, but don't be fooled! Graftgold are planning major renovations in the graphics department, and this should all add up to red-hot arcade-quality action! As we go to press, there's no firm news on who will be releasing the game, but watch out for it during the Summer.



PRO TENNIS TOUR 2

UBISOFT

With a suitably good Pro Tennis Tour and it looks like being quite a goodie! Featuring the same style of top-notch animation that was featured in the original, along with a greater control of the ball, Pro Tennis Tour 2 looks like being a simulation to watch out for. There's also a great line in sampled speech with an amazingly realistic umpire. Even at these early stages Pro Tennis Tour 2 looks very promising. Watch out for the review in a forthcoming C+M.

RELEASE: ST, AMIGA, EARLY '91
PRICE: TRA



DRAGON'S LAIR 2 - TIMEWARP

READYSOFT

If you're into the cartoon-quality capers shown in games like Dragon's Lair and Space Ace, then you're no doubt going to flip over this latest Readysoft offering! Featuring the same combination of brilliant graphics and sound, Dragon's Lair 2 - Timewarp looks and sounds a treat. Unfortunately, from what we've seen of the finished product, the limited interaction of its older brothers once again rears its ugly head. Watch out for the comprehensive review in the next issue of C+M.

RELEASE: AMIGA, ST, PC, OUT NOW
PRICE: £44.95



BATTLE STORM

TITUS

Apart from the tepid Fire and Forget 2 (the Master System version was pretty good though), all's been quite at Titus. Now they're set to blast back with a new eight-way scrolling shoot 'em up, and from the looks of it, it could be a bit of an eye-opener! Featuring pretty decent extra weaponry and plenty of weather-ships to blow into oblivion, this offering does look pretty promising. Watch out for a review in C+M soon.

RELEASE: AMIGA, ST, PC, JAN/FEB.
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SPACE ACE

MOTIVETIME

It's hard to believe, but it's true: Dragon's Lair is just about finished. As they've just about finished a Nintendo version of the old laserdisk arcade game. Funny enough, this Amiga version looks rather similar to the NES conversion of Dragon's Lair, replacing the cartoon quality graphics with horizontally scrolling action. As yet the quality of the game is unknown, but rest assured, as soon we have more, we'll pass it along.

RELEASE: AMIGA, NINTENDO, JAN/FEB
PRICE: TBA



3D CONSTRUCTION KIT

INCENTIVE/DOMARK

Remember Preescape (TM)? The system used to create Driller, Dark Side, Total Eclipse and Castle Master? Well, those wacky fanatics at Incentive (with a little help from their friends at Domark) are about to unleash a construction kit that allows you to create 3D environments that you can use in your own games, or even create a strange new world to explore and change at your own leisure! Sounds a bit good, eh? If the speed of the polygons is up to scratch, this could be a bit special, and no mistake!

RELEASE: ALL FORMATS, LATE JAN/EARLY FEB
PRICE: £24.99 AMIGA, £19.99 ST, 8-BIT PRICES TBA

PAPERBOY

MOTIVETIME

We've seen conversions of this old Atari chestnut on just about every computer and console available - bar one. But now it seems that Motivetime (again!) are just about ready to unleash their conversion of Paperboy on the Megadrive! As you can see from these shots, the game isn't shaping up that badly at all, although the graphics look decidedly similar to the Amiga version. Let's hope the programmer manages to cram in all that turbo sampled speech!

RELEASE: MEGADRIVE, TBA
PRICE: TBA



CYBERCON 3

US GOLD

The latest in US Gold's long line of "new age" games is Cybercon 3. Programmed by the Assembly Line (responsible for the likes of Vaccine, E-Motion and 16-bit Exterminator), this 3D adventure features amazingly fast graphics that seem to be even faster than the superlative Demosoc! There promises to be plenty of puzzling excitement on offer here, as the player attempts to shut down a computer that's gone totally berserk!

RELEASE: AMIGA, ST, EARLY '91
PRICE: £24.99



PREVIEW

HORROR ZOMBIES FROM THE CRYPT

MILLENNIUM

Ooohhh! Spooky! After the cracking James Bond, Millennium are set to hit 16-bit screens with the screen-batic Horror Zombies from the Crypt! You take control of a real hero that braves the darkest and darkest corners of a haunted castle, dealing with any zombies or vampires that cross your path. The graphics look really special with some brilliant animation - when your main character bites the dust, his head turns green and explodes! Millennium have been releasing some top-notch gear, and who knows? Horror Zombies from the Crypt should keep up the tradition!

RELEASE: AMIGA, ST, JANUARY
PRICE: £24.99



WARLOCK MILLENNIUM

Remember Druid, that magical Gauntlet clone released some time ago on the C64 courtesy of Telacornsoft? Well, Millennium have dusted down the original game, spruced it up a little and are now ready to unveil the 16-bit version! But there are a number of differences. First of all, Millennium have added plenty of atmospheric presentation screens, and the choice of playing in the original landscape, or in a whole new, bigger castle, with lots of new spells to conjure with. Check out the C+VD review in a couple of months for the real spelt!

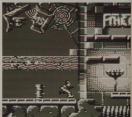
RELEASE: AMIGA, ST, FEBRUARY
PRICE: TBA



DRAGONS LAIR MOTIVETIME

Flippin' out! From the looks of it, a lot of jounos over in the US have been going bananas over this NES conversion of the ageing laser-disk coin-op! Unlike the coin-op the action is displayed on a horizontally scrolling playfield, but it appears that there's still copes of lobby animation crammed in! But that's not all! Motivetime have also announced a Gameboy version called Dragon's Lair - The Legend. As soon as they send us the finished carts, we'll let you know just how good this interpretation is.

RELEASE: NINTENDO, GAMEBOY, JAN/FEB
PRICE: TBA



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