

AMIGA MAGAZINE ST SUPER MAGAZINE C64 SEGA  
SPECTRUM SEGA AMSTRAD PC ENGINE PC NINTENDO

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MARCH '81  
No. 112

STILL ONLY  
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# COMPUTER + VIDEO GAMES

## THIS GIRL IS POISON!!

REVIEWED ON SUPER FAMICOM

## FINAL FIGHT



**SUPER MONACO GP**  
US GOLD'S BEST  
CONVERSION YET!

**NEW LOOK  
ISSUE!**

### REVIEWED!

- FAMICOM SUPER MARIO WORLD
- TURRICAN 2
- SOLAR JETMAN
- SNAKE, RATTLE 'N' ROLL
- PRO TENNIS TOUR 2



### WIN!!

**EXTERMINATOR COIN-OP**  
**'SUPER FAMICOM AND  
CONSOLES GALORE!!**

# SPARKS O

WAVE

Two modes is to seek out and destroy the drug joints of the HO HO CORPORATION. You'll have to survive the merciless army of body guards... gangs of chlorine-bypass parkies in trench coats, the bullet heads with the

head of a dinosaur and the brute of a drug lord, packs of vicious canine puppets, the psychotic clown with an evil sense of humor - you'll die, but not laughing! Then there's the gun-pushing Cadillac jock - a real snacker, when hanging on the door sill, a serious looking piece in his hand, and ready to blow you away as he rolls down main street leaving you coughing blood. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the drug joint,

did I say how to fly? Big? No, not a HO HO!



Police Car 2

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

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

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TOTAL



ROBOCOP 2 © 1991 ORION PICTURES CORP. ALL RIGHTS RESERVED.



# OF GENIUS

## RECALL

Do they build you faster to find to discover your true identity - your mission is to save a partner of action, strategic maneuvers, futuristic vehicles and a stunning array of weaponry are featured in expertly rendered graphics and a game play that complements the success of the year's top movie. **STAR WARS: A LIGHTSaber game** from the Star Line.



**CROSS THE BORDER** - Special Criminal Investigation - continuing where **CROSS THE BORDER** left off, your mission is to track down, chase and apprehend dangerous criminals. It's **BOOST** - explosive power sends you hurtling through various terrains - hold the line or plough the fields! It's **TORNOADO** - the criminals don't come heavy hardware - but so do you! You can shoot but you must dodge their fire... heavy gunfire, trucks unleashing their contents into your helmet... it's the most intense pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, spinade taking bikers, gun-choppers... just play it... or dare



No time for balloons' around!... no time to sweat the 'brawl'... in fact you've hardly set your feet down to the mighty U.S.S. B. and it's all action. You right up your latest and most formidable balloons' piece...but now that bounce bomb has just multiplied!! Tear the world in the most addictive arcade game of the year from Michael Cox. It quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!



STAR WARS: A LIGHTSABER



BOOST



SCAN ENTERTAINMENT  
 Global House, 17th Fl., 200 West Main Street, St. Paul, MN 55102  
 Telephone: (612) 222-8888 Fax: (612) 222-8880



# MARCH #112

## ED FIRST

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The complete list of games reviewed in this issue, the competition results from the January issue, and a lot of waffle from the Associate Editorship. Paul Glynnery.

# CONT

## CH-CH-CH-CHANGES

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Oh, so we've changed the mag around a bit. But how exactly has it been improved? Check out the full breakdown on the new reviewing system on page 8.

## CVG NEWS

10

John Cook reports from the Consumer Electronics Show in Las Vegas, and we reveal Microsoft's new budget laptop, Terminator 3, the Super Mario phone, and the new System 3 compilation!



## YOB'S MAILBAG

20

The scope of the mailbox is vast... and as per usual, whining and whinging about the sorts of letters he's getting - doesn't he ever let up?

## CHEAT MODE

53

A new name, a new place and a new look for the playing list section, and just look what's in there - the usual mix of tricks and tactics, but also player's guides for Prince of Persia and Lotus Esprit Turbo Challenge!

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004

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RE: COMPUTER AND VIDEO GAMES

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MANAGING EDITOR  
JULIAN "HOT WHEELS"  
BIGNALL

Another month of Hard Editor for you folks on the back of a selection of computer games. Including but not limited to the usual of SimCity 2000. On the Southeast corner which even has the advantage of it's not quite, but it's a goodly contribution from the publisher for his dedicated readership.



ASSOCIATE EDITOR  
PAUL "DINKY" GLANCER

One lesson of the Factor (owner's) review today of the review. Although he is a member of the suggested list. My suggested items are well known to the publishers of the local Times. In any, but every always comes first - publisher's list always and to each drink of how you do the shopping.



## THE BYTESIZE BITS

The Budget and Update sections are dead - long live Bytesize! Yep, these are just flat - machine specific sections with bite-sized reviews for your machine!

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## COMPETITION CORNER

### ROASTIN', TOASTIN'

22

### HOTLINES

Freshy phonetic paraphernalia to be grabbed by the binload, including yet another Super Famicom - so pick up that there reprint, and dial that number immediately, peep!

### EX-TER-MIN-ATE!

27

How's about this, then, guys 'n' gals? A scorching Terminator remake is up for grabs, courtesy of those a-mazin' people at Audiogenic!

## CVG CHARTS

64

The all-time charts section, now incorporating Sega Master System and NES charts as well! Aren't we good to you?

## JAZZA'S ARCADE ACTION

96

The Hairy One lays down to the Great Video Arcade, and stuffs a few quats (piggies?) to check out the latest and greatest in Coin-op City-on-Soul!

# EVENTS

## SADIE'S HIGH SCORERS

65

Sadie's takes over the high scores pages, which can only mean one thing - trouble...

## PREVIEWS

100

Whee-ee! This month, we have a look at the Bishop Brothers' biggest game yet - DOGB! Could this be the platform game to end them all?



**AMY EDITOR**  
**JON 'CORGI' BILLINGTON**  
An expensive item to often be found in possession of a top-notch Cavalier. He's a man who has the ability to cheer his fans that right people in the back seat aren't this dangerous? Not if they're very close friends. / says Jon.



**STAFF WRITER**  
**RICHARD 'MATCHBOX' LEADBEETTER**  
Most serious among and much prettier to travel by British Rail. (He's never commented on any of your issues, when he has to defend for a couple of hours, because he can always find some genital female company to 'keep his pants up'.



**STAFF WRITER**  
**ROBERT 'DONKA' SWAN**  
The owner of a Gypsy name. His words describe whatever he goes, as it comes as no surprise that he failed his driving test. / couldn't do anything about it. A doctor he looked right to treat on this can't be said any more - excellent! Then lightning struck the instructor and he was no, who allowed off - so he failed and / am sure on the whole you're... /

# ED FIRST

Welcome to the new look Computer and Video Games! After thoroughly digesting the results of last year's questionnaire (but you didn't realise they were printed on laminated favour paper), we thought you would appreciate a new look to Britain's biggest-selling computer games mag.

I won't waste space here by detailing all the changes we've made, because you can read all about them on page 8. But suffice it to say that you now have even more of the latest games into than ever before (we've reviewed no less than 70 games this month), and all for the same measly price of £1.20! Naturally, if you have any thoughts or comments to make on the new look, please don't hesitate to write 'em down and send 'em in.

With all this redesigning work going on, this hasn't been an easy month... and it was made even worse by the arrival of the office Super Fancom! The problem is that it's so good that it simply weak-willed reviewers away from their word-processors and fills their already sick minds with super-stick graphics, sound and gameplay! Even I haven't been able to resist and I'm ashamed to say that I have been playing behind after hours to smooch extra goes on the very wonderful Pilot Wings. Needless to say, this is definitely a machine with a future and you will definitely be seeing more of it in the pages of CVG over the coming months...

**PAUL GLANCEY**  
ASSOCIATE EDITOR



## COMPO CORNER

If you entered a competition in the January '81 issue of CVG, check the lists below for your name! Could you be a winner?

### WIN A MEGADRIVE WITH A COPY OF E-SWAT

US Gold put two Megadrives with copies of E-SWAT up for grabs and they were won by:  
**TREVOR MANCH, BARBON-IN-FURNESS, CUMBERIA**  
**FARG TANKERADEN, LONDON, SW19 5ES**

### WIN A BACK TO THE FUTURE PINTABLE

One CVG reader is going to imagine his office in London to play against a Sinclair User reader to win a fabulous BTTF pintable! And that reader is:

**LEE HUNTER, WALLSALL, W66 6AX**

We'll be giving you a full report on how well Lee does in a future issue. Meanwhile, the following five people will all receive an Imageworks T-shirt and a copy of Back To The Future till on video!

**JAMES BUSH, BIRMINGHAM, B26 8NT**

**JOHN PEARCE, WALTHAM CROSS, B97 8SE**

**ALAN PARSONS, AMMANFORD, SA13 2HE**

**STEPHEN GALT, NEWKAM, NG24 1AE**

**KARL HORTON, WEST BROMWICH**

### THE HOTLINES

**ANDREW GOWDER** of NEWCASTLE UPON TYNE wins a Megadrive

**ROCHELL RIFON** of BEMFLEET wins a Commodore

**MARK BARRINGTON** of OXFORD wins a PC Engine

**GARETH WILLIAMS** of NEWPORT wins a Lynx

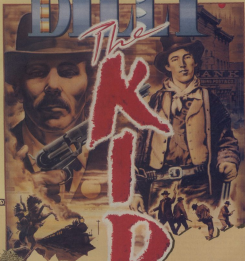
## THIS MONTH'S REVIEWS

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| Demolition 2                   | 62 | Foot Fight                | 76 |
|                                |    | Super Mario World         | 80 |



# BILLY

# The KID



WHEN THE WEST IS A 100% PLAYER  
 WITH AN OPEN-ENDED GAME SET IN THE WILD  
 WEST, WHO ELSE COULD ALLOW THE PLAYER TO ASSUME THE  
 IDENTITY OF EITHER A GUN TONN'S POSSENERO WITH A  
 HEART OF GOLD, BILLY HUNTER, OR HIS BEST FRIEND,  
 THE SHOOTING, LAW-BREAKING  
 HERO OF THE MOMENT,  
 BILLY THE KID?

THEY ARE IN LOVE WITH THE SAME WOMAN  
 AND ULTIMATELY, IN A NAIL-BITING CLIMATIC FINALE,  
 ARE GOING TO END UP POINTING GUNS AT EACH OTHER.  
 ONLY ONE CHARACTER CAN WALK AWAY LIVE - IT'S  
 SHOWDOWN - BUT THAT'S JUST THE

WAY OF THE WEST.



ATARI ST  
IBM AMIGA

# REVIEW

MEGADRIVE

£29.99

BY ELECTRONIC ARTS

Rattle and Roll are two snakes - not your ordinary variety, however, these two live in a strange world of sheepboard landscapes, seas, waterfalls, stereo speakers, and, of all things, manholes! Their job in life is to get from level to level by eating enough Nibbly Pibblys - small creatures that infest the landscapes - to become heavy enough to ring a bell at the top of a swinging machine, which in turn will open a door to the next level.

This information is essentially to give you an idea of what the game is all about - the storyline, what the player's goals are and how to go about achieving them.

This is to specify which machine the particular game is being reviewed on, with price and software house.



The all-new CVG (with) logo - to make it easier for you to select the games worth buying, a game now needs to achieve an overall mark of 80% or over to earn a (with). So taken up, well-look - you want one of these, you've got to make sure your games make the grade!

## ALL CHANGE

So, what exactly have we done to CVG to make it even better than before? Well, if you scan around the page, you'll see exactly what we've done to the reviews to make sure they're even more informative than ever before. Not only that, we've come up with a couple more changes which will make CVG the best computer games mag you could ever wish for!

## CHARTS

The charts (due to popular, nay, incredible demand) now include top lists for the Sega Master System and the Nintendo Entertainment System. Not only that, but the Top 20 is now listed by machine sales - in other words, which game has sold the most on a particular machine. This not only includes the main five formats, but Sega, NES and Game Boy titles as well! Phew!

Here, we've taken a leaf out of our sister mag MEAN M.A. (MEAN M.A.'s books - a critical comment by either one reviewer (for single page reviews), or two (if the review is two pages or longer). So now you get a more authoritative team opinion instead of just that of a single reviewer!

## BYTESIZE

Replacing the Budget and Update section, this is your own section of the mag - for you an Amiga or a Spacy owner, these bite-sized reviews give you a run-down on the latest stuff about. Although small in stature, you can rest assured that we take as much time reviewing these as we do with the main reviews (integrity plug number one).

We've replaced the old VALUE mark with the new LASTABILITY percentage - although similar in function, the Lastability mark gives a better idea of how long you'll be playing that new Megadrive cart before shoving it in the cupboard under the stairs to gather dust.

|             |    |
|-------------|----|
| MEGADRIVE   |    |
| GRAPHICS    | 88 |
| SOUNDS      | 88 |
| PLAYABILITY | 88 |
| LASTABILITY | 88 |
| OVERALL     | 88 |

COMING SOON...

# BACK TO THE FUTURE III



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IMAGE WORKS, Iron House, 118 Southwark Street, London SE1 1SU Tel: 071-4066 7474 Fax: 071-585 3484

# CVG NEWS

## SPECIAL REPORT

**Dateline:** January 1991, Las Vegas, Nevada, USA. The occasion: the Winter Consumer Electronics Show, with 1,320 exhibits, ranging from a bloke, a dog and a freestyle table, to vast lavish jobbies you could get lost in - all in all taking up a whacking 807,000 square feet. In three words, a silly but big. Certainly big business, because in America alone a cool 40 billion quid or so crosses the counters every year in the eternal search for the perfect hi-fi, telly and video game. Globe-trotting jouro John Cook cruised the place to bring you the best of the action...

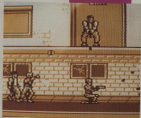
### MUTANT NINJA... TOADS?

So you see the guy who bought 300,000 copies of Teenage Mutant Hero Turtles, eh? Well, y'know the drill - once there's something successful, along comes the banalizers. So here about a Nintendo game called *Battletoads*! You play this, um, well, there's no way of getting around this, you're a Toad - in a jumpy, jumpy combat game that has little going for it other than being fairly bizarre. The question is are you game for a laugh? The other question is - what will they think of next? (I can think of a third question - E3)



### DIRECTIVE 4 - SELL LIKE CRAZY!

Coltish were the only UK company with a big stand in the Nintendo bit of the show, and they claim that their NES stuff is going down a treat, and that they actually sold out of *Pelicanop* carts this Christmas. Nice going. *Alcove* is *Pelicanop* on the Gameboy, which looks like it could well repeat that success - Directive 5, buy it!



### DUNGEON MASTER-ISH

You PC owners have grown old waiting for the PC version of *Dungeon Master* to come out - don't worry though as two more fan style games are on the way in glorious VGA colour. Hey do they look good. Firsty there's *Eye of the Beholder*, in the official *Advanced Dungeons and Dragons* series - the first of many *Dungeon Masters* the company aims to release - and secondly it's look y'know! That'll be going through US Cold in the UK. Then there's *Might & Magic II* from New World Computing. Look up to the gods with magic *Might & Magic*. Again the graphics are jaw-dropping in the extreme. Want the ultimate games machine? Buy a 386 PC with VGA graphics - 10 you to 8,000.



## FOUR TIMES THE FUN

OK, so you can link two Gameboys up to a friend's and play two-player games. But wouldn't it be great if you could link up to another - and maybe another? Well now, up to four of you can play games together - with this baby link up thing that you slip into. The first game to be released that can utilize it is a Grand Prix racing game from Nintendo themselves, but they're working on others - and at least one other company, Bullet Proof Software (who produced Gameboy Tennis), will be releasing something for it, namely a version of Hybrid Arts' old multi-player 3D shoot 'em up, Mad Max. Can't be beat!



## SIM NINTENDO

Sim City is, as they say, a global phenomenon, with the Japs in particular going gaga over the whole business. So here we have it on Nintendo. It looks good, plays good - and if you've been getting sick over the mindlessness of your cartridge collection, buy this, place parents in front of the screen and tell them you're training to be a city planner. Jolly, jolly good - this is a "must buy" for the NES.

## ANIMAL MAGIC

The Sega Genesis (or our Megadrive) had a huge amount of stuff on display for it - from Sega themselves (including the first real simulation on it from true blue Brits, Realtime Games) and others like Electronic Arts. Most impressive, though, was Sonic the Hedgehog, another snappy jumpy game in the Mario mould, but with an astonishing bit of speed and great music. One of the best Genesis games yet, this cat is going to be the one to socker your home computerising friends. Love it!

## CHEAP LYNX

Alan has been tinkering with the design of the Lynx and have come up with something snazzy, lighter - and a lot cheaper! The price of the basic unit? Only \$89, or to you about £55. Yes a £36 Lynx, or half the price that you're buying it for now. Admittedly, for that price you don't get a game, link-up cable or power adaptor, but it's sure cheap! So you've got plenty of cash to spend on those batteries that will only last two hours or so...



## PC ENGINE - THE ELEMENTARY CONSOLE

N&C were showing a lot of stuff on the PC Engine for Fuji-gaki (as it's called over there), including the impressive stuff from Commodore namely TV Sports Football and TV Sports Basketball. Most interesting, though, was some stuff on CD - a whole range of it - with Sherlock Holmes being the hottest, with some synchronised video images and voice, as Holmes explains his reasoning. Note however, the game is also on Commodore's CDs, and runs a lot faster on that...



# CVG NEWS

BRITAIN'S BIGGEST-SELLING COMPUTER GAMES MAG GIVES YOU THE FACTS!

## TERMINATOR

Queen Software have announced that they won the rights to produce home computer versions of the forthcoming Schwarzenegger movie, Terminator 2: Judgment Day. Arnie once again adopts the mantle of the killer cyborg that made him an international star, "doing battle in a world where machines take on the form of human beings and good versus evil" (sic).

It seems a bit odd that the original movie was never fully received (how about it Oscar?), but hopefully the new game should help make up for it. What shape or form the game will take isn't known at the moment, but the game should be released to coincide with the movie's launch (probably Autumn of this year). Movie's original Ford has just left our editor, for word reaches our ears that an American developer, L&R are also producing a game based on the potentially blockbuster movie.

## MILLY'S HILL-BILLY

Remember the high speed, high thrill, low casually car crashes of those good ol' Duke boys and Grand Theft "Pete" Collins in the classic Duke of Hazard? Millennium obviously do, because their latest game, Motorcycle Racers, goes more than a little to that classic side of wholesome American entertainment.

Their game involves you racing through the county's roadways delivering Moonshine (a home brewed, highly potent alcoholic beverage). Unfortunately, the local authorities aren't really too chuffed with your antics and have dispatched their infamous police force to deal with you with a variety of roadblocks and the like. Sounds a bit... but when's Uncle Jesse and the detective Darry?



## GAMEBOY GETS SERIOUS!

Had enough of Bubble Bobble, Chase HQ or Power Racer? Well, sorry not, for GamePak of America (under the new label of InfoCentury) are just about to release four new Game Pak aimed at those who want to use their Gameboys for more 'serious' pursuits.

Surprisingly enough, Spell Checker checks your spelling, but has the added bonus of a free calculator (all no extra cost). The Personal Organizer Game Pak has room for over 200 phone numbers and has built in auto dialing facilities (for use with long-dialing telephone systems).

There's also the Travel Guide, which contains plenty of info on the 20 most-visited American cities, and the French/English Translator - does your mate's pony Collins Gam enable him to play Damon on the fly?

No UK release dates have been set for these items, but who knows? Pester your favourite import company enough and they might just bring some of these desirable items across The Pond.

## COMPILATION CHAOS!

System 3, renowned for the quality of their 8-bit wares are set to release a compilation of some of their best titles. The Phoenix II bit collection features Myth (super platform/adventure puzzle), Ninetales (Last Ninja-style arcade adventure with a portion of Roadblockers thrown in for good measure), Flambo's Quest (first party platform game) and Ninja Ninja (an enhanced rehash of the Last Ninja series). For £14.99 on cassette and £19.99 on disc, the compilation is an absolute purchase for all Spectrum, Amstrad and C64 owners. Expect to see it in the shops by the end of March.





# S P O **4D** R T S B O X I N G

"4D Sports Boxing is absolutely brilliant! The graphics are superb, the sound effects are fantastic and the game play is superb. I highly recommend it." *—GameSpot*

"... This is the best boxing game ever played." *—Tom Markey, President of International Software Corp.*

"Absolutely great... Would love to play this game with you. But you can't play with me because I'm a girl." *—Dorothy, 13 years old*  
"I've never had so much fun in a video game before." *—Alex, 12 years old*

"4D Sports Boxing is simply one of the best sports simulations ever written." *—GameSpot*



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

Mindscape and award-winning developers IRI bring a new era of games to your home computers with the 4D Sports series. Here the 4th Dimension is real and the action is amazingly real. Modified and simulated on real human movement, 4D Sports Boxing is the most realistic sports simulation ever written. 4D Sports Boxing lets you create and save a copy of up to five of your own boxers.

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

Next you take them and build them up into lean, powerful fighting machines.

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



MINDSCAPE

For your local dealer contact:  
Mindscape International, Inc., The Game Store,  
Chattanooga, TN 37402  
Phone (615) 754-3344, Tel. Fax (615) 754-3344

For further information or software orders contact:  
ESRIBOXING, Inc., 2875 E. 15th St.

486 PC & Compatible VGA VGA 16MB RAM  
320MB Hard Disk 28.8Kbps Modem  
A Windows-Enabled PC is also recommended.  
Network required.

Product # MIBOXING 499.95  
Shipping & Handling \$10.00 per box

# CVG NEWS

## PUSH BUTTON ACTION

The latest thing for console gamers in the States is the amazing new Megaplay system. This system plugs into the cartridge slot of your Nintendo or Megadrive and enables you to have instant access to up to ten games at once - so it's sort of like a video jukebox. There's even a lock-in cartridge option that enables parents to control the amount of time that kids use the console (obviously hiding the power supply is too much for the Yanks). While we're at it, if any of you lot out there can think of any other console peripheral even less useful than this laughable piece of plastic, send off your idea to **HERB'S MY CARTRIDGE CONCEPT**, C+VG, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AB.



## BETTY'S STOCKING

Following last month's probing report that the boss Betty Bot wanted a sexy Sega for Christmas, our contacts at Rhythm King (Betty's record company and, by an amazing coincidence, owners of new games label, Renegade) tell us that not only did they too get her swinggame Sega, but also a Nintendo and a Game-boy too! Not a bad selection, but we reckon it won't be too long before she trades in all these goodies for a brand new Super Famiport!



## MIRROR IMAGE

Microsoft are set to launch their own 16-bit budget label. Called Mirror Image, it features re-releases of some of Image Works and Microsoft's back catalogues. The first few games to be released include Speedball, Defender of the Crown and Rocket Ranger. They've also signed up Hasbro's Command for release at the budget price. All of these games will retail at your local software emporium for the princely sum of \$9.99.



## A KIXX IN THE HAND

Budget supremos, Kixx, are celebrating their latest haul of \$3.99 re-releases with a 'Buy one, get one free' offer. Yes, it's true (sort of). Simply buy one of their latest games, fill in the form and choose your desired game from a butting lot of 25. The only slight catch is that you have to pay the postage and packing, but it's a rather generous offer, so check out your nearest software emporium for details.

## SUPER MARIO PHONE

Is this the ultimate piece of merchandise based on Nintendo's quality Italian plumber? The Super Mario Bros telephone enables Mario fans to speak down into a Mario-esque pipe, with the cheery hero popping out at the other end. There's even a little LED that flashes when you receive a call (obviously the bell isn't quite good enough). Other than that, it's just your common-or-garden telephone. If you're interested in purchasing this deluxe item, the Super Mario Bros telephone has been seen for sale in larger branches of De-ona.



# FISTS OF FURY



EDITION 2

...the ultimate compilation!

## DYNAMITE DUX



When life's just a pain by the name DYNAMITE for two friends Bill and Tim, what do you do? Well, they had a punch KICKER for one thing up.

Available on Amiga and Atari ST. See us for more information on this and other titles. Contact: Virgin Games, 100, Old Street, London EC1Y 9LQ.

## SHINOBI



SHINOBI FRANK returned with his first Ninja beam-up. Search for kidnapped children and slayers of man-eating things with extra features like and character stats. Contact: Virgin Games, 100, Old Street, London EC1Y 9LQ.

Available on Amiga and Atari ST. See us for more information on this and other titles. Contact: Virgin Games, 100, Old Street, London EC1Y 9LQ.

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Available on Amiga and Atari ST. See us for more information on this and other titles. Contact: Virgin Games, 100, Old Street, London EC1Y 9LQ.

## DOUBLE DRAGON



When Double Dragon, Billy and Jimmy, want to avenge the death of their father — and nightmare to stop being herbed — it's time they can only generate the most fun of the Double Dragon.

Available on Amiga and Atari ST. See us for more information on this and other titles. Contact: Virgin Games, 100, Old Street, London EC1Y 9LQ.



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# REVIEW

FAMICOM

£40.00

BY NINTENDO

**A**fter travelling the world and slaying out-riously powerful armies of violence to various underlings, Mike Haggar (star of Capcom's Street Fighter) has settled down in New York and gone and got himself elected mayor. Unfortunately, the local crime syndicate (code-named Mad Gear) aren't too happy with Haggar's election promise of destroying the crime wave and have kidnapped Jessica - his leggy daughter.

An all-round street fighting hero is needed to reverse the five rounds worth of horrendously weird events, doing out violence to any member of Mad Gear who takes their chances. The objective is to reach the end of Round Six, where the diabolical leader of Mad Gear is waiting for the Final Fight.

## THANKS

Thanks to Capcom

2-23-86 07:30

11:22:00 for the occasion

The only thing about it

is that it's

## HEROES ANONYMOUS

Mike Haggar is one brutal dude, who is pretty angry at having his daughter Jessica snatched by the Mad Gear. He's a muscle for hire, who isn't sorry that he certainly knows how to hit someone... His sparring partner Cody isn't too thrilled either because Jessica just happened to be his girlfriend. Cody isn't as strong or brutal as Haggar, but he's far more athletic. Unfortunately, he doesn't have as many knives as Haggar either.



## CHOOSE YOUR WEAPON

During the game, our hero may come across various weapons that he can use against his foes. The list includes knives (good for throwing or stabbing), lead pipes, and even swords! These are either pushed from your quivered toes or flung in the barrels that dot the land. Throwing fists at your other assailants also causes damage, and results in some hilarious pile-ups! There's also food on offer that can top up the hero's energy bar.



not  
hit  
hit



**BRUTALITY BONUS**

During the game, the constant violence sometimes lets up for just a moment so the player can take part in a bonus sub-game. There are two on offer. One has you beating seven shades out of the Mad Gear boss' prized automobile, while the other is a free trial where the violence-crazed hero must break as many panes of glass as possible.

**COMMENT**



Oh wow! I like my 'beat 'em up' and even though one of the levels and the simultaneous two-player option is missing, Super Famicom Final Fight is just as good as its arcade parent! The graphics, sound and playability are almost identical to the coin-op and really show what the Famicom can do. Final Fight is simply the greatest 'beat 'em up' available on any console or computer and it's simply an essential purchase, and loads very well for the future of Famicom games!

**RICHARD LEADBETTER**



# REVIEW



## FISTS OF FURY

The repertoire of moves available to our street fighting ace is many and varied. Heagler enjoys punching, throwing, headbutting and can even produce a mega-damaging jumping pile driver! Cody on the hand relies much more on his fists, though he's not adverse to throwing, knocking or producing a terrifying flying roundhouse - guaranteed to floor any member of the evil Mad Gear!



## COMMENT



Unlike Flash I'm not exactly struck on beat 'em ups, but I did enjoy Final Fight a great deal, and I'm happy to say that the Super Famicom version is right on identical to the arcade! Audio-visually, as well as for sheer playability, there's no other

beat 'em up to touch this on any machine - and I don't make statements like that lightly! For one of the first releases on the Famicom, Final Fight is completely amazing, and a game that any self-respecting fight fan should go out and get NOW!

**ROB SWAN**



## FAMICOM

|                |           |
|----------------|-----------|
| GRAPHICS       | 94        |
| SOUNDS         | 92        |
| PLAYABILITY    | 95        |
| LASTABILITY    | 91        |
| <b>OVERALL</b> | <b>92</b> |

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LEADS

# Mail Bag

YOU SAY



Watcha mates! YOB returns to a new-look issue to find his column looks the same as it did last month! What is going on? "But your column looked fine to begin with, YOB!" they said. Sounds like a right load of cobblers if you ask me. What they mean is they couldn't be bothered to pull their fingers out and get that new bloke to design something else.

To make matters worse, I psyche myself up for two whole pages of interesting debate and inclusive comment, and what do I get? "What flavour sauce did you have with your stewed frog last night?" Thank you Mike "All-Hard" of Penge. I had to be rushed to hospital to have the splits in my sides sewn up.

If you've got something more interesting to say than "Mirthsome" Mike, you might as well write it down and send it in to me at:

**YOB'S MAILBAG,  
COMPUTER AND VIDEO GAMES,  
PRIORY COURT,  
30-32 FARRINGDON LANE,  
LONDON,  
EC1R 3AU.**

Any interesting letters will be rewarded with gifts beyond your wildest dreams. Well, some software and possibly a T-shirt as well... Come on, how much bribery do you want?

## TOKEN PRAT

Dear YOB,

How ya doin'? Anyway, I've got some questions to ask you and I'll warn you that if you don't print this my best friend - Frank Bruno will come down and make you eat the craggy recycled paper that I use for my printer (judiciously - YOB).

1. What flavour sauce did you have with your stewed frog last night?
2. Why are you such a dick-head?
3. Does it take a lot of practice to become an idiot?
4. When was the last time you had your hair cut?
5. When will you be retiring? Like All-Hard, Penge, London.

PS: If you print anything insulting about me I'll have you sued for mental damages.

YOB: By the sounds of it, your morality has been damaged enough already. I don't know why I'm doing this (perhaps I'm getting a bit masochistic in my old age), but I'll answer your questions any way. What a gent, eh?

- 1) What makes you think you know what I eat for breakfast? I wouldn't let you near my house, let alone my dinner table.
- 2) Maybe I just don't get on with insulting all-heads like you.
- 3) You seem to be in more of a position to answer that question than me.
- 4) I can't remember. What's it got to do with you, any way?
- 5) When I feel like it. Listen up readers! I've had enough of these question letters. Write to me about something interesting. Got it?



## STRIDER SORROW

Dear YOB,  
Strider. Heard of that before? Well, I have and so has Stewart Spoon. In fact Stewart Spoon sent in a check for continuing on Strider. I was delighted, except for one thing. It's written in double Dutch! Daniel Hack, Starmore, London.

YOB: Oh my God, another thicke. I'll try to keep this explanation down to words of one syllable shall I? Just start the game and whilst the master is laughing [you'll know when this is happening when he starts laughing] press A, then C, then B, C, and then A. Hey presto, I suppose you want me to complete the game for you now, don't you?



## WHAT'S IN A NAME?

Oh YOB,  
David Platt from Ish. YOB has succeeded in making a complete asshole out of you! He said your Dragon Breed review did not tally. But it does and you failed to notice. Says a lot about your mate, doesn't it? David has cleverly displayed the fact that your intelligence closely rivals that of a sheep. Work your way out of this one YOBBO! Chuckle, chuckle.  
James Hoy, Maidenhead, Wiltshire.

YOB: Well, you're one to talk, aren't you? The person who actually wrote in was Dominic Platt, not David. Says a lot about your reading skills doesn't it? If you read my reply to Dominica's letter, you'd

have found that I couldn't have given a toss about his pathetic attempts at working out an average. I was more concerned with pointing out what the overall percentage meant. Work your way out of this one, Jim-Boo! Chuckle, chuckle.

## WHAT'S IN A NAME 2?

Dear YOB,  
First this letter or I'll get my mate's crazy Atari Electron 32K and beat your little brain in with it. Now to business. I thought the Turles game was being made by Minirosoft, but when you reviewed it the game was made by Image Works. Why explain.  
A Hardman, Rockwell City.

YOB: This might come as a bit of a shock, but Image Works is one of the labels Minirosoft publish games under - so really it's just another name for the same company. Just like Intertel Oil is another name for a Hardman, know what I mean?

## THE VOICE OF IGNORANCE

Dear YOB,  
Super Famicom, huh? SM4 contains the most amazing graphics - large built up letters! It looks like an MSX game from the screen shots...  
Lee Piper, Gwent, P.S. Send me £20,000,000 quid or die.

P.S. I own a Megadrive, huh? YOB: Tell me Lee, have you actually seen SM4, or indeed any Super Famicom game in motion? Obviously not, so that puts paid to your pitiful argument. Could it perhaps be that you're a Megadrive owner who's jealous of a superior machine? As it is, SM4 has got "the most amazing graphics" so there. How go away.



## WEIRD DAVE

Dear Mr YOB,  
I've beaucoud de questions about UK Megadrive compatibility (not the one about the Dragon 32 and the sausage). Perhaps, but first:

1. What's that at the end of your tail?
2. What's the coach fare to Rochester?
3. What's a nice person like you doing in a place like this? David Walker, Boston, Lincs.

YOB: I don't know, readers. I just woke up and there was the mouse taking care of me. Ah well, back to the land of dreams...

1. That's my head.
2. Where do you want to go from? Single or return? Smoking or non-smoking? Near the toilet or somewhere safer? You'll have to be more specific I'm afraid...
3. I bet you say that to all the nice YOBs...



## DECISIONS, DECISIONS

Dear YOB,  
I cannot decide whether or not to purchase an Atari Lynx or a Mega Game Gear. I like the Lynx for its graphics and its sound but since I haven't played the Game Gear, I cannot weigh up the pros and cons. So please, please, please could you help me and also could you tell me

which are the best five games for either machine. Tony Hodge, Marv Park, YOB: For a start there aren't even five games available for the Game Gear, so it's going to be a bit difficult to answer the last bit of your letter. Since the Lynx has far more games, is officially available and is technically far superior, I'd go for the Lynx. But what's wrong with the Gameboy then, eh?



## CYNICS CORNER

Dear C-YOB,  
Oh well, it's that time of year again. Doesn't seem too long ago since the last hilariously commercialised event of the year was starting up in the face was it? Yes, it'll soon be Christmas and I wonder what pathetic coin-up conversions the major software companies will be tempting us with this festive season... Edward A Jordan, Chester P.S. Oh yeah, before I forget, don't you think that the future of arcade gaming is looking pretty bleak lately. It's a long time since I walked into an arcade and played a game that really blew me away...

YOB: Dear oh dear, life does treat you badly doesn't it, Ed? You've certainly got a lot to whine on about, that's why I had to cut your letter - drastically. We at CYG agree that there's not much new coming into the arcades these days, but perhaps you'd be happier if you actually left your computer or the arcades alone for a while you might go out and have a good time. Catch a movie, find some friends, hang out at the gymnasium or something. I don't know. Anything.



# HOT LINE

WIN A MEGADRIVE

0839 654 168

Yeah! With amazing coin-op quality graphics and super-duper sound, the Megadrive is clearing up in the 16 bit console stakes. Here's your chance to get in with the trendy Megadrive owning crowd - get to that 'phone!



WIN A LYNX

0839 654 169

Flippin' 'eck - there's yet more fabbo Lynx malarkey going on this month, check out page 71 if you don't believe us! If you fancy getting hold of 91:30 quids' worth of colour gaming excitement, dial away!

WIN A GAMEBOY

0839 654 170

Cool! Your little hands will be eternally grateful if you win this handheld little wonder. With stereo sound, groovy graphics and a mindblowing catalogue of games, Gameboymania is here to stay! Grab a piece of the action and dial now!

WIN A SUPER FAMICOM!!!

0839 654 171

Hecky Mick! Boasting coin-op specifications and a fistful of flippin' fantastic games, the Super Famicom is probably the greatest console in the cosmos! Get to that 'phone and dial now - you might win one along with Super Mario 4 and Final Fight!

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

022

# SAM

## STARDATE...JUNE 1990

Disaster strikes as MGT crash-lands...  
No obvious sign of life in the wreckage.

## STARDATE...AUGUST 1990

Commanders Bruce Gordon and Alan Miles discovered  
alive and well... SAM Coupe perfected  
for new mission... team SAM assembled.

## STARDATE...OCTOBER 1990

Co-ordinates set for mission launch...

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# REVIEW

AMIGA  
ST  
BY US GOLD

£24.95  
£24.95

Four of the greatest road racing challenges await you in Super Monaco GP, the amazing Sega coin-op which captivated the minds of racemasters when it was released in 1989. But the arcade machine had only one track - the mighty Monaco. US Gold have attempted to surpass the coin-op by adding three more!

The aim of the game is simple. Whilst baring around the formula one tracks in your turbo-charged racer, all your arcade driving skills are tested to the limits as you fight your way to the front of the race. A position limit has been incorporated into the game which becomes more strict after every checkpoint. If your position in the race falls behind that limit, it's game over.

## MONACO MOTORING

Before the racing action begins in earnest, the player chooses which type of formula one monster he wishes to take the wheel of. The automatic car is recommended to novices, as all the basics of changing gear is taken care of by the computer. The four-speed model is the next progression. It's more powerful than the automatic, but also a tad more difficult to control. For fabulous Formula One fans, the seven speed model is the natural choice. It's a dash to successfully control, but by only - does it burn rubber or what?



## COMMENT



Although it can't hope to compare with the likes of arcade parent, this conversion is something US Gold should be justly proud. Although the car doesn't handle much like the coin-op version, it's quite a challenge taking some of the track's corners - especially

when you're using a manual gearbox. So, playability-wise, this conversion is fine. The graphics are great as well with a lot of detail and a nippy turn of speed. My only gripe is the fact that there are only four tracks, I still find it hard to understand why US Gold didn't incorporate the world championship circuit (16 tracks) that was featured on the MegaDrive version. Don't get me wrong, Super Monaco GP is a damn fine game on both the ST and Amiga. Lotus still rules, however as the best 16 bit road racer.

RICHARD  
LEADBETTER



## RACE DRIVING!

The route to actually taking part in the Monaco race is long and tortuous. Your first port-of-call is France and if you successfully conquer that grand prix manual, there's the towers of Brazil and then Spain to keep you occupied before you qualify for Monaco. But beware, just like real-life racing, there's a chance that you will have to cope with wet conditions! Obviously, there's less likely to be a slippery track in Brazil than France because it's hotter, y'ead, but drivers who reach Monaco will have to save the circuit in both dry and wet conditions!



## COMMENT



As Amiga race games go, Super Monaco GP is pretty good, and the programmers at Probe deserve credit for trying to fit in as much of the arcade game as possible. However, although it sports features that even the Mega-drive version couldn't provide, the game is by no

means perfect. The trackside objects are in there in abundance, but they sometimes scroll past in such a way that they make it look like the car has stopped or slowed down to a crawl, making things a tad confusing, especially when a corner is approaching and you're not sure of your speed. This problem also makes the omission of the track diagram a little disconcerting, but after a while you get to learn where the curves and the straights are going to appear. I agree with Richard, that while this is a good conversion, it's not as playable as Quattrini's Lotus.

**PAUL  
GLANCEY**

## UPDATE

From what we've seen of the 3.00 versions of Super Monaco GP, they're all looking pretty hot. Probe are pretty much the masters of CG4 visualisers and so not surprisingly, the CG4 version looks the most impressive of the 3 in bunch. Sega have already released their own version of the game for the Master System and Megadrive and they're both excellent games.



## AMIGA

|                |           |
|----------------|-----------|
| GRAPHICS       | 88        |
| SOUNDS         | 82        |
| PLAYABILITY    | 84        |
| LASTABILITY    | 80        |
| <b>OVERALL</b> | <b>85</b> |

## ST

|                |           |
|----------------|-----------|
| GRAPHICS       | 87        |
| SOUNDS         | 70        |
| PLAYABILITY    | 83        |
| LASTABILITY    | 80        |
| <b>OVERALL</b> | <b>83</b> |

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To celebrate this, CVG, in conjunction with Audiogenic, are giving one lucky reader the chance to win a brand new Exterminator arcade machine! Phewee!

What have you got to do to lay your hands on this barrel of laughs in an arcade cabinet? Simple, innit! All you have to do is answer the three bug-related questions to be found somewhere on this page! Once you've got the answers, scribble 'em down on the back of a postcard, sealed envelope or crushed socknatch (postcards or envelopes will do nicely thankyou - ED), and send your entry to:

**THE BIG UGLY BUG COIN-OP  
COMP,  
COMPUTER AND VIDEO GAMES,  
PRIORITY COURT,  
30-32 FARRINGDON LANE,  
LONDON  
EC1R 3AU.**



### THE QUESTIONS

- 1: What was the name of the 1954 monster movie which inspired Cinemaware's *It Came From The Desert*?
  - (a) "Them"
  - (b) "It"
  - (c) "Carry On Sergeant"
- 2: What's the title of the new movie starring a whole heap of spiders?
  - (a) "Attack of the Whole Heap of Spiders"
  - (b) "Arachnophobia"
  - (c) "Carry on Spiders"
- 3: Who directed the 1986 remake of "The Fly"?
  - (a) Martin Scorsion
  - (b) David Cronenburg
  - (c) George Locust

Get 'em in before March 17th or you won't get none!! Oh, yeah, and don't bother sending in multiple entries - the only place they go is in the bin! So there - nyur.

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## UPDATE

Horror Zombies is due to make an appearance on the Atari ST as much the same price as the Amiga version, priced at £24.99, and shouldn't be that much different from what's revealed here.

# AMIGA

# £24.99

BY MILLENNIUM

# REVIEW

# HORROR ZOMBIES

FROM THE CRYPT



It is night and the creatures of the night are abroad.

Everything evil from your worst nightmares are out and about, and blood is first order on their menu. Your blood, to be precise. Any normal person would groan with fear and run away rather quickly leaving a particularly messy brown trail behind you. But you aren't any normal person - you're a hero! If the blood-suckers don't get you, they'll be after the local townfolk, and it's your duty as a right-on dude to protect them isn't it?

To save the town from being painted red, you must infiltrate the zombies' mansion and kill the inhabitants for the second time.



## COMMENT



After the terrific James Bond, I was expecting great things from Horror Zombies from the Crypt. Unfortunately, it's not quite as playable as their last game and the game concept itself isn't that much advanced from the days of Jet Set Willy (remember that?). The gratuitous lookings of "horror" add something of an atmosphere to the game, but it is more comical than horrifying. For example, when our hero dies he rips his own head off (?!). Horror Zombies from the Crypt has all the gore and terror of an episode of Google Howler, MD, the most horrifying aspect of the game is its price. The low thrill factor doesn't warrant the price I'm afraid.

**RICHARD  
LEADBETTER**

## EERIE ICONS

As you run about the scrolling castle, there's two things you're likely to meet. First of all is the vast variety of zombie-like creatures after you. Secondly, there are the different icons dotted around the castle. These endow you with different weapons like knives and boomerangs. Skulls and jewels can also be collected - but beware! Collecting some might set off a potentially fatal trap and you wouldn't want that, would you?



## AMIGA

|                |           |
|----------------|-----------|
| GRAPHICS       | 67        |
| SOUNDS         | 70        |
| PLAYABILITY    | 65        |
| LASTABILITY    | 59        |
| <b>OVERALL</b> | <b>65</b> |



# CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

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# SEGA™

# REVIEW ▶▶

PC ENGINE

£33.00

BY HUDSON SOFT



Bomberman's girlfriend has been kidnapped by an evil gang of ruthless killers who don't like Bomberman much. Not surprisingly, Bomberman isn't exactly over the moon about his woman being taken away from him and passing only to scoop up his bottomless bag of bombs, decides to stage a daring rescue attempt himself!

Unfortunately, before Bomberman can reach his imprisoned ladyfriend, he's got to work his way through countless minefields dropping bombs in order to dispose of all the nasty creatures. Bomberman has got to be quick though - when a bomb is dropped, our hero has to make sure he's not in the path of the explosion or else!

As well as being able to play solo, Bomberman can take up to four of his mates with him (if you have a five-way joystick). Alternatively, five players can take part in a bomb battle in which they have to blow up the other players until they are the last one standing!



## THANKS

Thanks to Console Concepts (0182 712758) for the loan of the cartridge used in this review.



## EXPLOSIVE EXCITEMENT!

During Bomberman's dynamic-led exploits, he'll probably come across the mine fields dotted around the landscape. Some of these can be blasted open in order to receive extra goodies. Included in the goodies line-up are bombs power-ups (bigger explosions), the ability to drop more than one bomb at once, and speed-up boosts!

## COMMENT



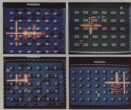
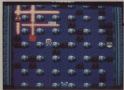
I saw this and I thought, "Mehhh". Then I played it and I thought, "Yes, yes, yes!" Games don't come much simpler, and they rarely look so basic, but Bomberman manages to be brilliant in spite of it all. You can tell when a game is great when people in our of-

fice start "disappearing" when they shouldn't and then later on you find them swapping level passwords - and Bomberman has had just that effect. It has the smartsy ability to keep the player totally fixated much longer than is healthy, and if you have a joystick, you'll have no shortage of volunteers to join you on a multi-player explosive excursion. Another tremendous release from the PC Engine specialists at Hudsonsoft!

**PAUL  
GLANCEY**



# BOMBER MAN



**COMMENT**



Bomber Man is very simple but just completely absorbing and totally addictive, especially when played with five players and a jumpy top. The graphics are nothing special at all, but the sound is brilliant with catchy music that totally suits the frenetic action!

Don't be put off by the simple exterior of this game, once it's got its teeth into you, it won't let go and it'll do every bit in its power to humiliate and degrade your gaming prowess! You'll never regret adding this game to your PC Engine collection, it's brilliant, fun and it's legs in my house and no mistake.

**RICHARD LEADBETTER**



**PC ENGINE**

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>70</b> |
| <b>SOUNDS</b>      | <b>87</b> |
| <b>PLAYABILITY</b> | <b>96</b> |
| <b>LASTABILITY</b> | <b>93</b> |
| <b>OVERALL</b>     | <b>93</b> |

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# REVIEW ▶

## PC ENGINE

£34.99 BY NAMCO SOFT



**THANKS!**  
Thanks to Console Concepts (0763 712750) for the loan of the cartridge used in this review.



The scourge of Transylvania, Count Dracula, has been imprisoned by his age-old enemy, Professor Van Helsing, and is being held captive for across the land. The only one who can save The Count is his oddball offspring, who would rather look into a can of tomato ketchup than sink his teeth into some unsuspecting victim's neck!

What this all boils down to is a wacky, multi-level platformer in the PC Engine mould, with Drac Jr. up against rampaging orange blood, stone heads, wooden crosses, flying rubber ducks, and some of the strangest and most level guardians ever, including a Jason Voorhees (of Friday 13th fame) lookalike! Can the valiant vampire succeed or will he end up in a box with a well-earned stake?



It's all too easy for Drac Jr. to get his teeth into this big, bad world!



### SOMETHING TO GET YOUR TEETH INTO

Drac Jr. is not powerless against his foes - not only is he armed with his dad's magical staff (which fires bolts of white light), but he can also collect suits of armour (which protect him for a certain number of collisions, and also enhance the staff's firepower), and other series of items, including a nifty pair of Doc Martens, which allow Drac to stomp on needles' heads!

### COMMENT



PC Kid was a real treat, and I'm glad to see that more games of this ilk are appearing on the Engine - Son of Dracula being one of the best yet. The graphics are colourful and well-animated, and about as cute as you could possibly want, and the game is just so addictive...

...once you start playing you won't want to stop. My only niggle is that the first few levels are a touch on the easy side, but once through these, you really need your wits about you. If platform fun 'n' holes are your thing, check it out.

**ROB SWAN**

### PC ENGINE

|                |           |
|----------------|-----------|
| GRAPHICS       | 89        |
| SOUNDS         | 80        |
| PLAYABILITY    | 91        |
| LASTABILITY    | 90        |
| <b>OVERALL</b> | <b>90</b> |

# FLAMES OF FREEDOM

## MIDWINTER

### FLAMES OF FREEDOM

Sixty years ago the ice-bound island of Midwinter was saved from the threat of destruction at the hands of invading hordes, but a prosperous future was denied by a greater enemy - the Earth's changing climate. Reclaimed by the seas which had created her, Midwinter was abandoned by her people, in search of a home on any friendly island standing tall above the rising seas.



"In the more temperate equatorial reaches of the Atlantic, only one of forty-two islands held out a hand, welcoming the survivors into the Atlantic Federation, a force for

peace, prosperity and democracy. But the new home is threatened by the evil Saharan Empire, a mighty military dictatorship based on the African mainland, already enslaving the other island communities, and ultimately intent on conflict with the Federation.

The enslaved islands are home to freedom fighters looking to break free from Saharan domination and join the Federation. The mammoth task facing the Federation is to covertly aid the liberation of as many islands as possible before the Saharan Empire makes its final push for Atlantic domination. The Flames of Freedom must be lit. The torch is about to be passed to you."



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# FREEDOM

As the best Field Agent the Atlantic Federation has, you are charged with the execution of highly dangerous clandestine missions on each of the forty-one islands. Each island has its own political, administrative and cultural perspective, so each mission will require different aspects of your chosen physical, mental and psychological skills.

## RESTRICTED

### MISSION BRIEFING - BENI MAZAR

Your first mission objective is to sabotage a power station. You'll need to think through the entire process for yourself - steal explosives from a local army base; find the engineer who designed the station; rescue his daughter to persuade him to give you the plans; hijack a vehicle for use; dodge or kill the sentry; plant the explosives; and finally escape unseen.

In every mission, you are on your own, but not without help. There are 4000 individuals with which you may interact, including friends, foes, and foes pretending to be friends. Every character has their own looks, personality and life history to assess. You have twenty-four modes of transport available to you, across land, through the air and back across and through the sea. You have over a quarter of a million square miles to cover, all mapped using RealStorm's unique 3-D light-scanned fractal landscapes, and thousands of buildings to explore.

Flames of Freedom provides you with a magnificent strategic challenge, fought according to your strengths, weaknesses and abilities, and visualized via graphics superior, even more stunning than those of its predecessor - with Midwinter II, a new age dawns.



Flames of Freedom will be available soon for your Commodore Amiga, Am486 ST and IBM PC Compatible, from Rainbird, the Masters of Strategy.



- Sophisticated character profile generators allow you to choose your own looks, sex, psychology and physical characteristics.
- Choose to use Training mode to practise any aspect of the game, 'Flight' mode to try one complete mission, or 'Campaign' to tackle the whole astounding match!



- Cover a quarter of a million square miles of accurately mapped 3-D terrain, generated by light-scanned fractal techniques.
- Auto-made options allow you to plan and execute travel within the 3-D automatically.
- Interact with 4000 characters, each with an individual personal profile.



- Utilise 24 modes of transport, across land, stars and seas.
- Fight with 12 different weapons against a massive array of opposing troops.
- Use your investigative and deductive techniques to solve endless challenges to aid your progress.

enthusiastic strategy game, Midwinter II, This time it's personal!

# REVIEW ▶▶

AMIGA

£19.99

BY RAINBOW ARTS

**A**fter defeating the evil three-headed demon, Morgul, the warrior Turrican has now got to face his greatest challenge - travel to the far off world of Lanterna, and save the inhabitants from the deadly forces of the Machine - a powerful bio-mechanical unit, controlling hundreds of drones and mutants which constantly seek out the weakened inhabitants in order to destroy them utterly!

Your task as Turrican, is to fight your way through the levels, blasting the aliens as you go, but if things get a little sticky, you can either use a blast-wall to clear everything on screen, or you can even transform into a gun-ship, which can leave mines in its path!

## FIRE AND FORGET

One of the main features in Turrican II is the greatly enhanced firepower. By collecting icons the weapons Turrican can accumulate and use are:



The long standard cannon starts as a single shot weapon, but extra power-ups turn it into a three-way, then a four-way shot.



Destructo-wall - you begin the game with three of these smart weapons, which annihilate everything on the screen with its expanding laser force field.



Plasma cannon - more powerful than the ordinary cannon, but doesn't have quite the same coverage. Powerful in the right hands...

## COMMENT



Flippin' hell! With its arcade quality scroll, amazing colour tones and jam-hot playability, Turrican 2 is something of an awesome game! The graphics are simply amazing and incredibly smooth, and easily surpass the original Turrican game. There's even a 2-Out-style horizontally scrolling shoot 'em up level in there somewhere for you to find and it's just the business! Arcade junkies need look no further for the ultimate Amiga shoot 'em up experience.

PAUL  
GLANCEY



Gyroscope - transforms Turrican into an indestructible mine-laying gyrocopter! Essential when the going gets tough.



The Megawagon - for a limited time, Turrican is transformed into Gyroscope form and bounces around the screen at a high rate of speed firing off every weapon system known to man or robot!

# TURRICAN 2

## THE FINAL FIGHT

### UPDATE

A version for the ST should be out about now, also for CD4 95. Save a few colour and sound differences, there should be little between this and the Amiga version - check out next month's ST ByteSize review!

### COMMENT



If you thought Turrican was one of the biggest and best shooters available, think again! Turrican II is absolutely stunning in all respects - the graphics are brilliant, and the sound is a real treat to the ears, with lots of explosions and speech, and some cracking soundtracks too! As far as playability is concerned, Turrican II is one of the most addictive and playable shooters I've seen in many a moon. Once you start, you'll have a hell of a job putting the joystick down again! If you liked the original, get this - you won't be disappointed!

**ROBERT SWAN**

### AMIGA

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>94</b> |
| <b>SOUNDS</b>      | <b>93</b> |
| <b>PLAYABILITY</b> | <b>95</b> |
| <b>LASTABILITY</b> | <b>94</b> |
| <b>OVERALL</b>     | <b>94</b> |



The most powerful beam weapon - cutting through anything with its thin, powerful beam.



Bounce weapon - fires off a normal beam but that bounces 180 deg when it hits a wall. The resulting photons then bounce around the screen destroying everything in their path.

# THE GATES OF THE FINAL

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# REVIEW

## CBM 64 £9.99

BY THALAMUS

Strange creatures from the planet Blat are desperately trying to escape their planet and the associated stigma of being called 'Blatans' (greatly uncool name, huh?). So, these creatures pile into a colony craft and head over to Earth to start afresh. For a start, they're now called Fuzzy Wuzzles (sounds about as hip as Lionel Blair) and the island they've landed on is now called "The Hippest Place in the Known Universe".

Got that? Well, the island's inhabitants are pretty miffed at having their home renamed and are even more miffed at having a bunch of annoying cute creatures running amok all over it. So, these cunning demons invite the Fuzzy Wuzzles to a wild party and then proceed to kidnap them and lock them in a torture chamber.

Fortunately, one Fuzzy Wuzzle was barfing his guts out (so much beer, see!) when the kidnapping took place, and now he's out for vengeance! Clyde Redcliff is his name - and he means business!

▼ Messing about on the river with Clyde Redcliff?



### BEHIND THE STORYLINE

Behind the very bizarre scenario lurks a pretty straightforward platform game - the object being simply to reach the right hand side of the horizontally scrolling playfield. Along the way, Clyde can take measures with a variety of extra weaponry and hold down the fire button to unleash some fiery death breath - flying any enemies that get in the way!

### COMMENT



Creatures is simply a fun game! Blatting the various enemies is good fun, but the huge variety in the levels and the different tactics required to progress makes it a real winner! CBM owners are going to love this, but there's a couple of rough edges. For example, there's plenty of ramps around but Clyde's got to jump up them rather than just walk up them. Small niggles apart, Creatures ain't 'ell bad and CBM owners should buy this now.

**RICHARD  
LEADBETTER**



CYCLE REDCLIFF EXTERMINATES ALL THE WUZLES

▼ Clyde checks his bombs about, and why not?



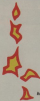
### UPDATE

No other versions of Creatures are currently planned, but if the situation changes, we'll let you know.



## SHOPPING

At the end of each level, there's a shop where Clyde can purchase some more weaponry to add to his collection. But the shopkeeper isn't interested in money. Well, he probably is, but his idea of money is an assortment of furry little animals. These are dotted throughout the levels, just waiting for Clyde to pick them up.



A rather bad case of half-dead and no mistake!



# STURES

IN UNPREDICTABLE & REPULSIVE (EARTH-BORNE) SENSE

## COMMENT



Creators takes me back to the good old days of C64 games, when playability was the important factor, not graphical flair. Creators has both, and mixes them to make a game which is both good to look and listen to, as well as being addictive as heck! If you're a C64 owner (stared at fan software, have a look at this at once - you'll be hooked).

**ROB SWAN**



## CBM 64

|                |           |
|----------------|-----------|
| GRAPHICS       | 89        |
| SOUNDS         | 82        |
| PLAYABILITY    | 90        |
| LASTABILITY    | 90        |
| <b>OVERALL</b> | <b>90</b> |

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# REVIEW ▶▶

## SUPER FAMICOM

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# SUPER MARIO

Mario is back! You can't keep a good plumber down, and here he is, out to defeat the evil King Koopa and rescue Princess Toadstool from a fate worse than being sealed in a vault with a hi-fi and a lifetime supply of Val D'or comic records!

Following a similar style to Mario's previous adventures on the NES, the mustachioed mouser-merger has to make his way through seven platform-screen worlds, each filled with an assortment of wacky creatures - all of them out to make Mario's life particularly unpleasant.

Mario can fight back, however, by jumping on them, or collecting an amount of power-ups to increase his greasy, nearly crushing capabilities.

Watch out for magic blocks along the way. Gift them love beneath and coins cascade into Mario's dungeoneer pocket - collect 100 of these and he's awarded one extra life!



▲ Maniacal madness with Mario as he enlarges the water level.



## MAGIC MUSHROOMS (AND OTHER WEIRDNESS)

Like the previous three Mario games, mushrooms can be used to give Mario a better chance of survival. A standard mushroom will increase Mario's size, whereas a green mushroom will give him an extra life. But that's not all - flowers will provide Mario with fireballs, which set off nasties with one touch!





SUPER MARIO BROS.

# WORLD



## DIZZY DINOSAURS

If you're really in a fix, magic eggs can be found along the way, which produce a dinosaur for our hero to ride! Dino's not as ferocious, either - a press of the fire button will send his tongue lolling out, and if any enemy is unfortunate to be nearby, he'll be dragged into Dino's maw, and can be spat back out as a trophy!



## COMMENT



I thought there was no way that Mario III on the NES could be topped for sheer playability, but then along comes Mario IV, and blow it away! Super Mario World is a brilliant example of what the Super Famicom is capable of. The graphics are absolutely brilliant, with some fantastic visual gags (the look of surprise on a nasty's face when it's grabbed by the dinosaur is hilarious) and the marvelous music (complete with honky-tonk piano samples) really shows what the Super Famicom's PCM sound chip can do. Quite apart from all that, the gameplay is just so addictive, you'd better be prepared to stay stuck to your screens until you've completed it! Overall, a totally fantastic game - what more can I say?

**ROB  
SWAN**

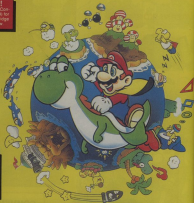


## THANKS!

Thanks to Console Concepts (phone 71 2756) for the loan of the cartridge used in this review.

## MARIO - A LIFE

After arcade starring roles in Donkey Kong, Donkey Kong Jr, Mario Brothers (which also featured Luigi) and Super Mario Brothers, Mario moved to the NES in a re-translation of SMB. This last title was hailed as one of the best games of all time, and with Mario fans everywhere screaming for a sequel, Nintendo followed it with Super Mario Brothers II, which starred Mario, Luigi, Princess Peach and Toad the Mushroom Retriever. Coming soon to the NES is Mario 3, whose gameplay has much in common with Panasonic Mario World!



## COMMENT



My word! What a truly terrific game! With seven worlds and over a hundred sub-levels, Mario IV has incredible depth of gameplay. Joe managed to complete the game and he'd only seen 46 of the sub-levels, so there's plenty of testability in there even after you've

finished the final nasty (and you've got to see that to believe it). With it's amazing graphics and mindblowing sound (the music even echoes when you're underground), Mario IV is a stunning game - thank God you get it free with the Super Famicom!

**PAUL  
GLANCEY**



▲ High above in the sky, Mario strikes gold - with the aid of his magic cape!

## SUPER FAMICOM

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>94</b> |
| <b>SOUNDS</b>      | <b>96</b> |
| <b>PLAYABILITY</b> | <b>97</b> |
| <b>LASTABILITY</b> | <b>95</b> |

**OVERALL 96**

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F-15 Strike Eagle II is already available for IBM PC's and compatibles, and is coming soon for Commodore Amiga and Atari ST.

IBM SCREENSHOT ©1989





# CHEAT MODE

Flippin' hell! The amount of times I've seen that old Amiga *Batman* cheat is incredible (it's over 15 months old!), and some of you are even copying cheats from **MEAN MACHINES!** Well, try sending in some decent tips, maps or player's guides for decent games and you'll win the £150.00 worth of software! Just imagine - all those new games... Get goin' - I'll be waiting for **YOUR** tips!

## ALL FORMATS

### JAMES POND

Millennium sent us a whole stack of hints and maps for this fab game, but unfortunately we didn't have the space to print them all this month - hopefully I can get them in the next issue. In the meantime, though, you Amiga owners can type in **JURRYARD** then press **PE**, **TURM** while you're playing the game to activate the cheat mode. ST players can achieve the same just by holding **M2** then pressing **RETURN** (this toggles the cheat mode on and off, and when it's on a protective fiery constantly on Old James. Pressing **D** also makes the locks disappear both the mission papers.



## MANCHESTER UNITED

A simple management/body game with a pretty low-down cheat! If you're losing whilst playing, simply press the appropriate button to initiate a two-player game. The opposition will freeze and you'll be able to win the match with ease!



## CHAOS STRIKES BACK

A ball cheat for ST and Amiga versions of this totally classic follow-up. Find a dragon and cast **M20** **DOWN** **DOWN** and hit **ESC**. Hold down the left **ALT** key and type in **LOREN LIBRARIUS**, **SARTACUS** **THE**, **DOCTOR**. Unpause the game and kill the beast. He leaves behind a breast (yacht) and even left Mr - the party is now made. (Note: Chaos to Hobbit from nowhere in particular).



## SPECTRUM

### RUFF AND REDDY

A pretty nifty budget effort from Hi-Tec, with a hidden cheat mode - as reviewed by Doug Williams from West Bromwich. On the title screen just type **DYLAN** for infinite lives!



### LITTLE PUFF

A pretty standard cheat mode - just hold down all the keys in order to become invincible! Another little cheat from Doug Williams from West Bromwich.

## YOGI'S GREAT ESCAPE

Crabby Red Erny Williams seldom goes for something with this little cheat for the transatlantic-flying bear's daily adventures. Simply hitting your keys in U.C.E. and SPACED for infinite lives.



## C64

### GOLDEN AXE

During the game press run stop and then the close button (anytime color key). It will now skip to the next level and you can do this up until the last level! Thanks to Tim, Rob and Mike Taylor from Ashton Under Lyne.

### KICK OFF 2

Press the RESTORE key to quit the game and if you have possession of the ball at the time the button was pressed, your team will win regardless of the score! Paul Turner and Matthew Seabrook from Watford (after the bump with that one).

## AMSTRAD

### FIRE AND FORGET

Dear me! What's happened to you Amstrad owners - get those top rollers in now and I'll be able to give more! Any road up for this Taus game, simply hold your stick to the up left position. Now it'll be easy to finish the game! Return to the road only to pick up fuel! Sorry, Mr Amstrad poster - I've shared your name and address... disappointed (Woo-wooo-wooo)



### RENEGADE 3

Redefine your keys, and when you start a level hold down the Q, W, E, R, T, and F keys. You'll now skip the level! Pretty good, isn't it?

### INDY 3

Not the best of US Gold's Amstrad games, but if this game is still stunning you by press T, G and D down and then press SHFT and Z together - you'll now progress to the next restart point. Use this repeatedly and whole levels can be skipped! Thanks to John Poulter from Harpenden. More, please!



## ST

### TEENAGE MUTANT HERO TURTLES

Daniel Higgins from Abingdon came across a decent cheat made for the block-busting game. When you have to enter a code, simply try 8888 and 1808 and then use your wheel to get the right code. When you start the game you'll be greeted with infinite energy!

## AMIGA

### VIKING CHILD

Merlin Svensgaard supplied us with ALL the cheats for this second platform adventure - and here they are:

1. BRACUTE C
2. JORDI 88
3. CLOSTRALUS
4. NINJAO

## DYTER-07

A pretty popular game by all accounts, though I haven't a clue why - we thought it wasn't enough cool! But this cheat should help all you speed addicts who can't get anywhere on it, courtesy of Merlin Svensgaard. On the loading screen type GG88. Start the game and those keys come into effect: S: Move forward; W: Move backwards at the boxes; L: Skip the level.

## IVANHOE

Lads, if you want in this cheat to be able to skip levels on this pretty fun game it type JEREMETTE and unpress. Pressing it will now skip a level!

## NINTENDO

### BUBBLE BOBBLE

Staffen Skarvold from Norway is a pretty devoted little chap. He's gone and discovered a level select option for Bubble Bobble! Simply enter the password (8888) and use the buttons A and B to change the level number. Not bad, eh?



## SEGA

### MICKEY MOUSE

While reviewing the game, we found out the way to make the secret credits reveal themselves! Simply jump around and press the bounce button and if a hidden chest is there, it'll flash and then become solid. Bounce on the chest again and it gives either extra energy, points or even another life!

## MEGADRIVE

### SHADOW DANCER

Another tip for this pretty good (though cheap) effort. On the bonus stage when you're supposed to shoot all the rings, don't - and at the end of the level you'll get an extra life! Matt Smith from Ashford in Middlesex sent that tip in.



### JOHN MADDEN FOOTBALL

Try these codes from Peter Alport of Cranleigh in Surrey for this lobby Megadrive American Football game! SECOND ROUND: 0865100 THIRD ROUND: 8087121 FINAL OVERTIME: 716 The final code will have you playing as San Francisco of Denver!

## SUPER FAMICOM

### FINAL FIGHT

Final Fight on the Super Famicom is a bit of a laugh, but by this cheat to get onto the hidden options screen. Just hold down the left button on the outside of the pad and press start and you're away! MEAN MACHINES' Gary Harrod did the bar for that game!



# LOTUS ESPRIT TURBO CHALLENGE PLAYER'S GUIDE

Out and about on just about every home computer system going, Lotus Esprit Turbo Challenge is one cracking game! Featuring simultaneous two-player action and a playfield of 20 lapses to race against, time can get a little rough. So try out C-MO's mega player's guide for maximum enjoyment from this awesome road racer!

## THE QUICK GETAWAY

To **gain** as many positions as possible at the beginning, visit the pitlane - the other players completely ignore it! BURN out though - stay too long in there and you'll automatically slow down!



## GEAR BOX GEAR

As the instructions say, although the automatic Lotus doesn't accelerate quite as well as the manual, it can still reach the same top speeds as the manual gear box. Since changing up and down can be a real pain at times, it's best to stick to the automatic gearbox - it's still possible to reach the end of the hard level's tracks with it. If you do have a handbrake to choose a manual gearbox, then always choose FX rather than manual at the start of a game. This way it's easier to tell when to change gear by the sound of the engine.



## LOTUS HANDLING

Quite a lot of people seem to just accelerate and hope for the best. This is a bit of a stupid thing to do, as some of the corners required can be handled with more just by taking off the accelerator. The handling of your Lotus also improves and this is one of your best opportunities to gain a few positions.



## TWO-PLAYER TACTICS

One great tactic to remember is to slow down when taking corners and steer into the oncoming path of the other player's Lotus. If he doesn't swerve into the back of your car, he's a lot more likely to swerve off the road, hitting an obstacle and losing far more time! Just remember though - one of you has got to make the top ten to progress to the next track!

## REFUELING

Some of the tracks require a lot more fuel than can be initially pumped into your Lotus' fuel tank. On the vast majority of races refueling is best reserved for the last lap - this way you can best judge how much time you need spent in the pits. When entering the pit lane, the best way to slow down is to just clip a roadside obstacle. If all goes well you shouldn't end up off the road, but should slow down in a stop rather quickly...



## LANDSCAPE LAFFS

Some of Lotus' races do not take place on the road! Other terrain includes sand and ice. This is simple - just play on as usual and use the roadside obstacles to gauge where you are on the road. The other cars automatically go slower as well as visiting should be simple. The steering is very unresponsive on sandy tracks, so try off the accelerator on corners - or stay!

## ASTEROIDS?

There's plenty of asteroids in the Amiga version of Lotus! Simply change player one's name to MONSTER and player two's to SEVENTEEN. Start the game and achieve those asteroids or something.

# PRINCE OF PERSIA PLAYER'S GUIDE

Our very own Richard Leadbetter provides helpful platforming prince players, with the ultimate set of tricks and tactics, guaranteed to help aspiring heroes through the twelve torturous levels in the this Amiga/ST/PC masterpiece!

## TAKE CONTROL!

A lot of people tend to claim that the hero is a mild unresponsive at times, especially when it comes to performing intricate running jumps. If you're one of those people try using the keyboard, as the key arrangements depend on the tricky joystick diagonals. Nevertheless, it takes the prince a while to perform a running jump, so it's best to push the joystick up hard to the left or right (usually a couple of steps before you want to jump).

## HANGING ON FOR DEAR LIFE!

Jamming the joystick in the diagonal direction without running makes the hero perform a from-the-spot jump which covers the equivalent of two tiles. A running jump costs three, but you have more control over a normal jump and by holding down the fire button, you can hang on to the edge of the opposite platform and pull yourself up to safety.

## SAVING YOURSELF

If you're falling long distances, you can sometimes save your self by heading down the firebutton. The hero will then grab on to any platform that he passes. By the way, remember to have that button jammed down at the beginning of level seven otherwise you'll fall to certain doom! Arrrgghhh!

## CUNNING SWORDPLAY

Most of the sword-wielding nasties in Prince of Persia are pretty simple to dispatch. Just stay still and wait for them to enter the range of your chopper. That's it! On later levels, things get a bit tougher. Skeletons rise to attack you and can not be killed. You have to keep advancing, forcing them off the platform and down to certain doom!



## LEVEL SIX SWASHBUCKLING

Level six is occupied by a rather fat sword-slinger, who can only be dispatched with his tactic. Advance and strike immediately. The blow will be reflected, so parry suddenly to avoid the fat cat's summer attack. There is now a split second delay where he is vulnerable. Strike immediately after your party to send the obese bodyguard packing.

## A SPIKE UP THE BOTTOM

Watch out for holes in the ground - they're rather deadly, sending fatal spikes zooming up between our hero's legs (again). The trick here is either to jump them (pretty obvious really), or if there's a platform above, carefully step into the spike pit and jump up. Just don't fall down, that's all!



## RAZOR CRUSHERS

The biggest problem you'll have with these is being forced into them if you're losing a sword fight (there shouldn't be much of a problem here if you're a skilled fighter). Getting through a band of crushers is best achieved by stepping through them carefully. It's best to start moving just as the crusher closes. That's about it, really.

## POTION PUZZLING

Save your potions for when you really need them! Most of them just put your strength back up one notch. The ones that are really hard to reach usually increase the amount of energy the hero can carry. Watch out on level two, when two potions are next to one another. The one on the left poisons you - so watch it. There's also an anti-gravity potion in the game, which can help you to survive one really long fall. Good one! Just don't expect to see it until around level seven...

## SECRET ROOMS

Sometimes, a roof tile is loose and could lead the way to a vital extra life-giving potion (level three for example). Jump up and hit the ceiling and all nearby tiles will be revealed. To remove loose tiles, just jump up at the tile, making sure you're not under it when it comes crashing down.

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# TOP 20

## GALLUP ALL FORMATS

| THIS WEEK | LAST WEEK | GAME                        | BY              | FORMAT   |
|-----------|-----------|-----------------------------|-----------------|----------|
| 1         | 1         | TEENAGE MUTANT HERO TURTLES | IMAGEWORKS      | C64      |
| 2         | 1         | TEENAGE MUTANT HERO TURTLES | IMAGEWORKS      | SPECTRUM |
| 3         | 3         | TEENAGE MUTANT HERO TURTLES | IMAGEWORKS      | AMSTRAD  |
| 4         | 4         | ROBOCOP2                    | OCEAN           | AMSTRAD  |
| 5         | 5         | POWERMONGER                 | ELECTRONIC ARTS | AMIGA    |
| 6         | 7         | GOLDEN AXE                  | SEGA            | SEGA     |
| 7         | 6         | TEENAGE MUTANT HERO TURTLES | NINTENDO        | NINTENDO |
| 8         | 11        | TEENAGE MUTANT HERO TURTLES | IMAGEWORKS      | AMIGA    |
| 9         | 9         | GOLDEN AXE                  | VIRGIN          | C64      |
| 10        | 12        | TEENAGE MUTANT HERO TURTLES | MIRRORSOFT      | ST       |
| 11        | 8         | HOLLYWOOD COLLECTION        | OCEAN           | C64      |
| 12        | 10        | POWERMONGER                 | ELECTRONIC ARTS | ST       |
| 13        | 10        | GOLDEN AXE                  | VIRGIN          | SPECTRUM |
| 14        | 19        | SPEEDBALL2                  | MIRRORSOFT      | ST       |
| 15        | 13        | ROBOCOP2                    | OCEAN           | AMIGA    |
| 16        | -         | NARC                        | OCEAN           | C64      |
| 17        | -         | SCI                         | OCEAN           | SPECTRUM |
| 18        | 14        | SUPER MARIO-LAND            | NINTENDO        | GAMEBOY  |
| 19        | -         | HOLLYWOOD COLLECTION        | OCEAN           | SPECTRUM |
| 20        | -         | NARC                        | OCEAN           | SPECTRUM |

This is the all-new, all-formats Gallup CHARTALK chart which shows the best-selling games by the format they're released on, and there's no two ways about it - those Turtles did good! You'll notice that for the first time we've got Nintendo, Sega and Gameboy titles in the top 20 (And about time too! - Previously indignant Nintendo, Sega and Gameboy owner).

## AMIGA

|                                 |                 |     |
|---------------------------------|-----------------|-----|
| 1 - RoboCop II                  | Ocean           | 80% |
| 2 - Fantasy World Dizzy         | Code Masters    | 82% |
| 3 3 Treasures Island Dizzy      | Code Masters    | 88% |
| 4 - PowerMonger                 | Electronic Arts | 88% |
| 5 - Teenage Mutant Hero Turtles | Image Works     | 76% |
| 6 - SCI                         | Ocean           | 84% |
| 7-12 Hollywood Collection       | Ocean           | 71% |
| 8 - Fast Food                   | Code Masters    | 66% |
| 9 1 F-19 Stealth Fighter        | MicroPhase      | 90% |
| 10 17 Hong Kong Phooey          | Hi-Tec          | 90% |
| 11 - Tournament Golf            | Elite           | 76% |
| 12 - Toyota Celica GT Rally     | Gemini          | 88% |
| 13 - Indianapolis 500           | Electronic Arts | 91% |
| 14 - Platinum                   | US Gold         | 83% |
| 15 - Total Recall               | Ocean           | 62% |
| 16 - HARC                       | Ocean           | 91% |
| 17 - MG 29                      | Code Masters    | 70% |
| 18 8 Power Pack                 | Beas Jolly      | 87% |
| 19 - Sega Master Mix            | US Gold         | 74% |
| 20 - Last Ninja 2               | Hi Squad        | 77% |



## ATARI ST

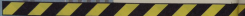
|                                  |                 |     |
|----------------------------------|-----------------|-----|
| 1 3 Lotus Esprit Turbo Challenge | Gemini          | 89% |
| 2 - PowerMonger                  | Electronic Arts | 82% |
| 3 - Fantasy World Dizzy          | Code Masters    | 81% |
| 4 - Speedball 2                  | Image Works     | 95% |
| 5 - Golden Axe                   | Image Works     | 91% |
| 6 - Teenage Mutant Hero Turtles  | Image Works     | 76% |
| 7 - Fast Food                    | Code Masters    | 66% |
| 8 - Steve Davis World Snooker    | CBS             | 77% |
| 9 2 Treasures Island Dizzy       | Code Masters    | 88% |
| 10 - Gazza 2                     | Empire          | 72% |
| 11 - Afterburner                 | Hi Squad        | 44% |
| 12 - Hollywood Collection        | Ocean           | 70% |
| 13 8 Kick Off 2                  | Anco            | 90% |
| 14 - Super Hang-On               | Hi Squad        | 80% |
| 15 - Tournament Golf             | Elite           | 76% |
| 16 12 Super Off Road             | Virgin          | 94% |
| 17 - Toyota Celica GT Rally      | Gemini          | 88% |
| 18 - MG 29                       | Code Masters    | 70% |
| 19 - Advanced Fruit Machine      | Code Masters    | 76% |
| 20 - RoboCop II                  | Ocean           | 83% |

## G64

|                                 |              |     |
|---------------------------------|--------------|-----|
| 1 - Teenage Mutant Hero Turtles | Image Works  | 86% |
| 2 - Operation Wolf              | Hi Squad     | 84% |
| 3 - Target Renegade             | Hi Squad     | 82% |
| 4 - Crazy Collection            | Code Masters | 81% |
| 5 - Hollywood Collection        | Ocean        | 80% |
| 6 1 Out Run                     | Kix          | 44% |
| 7 14 Double Dragon              | Mastelronic  | 82% |
| 8 1 Paperboy                    | Escape       | 47% |
| 9 18 Quattro Combat             | Code Masters | 67% |
| 10 - Gazza 2                    | Empire       | 70% |
| 11 18 Guardian Angel            | Code Masters | 86% |
| 12 8 Run the Gauntlet           | Hi Squad     | 73% |
| 13 - Kwik Snax                  | Code Masters | 63% |
| 14 - Batman - Caped Crusader    | Hi Squad     | 75% |
| 15 - Rastan                     | Hi Squad     | 88% |
| 16 - WEC Le Mans                | Hi Squad     | 33% |
| 17 - Beverly Hills Cop          | Hi-Tec       | 44% |
| 18 10 Quattro Adventure         | Code Masters | 72% |
| 19 - RoboCop II                 | Ocean        | 81% |
| 20 17 Bigfoot                   | Code Masters | 73% |



## 060





## NINTENDO

|    |    |                             |     |
|----|----|-----------------------------|-----|
| 1  | 1  | Teenage Mutant Hero Turtles | 85% |
| 2  | 3  | Double Dragon II            | 88% |
| 3  | 4  | Super Mario Brothers II     | 89% |
| 4  | 2  | Batman                      | 89% |
| 5  | 6  | Adventures of Link          | 83% |
| 6  | 8  | Track and Field II          | 81% |
| 7  | 7  | Track and Field I           | 78% |
| 8  | -  | Megaman                     | 87% |
| 9  | 8  | Bubble Bobble               | 87% |
| 10 | 10 | Cobra Triangle              | 82% |

Another new chart to C+VG - so no more complaints from you Nintendo owners, eh? These amphibian warriors have got number one position, but will Turtlesmania last long enough for them to be able to beat off the Double Dragon (2nd)



## SEGA

|    |   |                      |     |
|----|---|----------------------|-----|
| 1  | - | Golden Axe           | 92% |
| 2  | - | Wonderboy III        | 88% |
| 3  | - | Ninja                | 80% |
| 4  | 6 | Chase HQ             | 85% |
| 5  | 7 | Operation Wolf       | 85% |
| 6  | - | World Cup Italia '90 | 90% |
| 7  | - | Super Monaco GP      | 86% |
| 8  | - | Cekenas              | 84% |
| 9  | - | Gottfinsen           | 80% |
| 10 | - | World Soccer         | 85% |

The brilliant Golden Axe hits number one in our first MasterSystem chart, with Wonderboy III holding second, but Ninja manages to hold out against the likes of Chase HQ and Op Wolf - just.

## SPECTRUM

|    |    |                             |              |     |
|----|----|-----------------------------|--------------|-----|
| 1  | 1  | Teenage Mutant Hero Turtles | Image Works  | 85% |
| 2  | 8  | Kwik Smax                   | Code Masters | 85% |
| 3  | -  | Double Dragon               | Mastertronic | 88% |
| 4  | -  | RoboCop II                  | Ocean        | 80% |
| 5  | 3  | R-Type                      | Hi Squad     | 93% |
| 6  | 12 | Target Renegade             | Hi Squad     | 85% |
| 7  | -  | Discy Collection            | Code Masters | 81% |
| 8  | -  | Operation Wolf              | Hi Squad     | 82% |
| 9  | 4  | Out Run                     | Kira         | 70% |
| 10 | -  | Treasure Island Discy       | Code Masters | 90% |
| 11 | -  | Batman - Caped Crusader     | Hi Squad     | 77% |
| 12 | 2  | Paperboy                    | Encom        | 85% |
| 13 | 7  | Run-the-Gauntlet            | Hi Squad     | 74% |
| 14 | -  | Trackout Manager            | Hi-Tec       | 81% |
| 15 | -  | Tomahawk                    | Byteback     | 78% |
| 16 | -  | Silkworm                    | Mastertronic | 80% |
| 17 | -  | Yogi - Greed Monster        | Hi-Tec       | 77% |
| 18 | 14 | Quattro Adventures          | Code Masters | 83% |
| 19 | -  | WEC Le Mans                 | Hi Squad     | 82% |
| 20 | -  | Golden Axe                  | Virgin       | 85% |

Again, the Turtles cling on to the top, but RoboCop II is out and gunning for number one. A pretty dull chart, otherwise - too many budget re-releases! Don't you lot buy any full-price stuff!

### BOB'S TIP FOR THE TOP

I reckon that the Turtles have had their day, and now it's time for RoboCop to make his stand at the top.





# GO WILD!



To ugly wart-nose is gonna make a monkey out of me! But that's just that that witch has done - no minute I'm the mighty fold and the next I'm having breakfast delousing my arsehole. I can't take a step without tripping over my ankles and, uh, there's an overwhelming rain - time to swing out sister! But my broken heart is going ape. My beloved who I can't wait to share a banana with her! has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!

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# HIGH SCORES



*Dear Wimps,*

Listen up - it's Sadie here! They wouldn't let me do a challenge this month so I've decided to take over their highscores pages! To make life a bit tougher for you joystick jockeys, I've cut the usual tables down to five games on each machine, plus five of the latest coin-ops! If your a bit of a reckoner, stick your scores down on the form at the bottom of the next page, and send it to: SCORE WITH SADIE, C+VG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Next month I'll be back with a challenge so until then - see ya!

*Sadie*

## C64

What's happening to all you C64 gamers these days? The number of C64 highscores seem to roughly equal to Richard Leadbetter's IQ! Send in your scores for *IGL*, *Robocop II*, *Turrican*, *Lotus*, or any other new releases. Go on, see if you can impress me. Somehow I rather doubt it.

## AMIGA

Take a look at these pathetic efforts, score kings. These are the scores that **MUST** be beaten and I'm leaving it down to you underlings to come up with the goods. Go for it - but knock these C+VG scores out first. Go on... Just for me!

|                                     |                     |
|-------------------------------------|---------------------|
| <b>BADLANDS</b>                     | 18,019              |
| Steve Ricelett, Margate, Kent       |                     |
| <b>E-SNAK</b>                       | 72,308              |
| Michael Hale, Woodbridge, Suffolk   |                     |
| <b>GOLDEN AGE</b>                   | 290.3               |
| Alan Bates, Portsmouth              |                     |
| <b>LOTUS ESPRIT TURBO CHALLENGE</b> | 132                 |
| Robert Swan, C+VG                   |                     |
| <b>POWERMONGER</b>                  | 11 WORLDS CONQUERED |
| Richard Leadbetter, C+VG            |                     |

## ST

Not a bad first showing from ST owners, but that Lotus score is very disappointing. Alex, next door's 8 year-old golden retriever did better than that and the Turrican score should be pretty easy to smash as well. I'm leaving it in your hands.

|                                     |           |
|-------------------------------------|-----------|
| <b>DRAGON BREED</b>                 | 118,240   |
| John Kincaid, Gwent, Wales          |           |
| <b>LOTUS ESPRIT TURBO CHALLENGE</b> | 126       |
| Alex Richards, Sheffield            |           |
| <b>PARQ</b>                         | 84,688    |
| Lee Davies, Telford, Yorks          |           |
| <b>ROBOCOP II</b>                   | 324,648   |
| Garth King, Bedford, Kent           |           |
| <b>TURRICAN</b>                     | 1,048,118 |
| Anthony Baker, Stockport, Cheshire  |           |

## SPECTRUM

Oh dear. Spectry owners have to do better than this tepid showing. Put some effort in and send in all your highscores on your latest games to the address above. Just keep those inept incompetents, the C+VG reviewers out or I'll be round to sort you out.

|  |         |
|--|---------|
| <b>BARC</b>                            | 139,319 |
| Roger Thomas, Southend, Essex          |         |
| <b>ROBOCOP II</b>                      | 188,479 |
| Paul Armstrong, Bath, Avon             |         |
| <b>SPECIAL CRIMINAL INVESTIGATIONS</b> | 348,830 |
| Luke Brown, Coventry                   |         |
| <b>STRIDER II</b>                      | 341,519 |
| Anthony Robinson, Exmouth, Devon       |         |
| <b>TERRACE MUTANT HERO TURTLES</b>     | 890,880 |
| Rosie Brown, Cantonal, Glasgow         |         |

## AMSTRAD

Jeep! What's gain' on with you Amstrad owners. I want scores and I want them **now!** You wouldn't want YOUR highscore table to be made up of just those despicable C+VG reviews, would you? I'd sooner garrot myself with a rusty chainsaw. Get to it - now!

## SEGA

Not too much going on in the Sega highscore hills at the moment. You Sega scores seem more preoccupied with either baring things like eating and sleeping. What are you, a bunch of apineless wimps or what? I hope you can prove me wrong so get scoring and send in your coupans - now!

|                      |        |
|----------------------|--------|
| <b>COLUMBUS</b>      | 40,129 |
| Peter Willis, London |        |
| <b>GOLDEN AGE</b>    | 265.0  |
| James Hooke, Wrex    |        |

## MEGADRIVE

Not a bad showing from you hardware Megadrive gamers. Some one out there should be able to beat that Rainbow Islands score though. My probing contacts in the business reckon four or five million is a piece of cake. Know what I mean?

|  |           |
|--|-----------|
| <b>DYNAMIC DUKE</b><br>John Deighton, Woking, W Sussex       | 595,100   |
| <b>MELFRID</b><br>Paul Mason, Long Sutton, Leics             | 3,683,200 |
| <b>RAINBOW ISLANDS</b><br>James Patchell, Long Sutton, Leics | 2,021,700 |
| <b>SHADOW DANCER</b><br>D Brockhouse, Bolton, Lancs          | 264,000   |
| <b>STRIDER</b><br>Mark Davies, Manchester                    | 124,000   |

## NINTENDO

This is what I like to see. Enemy splits each their trousers with fear at these NES Highscore heroes, but I'm pretty certain that these scores aren't the best. Reason you can do better? Sure you can. It's easy - just like beating Rich's pathetic Mega Man 2 effort.

|   |           |
|---|-----------|
| <b>BATMAN</b><br>Edward Roberts, Suffolk  | 5,705,000 |
| <b>MEGA MAN 2</b><br>Richard Leadbetter, C+VG                                   | LEVEL 9-1 |
| <b>SUPER MARIO BROS 2</b><br>Kempster Eriksson, Stockholm, Sweden               | 2,658,700 |
| <b>TEENAGE MUTANT HERO TURTLES</b><br>Shaun Collierbertson, Westford, Oxonshire | 228,000   |

## GAME BOY

Heeee. Are you Gameboy players any good or what? A rating plant of wood plays Boulder Dash better than any C+VG reviewer. Best that score and I'll be eternally grateful. While you're at it, I hear disturbing news that the newscaster Paul Glancey can beat that Batman score. Do something about it - now!

|   |         |
|---|---------|
| <b>BATMAN</b><br>Michael Simpson, Glasgow       | 365,000 |
| <b>SCULDER DASH</b><br>Richard Leadbetter, C+VG | 3,000   |
| <b>PACMAN</b><br>Nicola Parker, Hastings        | 100,200 |

|   |         |
|---|---------|
| <b>TEENAGE MUTANT HERO TURTLES</b><br>John Deighton, Woking, W Sussex | 184,000 |
| <b>TEENS</b><br>Steve Leung, Kaindale, Glasgow                        | 262,000 |

## PC ENGINE

I don't believe it! What's the problem with you PC Engine owners. Have you given up gaming for good, or what? I suggest you get back in that little infantry number of yours and thrash out scores on your hottest games, like Afterburner, Outrun, Bomber Man, Devil Crash or Son of Dracula. Send them to me, and I'll print them next month. Got it?

## SUPER FAMICOM

I find this table particularly hard reading. Someone, somewhere must have better gamingplayng prowess than these drooling imbeciles. Super Famicom owners: score now! I don't want to see any of these names in the table next month, understand?

|  |                        |
|--|------------------------|
| <b>F-ZERO</b><br>Richard Leadbetter, C+VG        | 14,100                 |
| <b>FINAL FIGHT</b><br>Richard Leadbetter, C+VG   | 1,219,612              |
| <b>GRADIUS II</b><br>Robert Swan, C+VG           | 802,000                |
| <b>PILOTWINGS</b><br>Paul Glancey, C+VG          | LEVEL 7 (SCORE 186417) |
| <b>SUPER MARIO WORLD</b><br>Julian Rignall, C+VG | COMPLETED IN 46 LEVELS |

## ARCADES

I don't like it. I want scores, names and more scores! My heady eye singles out the Pitfighter score as the most susceptible to a possible Rignall attack, so make sure it doesn't happen. I'm relying on you, faithful readers.

|   |         |
|---|---------|
| <b>ROMANCE BROS</b><br>Rigid-Clayton, Manchester    | 26,100  |
| <b>S-LOC</b><br>Robert Swan, C+VG                   | 606,340 |
| <b>MEGA TETRIS</b><br>David Smith, Chatham, Kent    | 418,200 |
| <b>PIT FIGHTER</b><br>Tony Hunt, Chatham, Kent      | 275,240 |
| <b>RACE DRIVER</b><br>Julian Edwards, Finner, Widdr | 43,110  |

# Score with Sadie

Right, wimpos, you know the drill - every month, C+VG in conjunction with a major software company will be throwing down the gauntlet to all of you weaslings. If you think you're hot stuff, fill out the details on the form below - if your scores are good enough, they'll be printed in the Highscore Table, and if they're totally amazing, you could be in with the chance to go up against the laughable likes of Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - cretinous fools that they are!

DEAR SADIE,

I THINK I'M GREAT - MUCH BETTER THAN THOSE C+VG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME: ..... SCORE: .....  
 GAME: ..... SCORE: .....  
 GAME: ..... SCORE: .....

NAME: .....  
 ADDRESS: .....

066

ISSUE 42 MARCH 1991 £1.80

# ACE

■ ST ■ AMIGA ■ C64 ■  
CPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA ■

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# BYTESIZE

## AMSTRAD

### WELCOME TO BYTE SIZE!

Here's another new feature of the new-look C+VG! We've got rid of the old Update and Budget columns, and now we'll be reviewing any new releases we can't fit into the main body of the magazine in a Byte Size column devoted to the relevant machine - so that's even more reviews for the "pocket in your pocket"! As well as the reviews, we've also got Coming Soon features, which list the major games which will be "coming soon" (hence the name) to the pages of C+VG. Watch out for reviews of these in forthcoming issues!

A pretty poor month for Amstrad owners, sad to say - six budget releases, and only three are worth writing home about...

### OPERATION WOLF

#### HIT SQUAD

£2.99

Go that was an arcade smash, a C+VG HIT! conversion and now a budget release - simply blast through six levels of scrolling enemy territory, in order to save kidnapped hostages. This is the best of the 3-bit versions, with colourful graphics and addictive gameplay, and well worth hunting down for three quid.

#### OVERALL

85%

### MIAMI TURBO GT

#### PLAYERS

£2.99

According to the title, this is a super-charged race around the streets of Miami, but this is about as exciting as a night out with Ronald McDonald. Sticky graphics and poor playability make this a budget game to leave well alone - any owners would do better to have a look at WCC Le Mans.

#### OVERALL

51%



### WCC LE MANS

#### HIT SQUAD

£2.99

Another top-up hit, this puts you in control of a Jaguar racing car, screaming around the famed Le Mans circuit. Well reviewed when it was first released, WCC Le Mans is still a remarkably addictive racer, and for three quid, it is a lot better value than some of the full-priced racers about. Well worth a look.

#### OVERALL

88%

### COMING SOON!

| GAME           | COMPANY | PRICE   |
|----------------|---------|---------|
| SD             | OCEAN   | £24.99  |
| PLOTTING       | OCEAN   | £24.99  |
| PANG           | OCEAN   | £24.99  |
| BATTLE COMMAND | OCEAN   | £24.99  |
| TOKI           | OCEAN   | £24.99  |
| NIGHT SHIFT    | US GOLD | £ 10.99 |
| SUPER MONACO   |         |         |
| GP             | US GOLD | £ 10.99 |
| GAUNTLET III   | US GOLD | £ 10.99 |
| SHADOW DANCER  | US GOLD | £ 10.99 |



### TURBO KART RACER

#### PLAYERS

£2.99

Turbo kart racing may be fun, but this "simulation" certainly isn't! Ultra-poor scrolling and single colour karts that judder around the screen don't inspire confidence, and the frustrating playability finishes this right off. Pretty dire, so leave this well alone.

#### OVERALL

22%

### HAWK STORM

#### PLAYERS

£2.99

Another Players budget release, Hawk Storm pits you against the evil hawks in the platform land 'em cage. It's not overly pretty to look at, and it suffers from being extremely difficult to play. Real hard-core might get a few hours of enjoyment out of it, but others steer clear.

#### OVERALL

46%

### IMPOSSIBALL

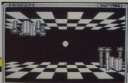
#### PLAYERS

£2.99

This newest-in-release puts you in control over a ball, which must bounce over myriad horizontally scrolling levels, each filled with deadly obstacles which must be overcome. Although pretty tough, and not really colourful, it is possible in a game that'll have you hooked for a fair old time.

#### OVERALL

80%





# BYTESIZE

## AMIGA

After the Christmas onslaught of mega releases, there's not really that much of note going on in Amiga-ville. Highlight of the month must be the breathtaking *Speedball 2*, but enough of this banter... On with the reviews!

### SPEEDBALL 2 IMAGEWORKS

£24.99

Excellent! The ST version was good, but the Amiga version has everything! Smooth scrolling, a new 33 colour palette and totally amazing sound (you can even hear the ice-cream vendor in the crowd). And there's 6000 hits must composed by new Canal Nation 12. For sheer playability and depth, *Speedball 2* is probably the best sports game ever seen on the Amiga! Go for it, or alternatively feel rather stupid.

OVERALL

97%



### TEENAGE MUTANT HERO TURTLES IMAGEWORKS

£24.99

Turtles cleaned out the pockets of gamers everywhere over Christmas, but we're not just sent the game for review! It's basically the same as the *Speedy* and *Amibros* versions reviewed a couple of months ago and is quite a good laugh to play. Unfortunately, the scrolling is jerky and there's a long delay as the game decompresses. Recommended to Turtle fans only.

OVERALL

76%

### OBITUS PSYGNOSIS

£34.99

It's "Over" I shall hear again from *Psychosis* in their latest graphical extravaganza. A three-disk epic quest awaits you with the action displayed in nicely animated 3D graphics. You control the game with the aid of a novel point 'n' click interface, but the action is unfortunately rather unexciting. RPG buffs best look at *Dungeon Master* (or if you've already got that, *Chaos Strikes Back*) (oh and for more engraving).

OVERALL

64%



## COMING SOON!

| GAME                    | COMPANY | PRICE  |
|-------------------------|---------|--------|
| NAVY SEALS              | OCEAN   | £24.99 |
| SECRET OF MONKEY ISLAND | US GOLD | £24.99 |
| HYDRA                   | DOMARK  | £TBA   |
| SKULL AND CROSSBONES    | US GOLD | £24.99 |
| TOBI                    | OCEAN   | £24.99 |
| CRUISE FOR A CORPSE     | US GOLD | £24.99 |
| EPIC                    | OCEAN   | £24.99 |

### DRAGON'S LAIR: TIMEWARP READYSOFT

£44.95

Buy *Dragon's Lair: Space Ace* and *Escape From Singa's Castle*? If you did and you enjoyed them, then you'll love this. The problem is, how do I/VS we like a lot of interaction and just like it's precessors: *Timewarp* is just a case of moving the stick in the right direction at the right milliseconds. Lovely graphics of course, but the lack of gameplay means this can't be recommended.

OVERALL

42%

### WARLOCK THE AVENGER MILLERIUM

£18.99

Remember *Quik* - the C64 Gauntlet type classic? Now *Millierium* have produced 16 bit versions with nice presentation screens, a new set of dungeons and enemies, but the same Gauntlet-style gameplay. If you enjoyed *Quik* on the C64 then you'll love this. However, even with the new dungeons the game concept definitely seems a tad dated, and the rough graphics don't help much. Try before you buy.

OVERALL

72%

### WRATH OF THE DEMON READYSOFT

£29.99

As the saying goes "pretty graphics do not a good game make" and this certainly goes for *Wrath of the Demon*. The game features some stunning graphics with sound which is very similar to *Psychosis: Shadow of the Desert*. The game's lack of playability, however, makes for a very average game.

OVERALL

55%



## EXTRA DISK EXCITEMENT

Finally! *Dungeon Master* fans are going to love *Chaos Strikes Back*, the expansion disk which provides you a level for the greatest RPG on the Amiga. It's incredibly tough though, don't with the new collection of leveled-up characters, no general stores are advised to build up their strength on *Dungeon Master* before checking out this stunning add-on.

Also, *Core Design* have just released the *Companion Master Disk*. The graphics in match the same as before but the map layouts are completely new and there's plenty of new treasures to loot. At £14.95, this is great value for fans of the original game.

# BYTESIZE

## C64

Ho hum. The only thing of note to appear on the old C64 of late are the two new Thalamus games, *Crusades* (which is fabbo and no mistake) and *Summer Camp*. Otherwise it's time to take a trip to Budgetville, Arizona for this month's round-up.

### BATMAN - THE CAPED CRUSADER

HIT SQUAD

£2.99

Time to dust off that cape and get back into crime (again!) with Batman in this comic strip style romp (which isn't based at all on the movie). The action fighting action isn't bad and there's two adventures to solve. These spots is pretty nice for this rather unexciting genre. One of the better budget games being the rounds.

OVERALL

83%

### TURBO KART RACER PLAYERS

£2.99

Take two player action, a racing track and a few "cute" items - and what do you have? This new Players release, that's what. Unfortunately, you've also got laughably tiny sprites, banal backgrounds and a minuscule playing area. Turbo Kart Racer is a fine release that isn't worth \$50, let alone three pence.

OVERALL

24%

### COMING SOON!

| GAME                       | COMPANY | PRICE  |
|----------------------------|---------|--------|
| SUPER MONACO GP            | US GOLD | £10.99 |
| SKULL AND CROSSBONES HYDRA | DOMARK  | £TBA   |
| NAVY SEALS (cart)          | US GOLD | £24.99 |
| TOKI (cart)                | US GOLD | £24.99 |



### FIRELORD PLAYERS

£2.99

Steve Crow's old Emerson arcade adventure went down a treat when it was first released on the Speccy ages ago. The C64 version is exactly the same, featuring the same line of repetitive running around and searching. The game concept's rather old law and *Firelord* is pretty tedious by today's standards. One for arcade adventure fans only.

OVERALL

61%

## SPECTRUM

Oh dear, oh dear - a very sad time for Speccy owners - just three (count 'em) games, and only one of those is halfway decent. Maybe next month, perhaps?

### RETURN OF THE JEDI

HIT SQUAD

£2.99

The third in the trilogy, *Jedi* differs from the other two insofar as it uses a ZX-style viewpoint rather than vector graphics, but even so, the Speccy conversion of the Atari coin-op is dull, repetitive and not a whole lot of fun. Recommended to fansatics of the film, and the coin-op only.

OVERALL

43%

### TOP CAT

HI-TEC

£2.99

GF '70 and the gang are back, to save Benny the Bat from becoming cat food at the hands of a decidedly buffed. Previous *Hi-Tec* incarnations have been a lot of a mixed bag, but this is quite a laugh, with some really nice graphics, and an addictive feature that keeps dragging you back for "one more go". Check it out!

OVERALL

82%

### COMING SOON!

| GAME                 | COMPANY | PRICE  |
|----------------------|---------|--------|
| TOTAL RECALL         | OCEAN   | £10.99 |
| TOKI                 | OCEAN   | £10.99 |
| SUPER MONACO GP      | US GOLD | £10.99 |
| GAUNTLET III         | US GOLD | £10.99 |
| HYDRA                | DOMARK  | £10.99 |
| SKULL AND CROSSBONES | DOMARK  | £10.99 |
| SHADOW DANCER        | US GOLD | £10.99 |

### MIAMI TURBO GT

PLAYERS

£2.99

Although fairly dull on the other 8-bits, the Spectrum version of this Chase HQ title is actually quite enjoyable, but after a few plays, the fun factor drops considerably - leaving this a rather dull race to play. If something good in a car is your thing, take a gambler at *IVEX Le Mans* instead.

OVERALL

72%



# BYTESIZE

## ATARI LYNX

Boy oh boy! Atari are really churning out the Lynx carts these days, and there are loads due in the months to come - check out the release schedule in COMING SOON below. This month we've got Robosquash, Rampage, Rygar and Rr... Shanghai, but watch out for more next issue.

### SHANGHAI

ATARI £29.99

This computer version of Mah Jongg gives you a pile of 288 tiles which you have to get rid of by finding matching pairs and sliding them off the board sideways. It is an absorbing game which puzzles fans (especially the slower thinkers for whom Klax was too zippy) should love.

**OVERALL** 84%



### RAMPAGE

ATARI £29.99

Up to four Control-wired players take control of giant mutants in this conversion of the Bally highway skyscraper-smashing coin-op. The graphics are spot on throughout, but the theme just isn't that much to the gameplay, and anyone but fans of the original will find demolishing buildings after building a wide highway.

**OVERALL** 60%



### COMING SOON!

| GAME           | DATE      | PRICE  |
|----------------|-----------|--------|
| NINJA GAIKEN   | FEB       | £29.99 |
| WORLD CLASS    |           |        |
| SOCCER         | FEB       | £29.99 |
| NFL SUPERBOWL  | MARCH     | £29.99 |
| VINDICATORS    | MARCH     | £29.99 |
| CHEQUERED FLAG | MARCH     | £29.99 |
| WARBIRDS       | MARCH     | £29.99 |
| GRID RUNNER    | MARCH     | £29.99 |
| TURBO SUB      | MARCH     | £29.99 |
| APS            | APRIL     | £29.99 |
| SCRAPYARD BOO  | APRIL     | £29.99 |
| ZYBOTS         | APRIL     | £29.99 |
| 700 DEGREES    | JUNE      | £29.99 |
| CASINO         | JUNE      | £29.99 |
| PAFLAND        | JULY      | £29.99 |
| STUN RUNNER    | SEPTEMBER | £29.99 |



### ROBOSQUASH

ATARI £29.99

If flexibly Robosquash is a 3D version of the arcade antique Ping. The idea is that you hit the ball just your opponent's paddle which is at the end of the room, and stop him hitting it back just yours. Power ups and smart graphics turn things up a little, but there isn't quite enough variety to keep the game exciting for very long.

**OVERALL** 70%



### RYGAR

ATARI £29.99

Take control of a barbarian king armed with deadly spiked yo-yos that lay a through 33 wailing levels of caves and volcanic backdrops, clearing them of evil creatures. The coin-op was never a hit, and the conversion is just as dull. The fun and tough gameplay isn't too stimulating, and there's no significant variation from level to level. Even the graphics aren't that good, so only valid fans of the original need worry.

**OVERALL** 46%

# BYTESIZE

## MEGADRIVE

Crikey! Billions of Megadrive releases both official and import, but hardly any of them are much cop! For the official machines, EA have launched Zany Golf while Virgin have released ESWAT, Arnold Palmer's Golf, Super Real Basketball, Super League Baseball, Moonwalker, Ghostbusters, Twin Hawk and Phantom Star II - a decent bunch apart from World Soccer which doesn't even deserve to be sneezed on. Here are some more import Megadrive reviews to keep you occupied...

### WONDERBOY 3

SEGA

£37.00

It's time to get out that napper and ready yourself for yet another test of your platform shoot 'em-up skills. WB3 is only graphics and appealing sound. Wonderboy 3 is initially quite enjoyable, but the action is quite monotonous so it'll get pretty tedious after a while. One for arcade fans only.

#### OVERALL

67%

### DAINGEROUS SEED

NAMCO

£37.00

Fly your Anti-Alien Boom Mobile across several stages of vertically-scrolling scenery in this shoot 'em-up non-event. This is a tedious effort to be sure, and even the power-ups are nothing new. It's very nicely completed, too, so only extremely impatient bean fans have a chance of getting their money's worth.

#### OVERALL

50%



### HEAVY UNIT

TOHO

£37.00

Yet another tempting opportunity to race across a multi-directional scrolling playfield dodging bad grime violence to anyone who dares cross your path. Though it's not particularly pretty, Heavy Unit is quite a jolly game, but hell, fire still rules supreme.

#### OVERALL

75%

### COMING SOON!

#### GAME

#### DATE

#### PRICE

MIDNIGHT

RESISTANCE

SPIDERMAN

RAIDEN

TBA

TBA

TBA

£37.00

£37.00

£37.00

#### THANKS

Thanks to Comode Concepts (formerly PC Engine Supplier) of Stoke for letting us borrow all of these games! Call them on (0182) 711778.



### GAIN GROUND

SEGA

£37.00

Best described as Gauntlet without the crawling (and the enjoyment), the objective of Gain Ground is to just reach the exit on the other side of the screen shooting obstacles on the way. It's very simple and very boring. You'll have to be stark raving mad to put with them, but good for this - and you can't even see it to fertilise the garden.

#### OVERALL

49%

### DARIUS 2

TAITO

£37.00

Yes, you get most if another horizontally wheel 'em up with extra weaponry! Lousy, when all these programmers came up with a more original one? Well, Darius has nice graphics and sound and is pretty playable as well. As we said before though, Hellfire is still the best blast around.

#### OVERALL

79%



### SWORD OF SODAM

ELECTRONIC ARTS

£39.99

Remember Sword of Sodom on the Amiga? It had brilliant graphics, sound but pretty tedious gameplay. Much the same applies to this Megadrive version, except that the graphics and sound are actually worse! Just walking around slaughtering things with your chopper is exceptionally monotonous after a couple of plays, and there isn't even the amusing touch to slow the transition.

#### OVERALL

57%



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| WINTERWOOD TURTLE<br>SER 7 .....  | £77.95  |
| SUPER FAMCOM .....  | P.O.A.  |
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| FRAGMENTS | ATARI PLAYERS   | WRESTLES | WRESTLES |
| WRESTLES  | WRESTLES        | WRESTLES | WRESTLES |
| WRESTLES  | WRESTLES        | WRESTLES | WRESTLES |
| WRESTLES  | WRESTLES        | WRESTLES | WRESTLES |
| WRESTLES  | WRESTLES        | WRESTLES | WRESTLES |
| WRESTLES  | WRESTLES        | WRESTLES | WRESTLES |

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| <table border="1"> <tr><th>NEO-Geo</th><th>PC ENGINE</th><th>GAMEBOY</th><th>NEO-Geo</th></tr> <tr><td>CHOLE I</td><td>OPERATION MIGHT</td><td>LOGGERS</td><td>1 WREST</td></tr> <tr><td>FRAGMENTS</td><td>ATARI PLAYERS</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> </table> | NEO-Geo         | PC ENGINE | GAMEBOY  | NEO-Geo | CHOLE I | OPERATION MIGHT | LOGGERS | 1 WREST | FRAGMENTS | ATARI PLAYERS | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | <table border="1"> <tr><th>NEO-Geo</th><th>PC ENGINE</th><th>GAMEBOY</th><th>NEO-Geo</th></tr> <tr><td>CHOLE I</td><td>OPERATION MIGHT</td><td>LOGGERS</td><td>1 WREST</td></tr> <tr><td>FRAGMENTS</td><td>ATARI PLAYERS</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> </table> | NEO-Geo | PC ENGINE | GAMEBOY | NEO-Geo | CHOLE I | OPERATION MIGHT | LOGGERS | 1 WREST | FRAGMENTS | ATARI PLAYERS | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | <table border="1"> <tr><th>NEO-Geo</th><th>PC ENGINE</th><th>GAMEBOY</th><th>NEO-Geo</th></tr> <tr><td>CHOLE I</td><td>OPERATION MIGHT</td><td>LOGGERS</td><td>1 WREST</td></tr> <tr><td>FRAGMENTS</td><td>ATARI PLAYERS</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> </table> | NEO-Geo | PC ENGINE | GAMEBOY | NEO-Geo | CHOLE I | OPERATION MIGHT | LOGGERS | 1 WREST | FRAGMENTS | ATARI PLAYERS | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | <table border="1"> <tr><th>NEO-Geo</th><th>PC ENGINE</th><th>GAMEBOY</th><th>NEO-Geo</th></tr> <tr><td>CHOLE I</td><td>OPERATION MIGHT</td><td>LOGGERS</td><td>1 WREST</td></tr> <tr><td>FRAGMENTS</td><td>ATARI PLAYERS</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> <tr><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td><td>WRESTLES</td></tr> </table> | NEO-Geo | PC ENGINE | GAMEBOY | NEO-Geo | CHOLE I | OPERATION MIGHT | LOGGERS | 1 WREST | FRAGMENTS | ATARI PLAYERS | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES | WRESTLES |
|---|-----------------|-----------|----------|---------|---------|-----------------|---------|---------|-----------|---------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|---|---------|-----------|---------|---------|---------|-----------------|---------|---------|-----------|---------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|---|---------|-----------|---------|---------|---------|-----------------|---------|---------|-----------|---------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|---|---------|-----------|---------|---------|---------|-----------------|---------|---------|-----------|---------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| NEO-Geo   | PC ENGINE       | GAMEBOY   | NEO-Geo  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| CHOLE I   | OPERATION MIGHT | LOGGERS   | 1 WREST  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| FRAGMENTS   | ATARI PLAYERS   | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| NEO-Geo   | PC ENGINE       | GAMEBOY   | NEO-Geo  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| CHOLE I   | OPERATION MIGHT | LOGGERS   | 1 WREST  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| FRAGMENTS   | ATARI PLAYERS   | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| NEO-Geo   | PC ENGINE       | GAMEBOY   | NEO-Geo  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| CHOLE I   | OPERATION MIGHT | LOGGERS   | 1 WREST  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| FRAGMENTS   | ATARI PLAYERS   | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| WRESTLES  | WRESTLES        | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
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| NEO-Geo   | PC ENGINE       | GAMEBOY   | NEO-Geo  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| CHOLE I   | OPERATION MIGHT | LOGGERS   | 1 WREST  |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
| FRAGMENTS   | ATARI PLAYERS   | WRESTLES  | WRESTLES |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |   |         |           |         |         |         |                 |         |         |           |               |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |          |
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# BYTESIZE

## NINTENDO

Plenty of new releases for NES owners this month - some totally flabby, some incredibly dire. Console yourselves (er, ah!) by buying a copy of the ball Snake, Rattle and Roll (reviewed on page 85) or Solar Jetman (page 82). Here's a quick round up of the rest, which, we're sorry to say, don't have prices because Nintendo's price list wasn't quite up to date...



### GHOSTBUSTERS 2

NINTENDO

ETBA

Remember the Ghostbusters? Of course you do, and here's the game of the sequel courtesy of Nintendo. The game is divided into a number of sub-sections with plenty of ectoplasmic excitement. Unfortunately, although a good laugh, the game has awful graphics, average sound and isn't exactly a steal at the price. Avoid.

OVERALL

61%

### BAD DUDES

NINTENDO

ETBA

Get more beat 'em up thrills as the player adopts the mantle of a Bad Dude traversing the horizontally scrolling platform sprawling underworld of violence to other Bad Dudes. Flashy graphics, tedious sound and gear-worship gameplay make this one hell of a waste to avoid. Go for Snake-Dragon 2 instead.

OVERALL

45%



## COMING SOON!

### GAME

GREMLINS 2  
SUPER SPIKE  
VOLLEYBALL

### DATE

NINTENDO  
NINTENDO

### PRICE

ETBA  
ETBA



### RESCUE

NINTENDO

ETBA

Terrorists have taken over an embassy, and it's down to your crack elite SAS squad to 'go in there' and dispose (read: death to any terrorists who dare cross your path). Don't kill the hostages though - you've got to save them. The game is divided into sub-sections and isn't as pretty/entertaining - but rather busy. Leave this well alone.

OVERALL

58%



### MEGAMAN 2

NINTENDO

£34.95

Dr. Wily's back, and it's down to Megaman to beat off all of his robotic henchmen, bag their weapons and make his way to Wily's castle for the final confrontation. This platform masterpiece is only beaten by the Mario series for sheer brilliance, and ranks as a totally fantastic and highly addictive game! We've had an imported version since last August and we're STILL playing it. Buy it as soon as you can - you won't be disappointed!

OVERALL

95%

### PINBOT

NINTENDO

£34.95

Get more brilliance from Pin - the dudes behind Snake, Rattle 'n' Roll and Solar Jetman. This conversion of a classic Williams pinball boasts millions of bonuses, great ball action (thank), superb graphics, superb sound and speech and a rather addictive line in playability. Check it out now!

OVERALL

90%

# BYTESIZE

## PC COMPATIBLES

Here - heaps of PC stuff this month, and most of it's pretty good too! Remember, though, a lot of the arcade stuff is designed to run on fast PCs - 286s or faster. All the games reviewed here were seen on a machine running at 26 MHz (a very fast indeed) and 13 MHz (quite speedy), and an Amstrad 2886 running at 8 MHz (not terribly quick).

### 4D SPORTS DRIVING MINDSCAPE

£29.99

Over 11 fast cars around tracks of your own design comprised of such hazards as loops, slides, pipes, jumps, forks and elevated sections. If you're playing on a fast PC this sim provides a really great feeling of driving, and makes the original PC *Hard Drive* look pretty needy. Sub-13 MHz machines make it look less impressive, though, even with the scenery switched off.

**OVERALL**

84%

### OIL'S WELL SIERRA

£24.99

Originally an Atari 8 bit game many years ago, this has been converted up with 256 colour graphics. You have to guide your pipe through a maze of passages to grab oil pellets, while avoiding mutant monsters. It's a very simple game, and not a particularly thrilling one - even with 256 colour graphics.

**OVERALL**

65%



### ELVIRA ACCOLADE

£39.99

Help the loquacious femme fatale regain control of her ancestral castle in this rather gory graphic adventure by Formosa. The command system is easy to use, the plot and puzzles are engaging and the game is made even more entertaining by all the graphics and sound effects. Be warned, though - even the unbreakable C-128 staff found some of the graphics a little disgusting. Definitely worth buying if that (and the price tag) isn't a problem, though.

**OVERALL**

84%



### COMING SOON!

| GAME                            | COMPANY    | PRICE |
|---------------------------------|------------|-------|
| SIMEARTH                        | MAXISOCEAN | £ TBA |
| RETALIATOR                      | OCEAN      | £ TBA |
| BATTLE COMMAND                  | OCEAN      | £ TBA |
| HARD DRIVEN II                  | DOMARK     | £ TBA |
| MIG 29                          | DOMARK     | £ TBA |
| SECRET WEAPONS OF THE LUFTWAFFE | US GOLD    | £ TBA |
| DEATH KNIGHTS OF KRYNN          | US GOLD    | £ TBA |



### STELLAR 7 DYNAMIX

£29.99

Another revised title - this time a revamped up game of Battle Zone with lovely 3D graphics (if you've got VGA) and plenty of enemy robot ships to take apart. A worthy purchase for 286-owning (fast) fans.

**OVERALL**

86%

### ALPHA WAVES INFOGRADES

£26.99

An abstract 3D platform game, in which you guide a bouncing thing through mazes of rooms, collecting crystals. Infogrames claim that the frequency of the sounds emitted by the PC softens the troubled mind, but your reviewer turned out to be immune to such brainwashing. Original, and amusing for a while, but it's a bit too frustrating to keep you happy for long.

**OVERALL**

70%

### LINKS US GOLD/ACCESS

£TBA

From the people who brought you Leaderboard, this 3D golf sim depicts shaded ballistics and bunkers on the fairway in 240 colour VGA graphics. The off-tee scenery is stunningly realistic and the speaker even reproduces sampled birdwing to make the experience complete. The fly is in the ointment is the fact that each shot takes several seconds to "load", making it very much a game for patient people. Golf purists will love it, but PGA Tour Golf, though not as pretty, is more instantly playable.

**OVERALL**

80%

### S.T.U.N. RUNNER DOMARK

£29.99

Take your STUN ship across futuristic highways at 900 mph in this conversion of the Atari coin-op. Unfortunately, the version is exactly the same as the Amiga version released last month and is neither faster nor more playable, even when running on a superior 386. Don't even try it on any thing slower than 33 MHz.

**OVERALL**

39%





# BYTESIZE

## PC ENGINE

A mixed bag for PC Engineers this month, with two Sega coin-op conversions, something for grapple fans, and even blasting trucks get a look in, too!

### TOY SHOP BOYS

HUDSON

£34.00

Vertically smilling blasting action, as you guide three flying jets over Toyland. It's yet-another shoot 'em up action (ie power-ups and end-of-level guard-lanes), but it scores originality points for the ability to move the horses around in their formation, thus selecting a weapon, fire tool, but not completely outstanding.

**OVERALL**

70%

### OUT RUN

NEC

£34.00

The classic Sega coin-op leaves only the PC Engine after what seems an eternity of waiting, and although the graphics and sound are okay, and the game itself is fast, it doesn't take long to finish the game. Also, watch-out for the shabby graphics if you have a coprocessor PC Engine. For fans of the game only.

**OVERALL**

70%



### THUNDERBLADE

NEC

£34.00

Another Sega coin-op conversion, with you at the controls of a super chopper, pitted against enemy tanks and aircraft. The arcade game was no great shakes, and the conversion suffers further with janky graphics and yucky sound. Very disappointing.

**OVERALL**

46%

### COMING SOON!

| GAME                            | COMPANY | PRICE  |
|---------------------------------|---------|--------|
| PARASOL STARS                   | TAITO   | £34.00 |
| HELLBRE                         | TOAPLAN | £34.00 |
| SPECIAL CRIMINAL INVESTIGATIONS | TAITO   | £34.00 |



### ST DRAGON

AIKOM

£34.00

Its mechanical blasting in abundance with the conversion of the so-so Jet Set Run-up. The main problem here is the level of difficulty - it's too damned hard! If you're an arcade operator you may glean some pleasure from this, but novice gamers will soon become frustrated. Try it out before you part with the notes.

**OVERALL**

77%



### CHAMPION WRESTLING

TAITO

£34.00

Wrestling games seem to be something of a trend at the moment, but Champion Wrestling is something of a let-down. The graphics are pretty poor, and the control system is a little confusing, making this a heck of a hard game to get to grips with. Unless you're wrestling-mad, leave this alone.

**OVERALL**

44%

### CYBER COMBAT POLICE

FACE

£34.00

Shades of G-Divert here, with a lone police officer up against various bad guys in order to save the day. The graphics and sound are reasonable, but with only one life to play with, this makes the game extremely tough going. If you're desperate for G-Divert on the Engine, have a look, but don't expect too much.

**OVERALL**

67%

# BYTESIZE

## MASTER SYSTEM

What do Michael Jackson, the World Cup and Dick Tracy have in common? They're all new Sega Master System games, that's what! Coming soon we've got a load of hot-looking conversions from TecMagik and US Gold - check out the Previews section for full details and pics.

### MOONWALKER

SEGA

£29.99

ADAPT! Michael Jackson's back to save the kids of the world, in this conversion of the Megadrive game reviewed in issue 136. This looks a lot like the enjoyable Megadrive game, but the music (which was that version's best feature) isn't so good, and without that the rather repetitive gameplay isn't enough to sustain your interest for long. Recommended only for music gamers.

OVERALL

70%

### DICK TRACY

SEGA

£29.99

Armed with a machine gun and his fists of justice, the anonymous 'no. 1' fights his way through 18 levels of horizontally-scrolling shrapnel on the hunt for evil fans. The graphics and sound are pretty basic, and the gameplay is just a tad confusing, due to the unresponsive controls. Not a short topper.

OVERALL

64%



### WORLD CUP ITALIA '90

SEGA

£24.99

It may be almost a year since the Final, but here's another World Cup-body game - and quite frankly, it's a pretty poor effort, with some awful graphics and almost no playability whatsoever. If you're after a soccer game for the Master System, have a look at the last World Soccer.

OVERALL

44%

## COMING SOON!

| GAME                | DATE     | PRICE  |
|---------------------|----------|--------|
| CYBER SHINOBI       | SEGA     | £29.99 |
| LEADERBOARD         | US GOLD  | £15A   |
| HEROES OF THE LANCE | US GOLD  | £15A   |
| PACMANIA            | TECMAGIK | £15A   |
| POPULOUS            | TECMAGIK | £15A   |
| SHADOW OF THE BEAST | TECMAGIK | £15A   |



### GAIN GROUND

SEGA

£29.99

This little known Sega-con-vg conversion looks like a simple screen version of Gauntlet - but that's where the similarities end. As well as having dull graphics, Gain Ground is about as interesting as watching paint dry. Leave it on the shelf.

OVERALL

32%



### DANAN - JUNGLE FIGHTER

SEGA

£29.99

Being through the jungle, and stuff up a few Danans in this rather dull platform topper. Jumping around collecting magical powers and doing over various screens is fun for a while, but before you're into it, and you'll find yourself getting rapidly bored. Have a look, but don't expect too much.

OVERALL

54%



# BYTESIZE

## ATARI ST

It's a bit of an odd month for ST owners, with the very poor STUN Runner and the dull World Championship Soccer, but there's the ruddy good Crime Wave to make up for it...



### STUN RUNNER

DOMARK

£24.99

STUN Runner on the Amiga was little short of a joke, and unfortunately, the ST version is even worse. Jerky vector graphics, (which run slower than the Amiga game!) and the complete lack of any feeling of speed or inertia make this a dire conversion indeed, and one not worth even picking up of the shelf.

**OVERALL**

**37%**

### METAL MASTERS

INFOGRAVES

£24.99

Metamorphosis rearing with a difference, as you play the pilot of a massive control machine, set to defeat myriad opponents, to make as much money as possible. Although the graphics are okay (even if the animation is a tad suspect), there's not enough here to make this something you'll play again and again.

**OVERALL**

**71%**



## COMING SOON!

| GAME            | COMPANY | PRICE   |
|-----------------|---------|---------|
| NARC            | OCEAN   | £ 24.99 |
| NAVY SEALS      | OCEAN   | £ 24.99 |
| EPIC            | OCEAN   | £ 24.99 |
| HYDRA           | DOMARK  | £ 24.99 |
| SUPER MONACO GP | US GOLD | £ 24.99 |
| GAUNTLET 90     | US GOLD | £ 24.99 |
| CYBERCON II     | US GOLD | £ 24.99 |
| TORG            | OCEAN   | £ 24.99 |
| HARD DRIVE II   | DOMARK  | £ 24.99 |

### CRIME WAVE

US GOLD/ACCESS

£24.99

The president's daughter has been kidnapped (ish, original), and it's up to you to get her back by any means, no matter how violent. To be honest, this is actually a NARC clone, but with added movie-like scenes. So if you're a fan of the NARC coin-op, and you don't mind the slightly slow pace of the action, take a look.

**OVERALL**

**85%**

### OPERATION NEPTUNE

ACTION 16

£4.99

The Muff says the game contains "unbelievably realistic sub-aquatic combat", but quite frankly, this is about as believable as an episode of Night-Sound World's only average in the audio-visual stakes. This is a really dull game, and even for a few £ isn't a great purchase.

**OVERALL**

**56%**

### BLINKY'S SCARY SCHOOL

ZEPPELIN 16 BIT

£7.99

The rotary platform romps puts you in the shoes(?) of Blinky, a ghost who is out to stop the frightening, ghost-haunting activities of Lord McFawcett. With its cutesy graphics, addictive gameplay and attractive price, this is a very good game indeed.

**OVERALL**

**80%**



### WORLD CHAMPIONSHIP SOCCER

ELITE

£24.99

The (negative) cat from which this is taken is not exactly the most exciting fussy game ever, and even though the ST version is virtually identical, the confusing control method is enough to drive anyone up the wall. Soccer fans would still do well to go for the cheaper (and much better) Kick Off 2.

**OVERALL**

**56%**





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# REVIEW ▶▶

NINTENDO

£34.95

BY NINTENDO/RARE

The man with a gift for compact luxury is back. And it's not Robt! After a break of a few years, Jetman has returned - with yet another costume to get rich quick! His latest madcap caper involves collecting and re-creating other people's interplanetary garbage (what an ecologically sound job he is, eh?).

However, on a visit to one particular solar system, Jetman comes across a piece of a good great solar warship, wrought from purest gold. After a great deal of brain bending thought, Jetman realises that the other pieces of the warship are dotted across the various planets in the solar system.

If he could collect all the pieces of the ship and return it to its former glory, all his money worries would be over and he could retire a rich man! But being such a complete thicko, Jetman has no idea how to complete this monumental task - and he needs your help!



## PLENTY OF THRUST

Press the start button on your joystick and you'll immediately recognise Solar Jetman's resemblance to the ancient coin-op Gravitar. Gravlar has an effect on Jetman's craft, and pulls him into the ground, so Jetman has to counter its effect by relaying his ship and providing. Garbage is dotted around the swirling landscape and Jetman must collect it and return it to base. If he crashes his craft, he automatically ejects and has to re-turn to base to collect a new craft.



## COMMENT



Solar Jetman is simply one of the best NES cartridges I've had the pleasure to play this year. The Thrust-type gameplay coupled with some great power-ups make this a really playable little game, but then what would you expect from Rare (creators of the original

Space Jetman games)? On some planets, keeping control your craft is the hardest task - it really is a challenge just to survive! With fancy graphics and super sound, Solar Jetman is a really cosmic cartridge that must be bought - pronto.

**RICHARD  
LEADBETTER**



# SOLAR JETMAN HUNT FOR THE LOST



**GLORY DAYS**

Solar Jetman is only the latest in the hopefully long line of Jetman games that took in the early eighties. Jetman became something of a cult hero amongst Spectrum owners when Ultimate Play the Game (the label for Flare's early games), released Jetpac which put Jetman in the spacecraft construction business. Lunar Jetman was the follow-up, and there was plenty more bubble-blasting on a Defender-style landscape, and Jetman could even jump into a moon buggy and blast away in safety. WB Flare produce a follow-up to Solar Jetman? Only time (and a future issue of C&A) will tell.



# JETMAN

## THE GOLDEN WARSHIP

**POWER-UP PRICES**

The level ends when Jetman gets back to his mothership with the Warship segment. Then it's time to wrap off to the Interstellar Shop, where he can purchase the likes of more efficient engines, star-line fuel packs, time bombs and homing missiles to add to any useful garbage found on the planets.

**COMMENT**

I've been a fan of the Jetman games ever since I bought Jetpac for my Spectrum all those years ago, and it's been great to watch the Flare team go from strength to strength since then. This is a bit of a departure from the old Jetman style, but as far as gameplay goes, I

found it far and away the most enjoyable game in the series, because there's just so much to it! The planets and cave systems within them are vast, and there's such a variety of boss-on items to find and capture. I couldn't believe how big the second planet was the first time I reached it - it's like a game in its own right! The sound and graphics are functional rather than outstanding, but the feel and smooth scrolling deserves a mention. This is another great game from Flare which simply must be played to be believed!

**PAUL  
GLANCEY**

**NINTENDO**

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>93</b> |
| <b>SOUNDS</b>      | <b>91</b> |
| <b>PLAYABILITY</b> | <b>95</b> |
| <b>LASTABILITY</b> | <b>93</b> |
| <b>OVERALL</b>     | <b>94</b> |





## UPDATE

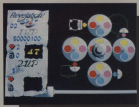
An ST version is also being planned by the game's creators. Tengen. Expect much the same game with slightly inferior service at the same price.

# REVIEW

AMIGA

£24.99

# Revelation!



**R**evelation is one of those puzzle games that seems memorably simple, but is incredibly difficult to exploit. Anyway, here goes.

The screen displays the locking tumblers of a safe, and it's your job as an elite safe cracker to open the safe before the time limit expires.

Actually manipulating the locking tumblers into opening the safe is quite a tricky process. The wheels on the screen have coloured dots arranged around the outside, and if one is turned so that, say, a red dot is adjacent to another red dot on a neighbouring wheel, the second wheel will rotate one quarter turn. This in turn may cause another two colours to match up, so watch out for some massive chain reactions!

To actually crack the safe, the tumblers have to be arranged so that the colours on them coincide with coloured locking arrows. When all the arrows are matched up with the corresponding colour the lock opens and you can spend whatever time is remaining opening the doors on a set of strongboxes. Some hold prizes which are worth bonus points, while others are completely empty and leave the prospective thief loathe.

## COMMENT



Krisalis deserves praise for trying to come up with a puzzle game which isn't just another Tetris clone, but when it comes down to it, I'd still rather play Tetris than Revelation. The idea is a good one, and it's very well presented graphically and sonically (the Matt Fennell soundtracks are very "Countdown" like). But the cubic Cube-style interaction between different elements of the puzzle means that this lacks the hypnotic power of Tetris which games from the player having to concentrate intently on one particular part of the screen. Without that, the game didn't really grab me enough to make me want to think about the strategy and I just played by fiddling with the tumblers semi-randomly until the safe opened. Real puzzle freaks (ie Philip Ison) should love Revelation, but it required a bit less much abstract brainwork for my taste.

PAUL  
GLANCEY



## AMIGA

|                |           |
|----------------|-----------|
| GRAPHICS       | 80        |
| SOUNDS         | 85        |
| PLAYABILITY    | 80        |
| LASTABILITY    | 77        |
| <b>OVERALL</b> | <b>80</b> |

# REVIEW

NINTENDO

£34.95

BY NINTENDO

# SN RA 'N'



Rattle and Roll are two snakes - not your ordinary variety, however, these two live in a strange world of checkerboard landscapes, seas, waterfalls, stone speakers, and, of all things, mushrooms! Their fate in life is to get from level to level by eating enough deadly Fidoys - small creatures that inhabit the landscapes - to become heavy enough to ring a bell at the top of a weighing machine, which in turn will open a door to the next level.

There are a fair few enemies out to get paid to our reptilian heroes' sometimes - (aying too soon remember Mario Minor?), big stomping beet, a big shark, and the constant threat of falling off the landscape into oblivion!

## SNAKES IN THE GRASS

Rattle and Roll aren't defenceless against the bad guys - by flicking their tongues out, any snake can be blasted into next week. But when things get really nasty, toxins can be collected to increase their speed or the length of their tongues! But watch out for the door which reverses the snake controls!



## COMMENT



Rare (previously known as Ultimate Play the Game) have proved that you don't need 16 bit power to produce a game which is so brilliant, it'll have you hooked from the word go! Graphically superb, Snake Rattle and Roll is one of the 'rare' (to use) breed of games - an original title which is just so good, there aren't enough superlatives to describe it. The humour is very strong indeed, and it makes a nice change to play a game which is plain fun. NES owners, go forth and get this now!

ROBERT SWAN



# WAKE, ATTLE ROLL



### COMMENT



Like Rob, I reckon that Snake, Rattle and Roll is one of the finest Nintendo games I've ever seen. Superlative graphics, entrancing sound and extremely addictive one or two player action make this one fine release that Nintendo and Rare (again) should be extremely proud of. With playability that knacks the many Megadrive games into oblivion, Snake, Rattle and Roll is simply superlative in every respect. Get hold of 35 quid and squander it all on this - you won't regret it!

**RICHARD  
LEADBETTER**



## NINTENDO

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>94</b> |
| <b>SOUNDS</b>      | <b>88</b> |
| <b>PLAYABILITY</b> | <b>96</b> |
| <b>LASTABILITY</b> | <b>94</b> |
| <b>OVERALL</b>     | <b>95</b> |



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Dotted around the camp are various icons that will aid Max (that is his quest).

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**MOUSETRAP:** Patrol Avoid like the player!

**CLOCK:** Presses all enemies on screen.

**WHELPY:** Transforms Max into a mouseceptor!

**PARACHUTE:** Enables Max to survive long drops, but can only be used once.

Grand Opening Day at Camp Watslump is soon approaching, but there's a big problem - the Stars and Stripes, the camp flag, has gone missing! Enter Maximus Mouse, the camp's resident rodent, who's bound to get the blame, unless he can find a replacement flag within 24 hours!

To find the flag, Max has to construct a vehicle to take him through each of the four massive levels that make up Camp Watslump. This is done by collecting Acme crates to make up the vehicle's blueprint - once the blueprint is complete, Max can go on to the next level!

If Max doesn't succeed, he could find that he's going to be next on the camp barbecue...

**COMMENT**

Like Thalamus's other new release, *Creatures*, *Summer Camp* offers a level of playability harking back to the golden days of C64 games. The graphics are cute to the max, and the sound is a treat to the ears, with a boppy, funkatoonic tune that bounces away in the background. The game itself is a little frustrating, but it is just so addictive, you find yourself playing again and again in spite of the rather tough difficulty level. If you're hankering after a hell platform game for the C64, check this out pronto.

**ROBERT  
SWAN****C64**

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>80</b> |
| <b>SOUNDS</b>      | <b>83</b> |
| <b>PLAYABILITY</b> | <b>82</b> |
| <b>LASTABILITY</b> | <b>85</b> |

**OVERALL 85**

## UPDATE

Start saving, ST-owning tennis fans, because Pro Tennis Tour 2 will soon be available for your machine. Other versions are a possibility - we'll keep you posted.

# REVIEW

## AMIGA

## £24.99

BY UBI SOFT

# PRO TENNIS TOUR 2



Pick up your racket and give these balls a good smashing in UbiSoft's follow up to their acclaimed Pro Tennis Tour. It's the usual pseudo-3D graphics, its play with feelings of sports-based action, as the player battles it out across one, three or five sets of tennis action.

There's also an option to take part in all of the major tennis tournaments the world has to offer, along with a choice of different pitches. And there's plenty more where that came from...

## COMMENT



The problem with Pro Tennis Tour 2 is that underneath all the flashy exterior lies a pretty basic game - okay, the graphics and sound are both very nice, and there's a whole sack-load of options, but after two or three games, the interest wanes, and you'll find yourself relegating this to the cupboard to gather dust. Aspiring John McEnrees will probably get a fair old bit of fun out of this, but others will get bored with it after a while.

**ROB SWAN**

## AMIGA

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>81</b> |
| <b>SOUNDS</b>      | <b>78</b> |
| <b>PLAYABILITY</b> | <b>80</b> |
| <b>LASTABILITY</b> | <b>80</b> |

## OVERALL 80

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# REVIEW ▶▶

MEGADRIVE

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BY SEGA

The kingdom has been laid waste by an evil doctor who has filled the land and its peaceful Arabian lands with the minions of darkness. It's a good thing that there's a hero around who, armed with his turbo-powered magical hat (and a plentiful supply of Donkeys) to keep it going, has decided to rid the kingdom of the murderous minions.

The action takes place over an eight-way scrolling platform environment, with our cute Arabian hero running around decussing wrong justice to anything and looking. The object of each level is simply to run past all the platform puzzles and reach the goal at the end of the level. Then it's on to the next stage where more of the same awaits - only this time it's even harder! So there you go.

## CRYSTAL CLEAR

On the weapons window, the hero's current inventory is displayed and it's here that the player can utilize any crystals that he's picked up. There are four varieties and each has a different effect, like making the screen go all wibbly (and killing all of the enemy sprites) for instance. Other gifts and potions that the hat-wearing hero has collected can also be selected here for instant use.

## COMMENT



Is this Psycho Fox, or what? Apart from a graphical facelift, this is precisely a Megadrive version of the classic Sega game! Still, the playability of *Magical Flying Hat Turbo-Adventure* makes it stand head and shoulders over the majority of banal Megadrive games that indeed

are of the moment, although where does the "Flying" come into it? Any road up, with its great graphics, bonus games and huge levels, this game is highly recommended. Be warned though, as Hub will tell you, it's a real frustrating at times.

**RICHARD  
LEADBETTER**

# MAGICAL TURBO ADVENTURE



## THANKS

Thanks to Console Concepts (0782 712759) for the loan of the cartridge used in this review.



# FLYING HAT ADVENTURE!



## TURBO HAT TRICK

So what's so special about this hat thing that gives the game its rather unusual name? Well, not a lot really except that it's so big inside, but hats can store all the goodies in there and make them readily available for use should the need arise. The Deluxe Magical Flying Turbo Hat also has a fire caps attachment which slows down the wearer's fall, enabling our hero to cover yet more ground with a single leap! Pretty groovy, yes?

## COMMENT



Frustrating? That's an under-estimation, and no mistake! Magical Flying Hat Turbo Adventure (the winner of the 1991 World Game Title Comp) goes from dead easy to absolutely infuriating! Grips aside, though, this is one of the best platform games available for the Megadrive, with big, colourful, cutesy graphics, and an addictive nature which grabs you by the throat and doesn't let go. The latest crop of Megadrive shoot 'em ups isn't particularly inspiring so this is definitely one to go for.

**ROB SWAN**

## MEGADRIVE

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>83</b> |
| <b>SOUNDS</b>      | <b>84</b> |
| <b>PLAYABILITY</b> | <b>82</b> |
| <b>LASTABILITY</b> | <b>84</b> |
| <b>OVERALL</b>     | <b>84</b> |

## STATUE SECRETS

All of the extra pills, potions and crystals found in the game are collected by punching the heads of statues! But beware; sometimes this hood-geneic behavior results in nasty enemy sprites appearing instead of some nice goodies!

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# ARCADE

## Jazza's

Jaz takes a trip to the Amusement Trade Exhibition at Olympia, and discovers that, amongst all the refreshes of old shoot 'em ups, there are one or two games coming soon to an arcade near you...

### SIT IN THIS AND SWIVEL!

A very interesting Sega machine revealed at the ATX Amusement show last month was *ROBO*, a coin-up which literally turns your world upside down.

It's basically *G-Loc* with very big twists on, and certainly gives you the role of your life. When you climb into the machine a big safety bar comes down over your shoulders to lock you into the seat - then it's time for action.

As you play the game, the machine spins and turns through 360 degrees in all directions, so you're turned around and upside down in the most sickening manner. It's certainly great fun, but there are a couple of down-sides: first of all the machines costs over £20,000 - so don't expect many arcades to get one. And if they do, goes are likely to cost upwards of £1.00 a shoot! So, if you see it, play it!



### RADICAL ROAD-RACING

The other Sega coin-up premiered at the ATX show was *Road Mobile*, a car racing game which gives you the opportunity to race other drivers over a variety of tracks through different weather conditions. It's certainly technically superb, and has exceptionally realistic 3D, but it lacks original features and that addictive spark that makes most Sega race games great fun to play.



# T A I D O E N



## MAD DOG McCREE

The first laser disk arcade games appeared back in 1983 and shook the arcade world with their top action and cartoon-quality images. However, early models suffered from terrible unreliability (the sensitive laser disk equipment simply wasn't strong enough to take the punishment arcade machines get), and also there were gaps between scenes as the laser disk head moved from one part of the disk to another. However, Atari has revitalised the machinery, sped it all up and are pioneering the laser disk comeback!

Mad Dog McCree sends you back in time to the wild west, where men were real men, and Indians were being mercilessly slaughtered. The idea is to shoot your way through town. The screen shows a variety of different scenes, and cowboys pop up from all sorts of unexpected angles. Some are bad guys - shoot those suckers dead. But some don't broadcast any sort of weapon at all and should therefore be left alone.

Basically the game is a test of reflexes and attention, requiring you to gun down the badies and ignore the goodies. The picture quality of the real-life action is astonishing (I've got no choice but to give 100% to the graphics, because they're real and therefore can't be faulted), and there are no gaps during play. Sound is also excellent, because that's real too!

Mad Dog McCree is great fun to play and is a refreshing change from the usual coin-op shooting fare. Let's hope more games of this type appear soon!

## BURGER TIME AGAIN

A quick mention to Data East for bringing an ancient concept out of the store cupboard. Super Burger Time is a sequel to the ancient 1982 platform coin-op which had you rushing around the screen attempting to create giant hamburgers while avoiding the attentions of marauding mutant ingredients such as eggs, peppers and pickles! It's all jolly good fun and is certainly addictive for a while - check it out if you want a nostalgic trip to the past.



ATARI

|             |     |
|-------------|-----|
| GRAPHICS    | 100 |
| SOUNDS      | 100 |
| PLAYABILITY | 93  |
| LASTABILITY | 87  |

OVERALL 90

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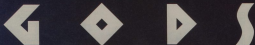
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# PREVIEW

BY RENEGADE

The Bitmap Brothers are back, with this, their first release under the new Renegade label. Loosely based on Greek mythology (their words, not ours!), Gods puts you in the shoes of a bearded warrior, whose task it is to travel through myriad platform-strewn levels, collecting as much treasure as possible. Sounds easy, yes? Not when there's all manner of weird and wonderful nasties out to stop



you in your tracks, it isn't! Add to that all sorts of traps and puzzles that have to be overcome, and the stuff really hits the fan! The warrior has a fair few weapons of his own at his disposal, but all have their advantages and disadvantages, depending on your whereabouts.

As you can see from the screenshots, the graphics are absolutely stunning (as is the norm with Bitmap games), and when Our Rob took a trip to the Bitmap offices in Wapping recently to have a look at how GODS was progressing, he was indeed mightily impressed. How will the finished product bear up under close scrutiny, we hear you ask? Well, you'll just have to check a future issue of CVG to find out, won't you?



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| AMIGA   | TBA  | £24.99 |
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# PREVIEW

BY SYSTEM 3

## THE LAST NINJA

After the rather disappointing 16 bit versions of Last Ninja 2 (which, System 3 are keen to point out, were written by Activision, not them!), those Pinner chefs are ready to unleash the third in their Ninja series, once again pitting the Last Ninja, against five evil Shoguns and their forces in Tibet. Last Ninja 3 certainly looks similar in style to the last two adventures, but as you can see, the graphics are little short of stunning - and so they should be, because Robin Levy, who produced the fancy CD4 visuals for 'Thalmanus' Anniversary is the man responsible! Because the CD4 version is on cartridge, it promises to have a whole lot more in it than the previous two instalments - more fighting, more weapons and whole lot more adventuring. Will it match up to the two previous versions? Seems a distinct possibility, but for the full story, check out the review in the April issue of CVD.



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# SILENT, INVINCIBLE, INVISIBLE...



# PREVIEW

BY IMAGEWORKS

# PREDATOR 2

The alien warrior that hunts for sport is back again, in Imageworks' conversion of the up-and-coming sequel to Big Game's 1990 smash hit. Set in downtown LA in the year 1995, the player takes the roll of Harrigan, a no-nonsense cop (played in the movie by Lethal Weapon copper, Danny Glover) attempting to put an end to the vicious drug war between the Jamaicans and the Columbian which has brought the city to its knees. Enter one fully armed alien into the fray, and what do you have? Full scale carnage, that's what. Set over four levels, Predator II has been in development since last autumn. "These 'hot' Arc Developments fellows (of Forgotten Worlds, Dragon Breed and Crackdown fame) are currently burning the midnight burnsties to get this one finished, and from what we've seen, this has the potential to be a film tie-in worth looking out for.



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# PREDATOR 2™



... HE'LL BE IN TOWN SOON WITH A FEW DAYS TO KILL

# PREVIEW

BY IMAGEWORKS

## ROBOZONE

Set in a totally polluted 21st century, Robozone puts you in the metal clodhoppers of a Wolverine defence robot, designed to protect the major cities until such a time when the pollution falls to a level where it becomes safe for habitation once more. But, enter the Pollutants (BOO! HISSSS!), intent on wrecking the cities and scavenging the metal within. Completely taken by surprise, the Wolverines were destroyed in their thousands, and now it's down to you, as the last machine, to turn the tide and defeat the Pollutants.

The game itself is set over three levels of non-stop blasting, which will make it (so Imageworks claim) "1991's ultimate shoot 'em up". Phoo! Can this be true? We-e-ell, it is being programmed by the unstoppable malays at Arc after all, so there may be some truth in it. Watch out for the upcoming review and we'll tell you.

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## BRAT

No, no, nothing to do with superstar Bart Simpson - this revolves around a cute, angelic baby, who by night, dreams of being a well 'ard, streetwise kid who's out on the streets of his dream world, looking for a "bit of bawber". According to the press release, however, Brat "is still only a baby, and has lost all sense of direction" (sounds like me after a few pints of Ol' Wobbly - Rob) (remember Kids, there's nothing big or clever about drinking alcohol and Rob is living proof of that - so you've been warned - ED). So anyway it's down to you to get Brat safely through the fantasy worlds of Toy Town, The Park and Space World.

It all looks very jolly indeed, with some very colourful, lively-looking graphics, but how it all plays is yet to be seen. All will be revealed... soon (hur hur hur)...

| VERSION | DATE   | PRICE  |
|---------|--------|--------|
| AMIGA   | SPRING | £24.99 |

## PACMANIA

The manic munching yellow beach-bail is back - again! PacMan must be the only video game character to make more comebacks than Gary Quidar, but here he is once more - this time on the Master System, courtesy of new software house Tecmagik. The aim of the game is pretty basic - munch your way around the 3D scrolling mazescapes, cleaning the pathways of video pits, and dodging (or even looting over!) the ghosts to stay in one place! Thing is, this new version has got even more in it than the Atari coin-op, including all manner of new twists, and even a secret level! Will it still be as fun to play? Check out the next issue of CVG for the full lowdown!



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## MEGA LO MANIA



BY IMAGEWORKS

From those delectable Sensible Software tovelles (the truly wonderful people behind smashies like Wozball and MicroProse Soccer) comes this, a game of cunning and strategy which pits you against three opponents in an attempt to bring a watery, primitive world to its full potential, thereby becoming a major force in the universe. With the ability to speed up and alter the process of evolution and industrial progress, Mega-Lo-Mania covers nine different time zones, allowing such strange occurrences as cave-men flying Spitfires, Roman Centurions catching one megatonne nuclear warheads in their bare hands, and alien creatures destroying ancient civilizational Peculiar stuff, indeed, and we can't wait to get our hands on it. The game that is. Check out the full review in next month's issue.

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