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**MANAGING EDITOR**  
**JULIAN HINCHALL**  
Julian once had a collection of discarded magazines which he kept in several shoe boxes under his bed. And to a certain gauge of attention, that one day he had a visit. He'd try to see if he could make a book, made a book for friends, and Julian was so excited with someone that he had to call his whole family. "Don't worry," as they say across the Channel.

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# ED-FIRST

**V**irtual Reality, eh? It's a right game. Well, it is now that W Industries have launched their Virtuality machine, coming soon to an arcade near you. I must say, the high price makes me slightly sceptical of its success, but I'd like to think it will change the world of computer games simply because it really is the next logical step.

The quality of computer graphics has improved vastly over the years, making games seem more and more realistic. But while they're displayed on a two-dimensional screen they'll never be able to completely convince the player that he's flying a fighter-bomber or wandering through a labyrinth of sticky up zombies. If Virtual Reality technology is developed to the same degree, then we really should be experiencing games totally (sights, sounds, feelings, and perhaps even smells) by the end of the century.

And after that? Well, who knows? Computers that connect directly to the player's brain, so that the imagination is the screen on which the graphics are displayed? Think about it...

And while you're thinking about it, prepare yourself for next month's amazing free gift, a set of glow-in-the-dark stickers, which could lead to you winning one of four Super Famicoms in upcoming issues of GYG and Mean Machines! Don't miss it!

**PAUL GLANCEY**  
ASSOCIATE EDITOR



Paul Glancey tests a prototype version of the Virtual Reality machine.

## COMPO-RESULTS ISLAND

### "The Romance of Winning"

Enter a compo in a past issue of GYG? Well, here's the bit to examine closely - it could be you who has won!

### COWABUNGA COIN-OPS OF CHAOS COMP

Crazy! A mega Turner coin-op was mercifully put 'up for grabs' by the merry-makers at GYG and Imageworks. We had a few thousand entries, but the one and only winner turned out to be:  
**ADAM EDWARDS, LLANRUMNEY, CARDIFF, CFS 9ET.**

### THE UGLY BUG COIN-OP COMP

So popular was this massive compo that it even turned up in Competitors' Journal (or some other pamphlet of that ilk) in the end though, the lucky chap who wins this brilliant futuristic nature coin-op is (you fanmail):  
**IAN BULLOCK, CHADWELL HEATH, ROMFORD, ESSEX.**

The nice people at Audioemic should be getting that banking great coin-op to you pretty soon now.

### THE MANIC MARCH HOTLINES

#### WIN A SUPER FAMICOM

A super-stab, mega-fun Super Famicom goes to:  
**BOBBY JOHNS, BETHNAL GREEN, LONDON.**

#### WIN A LYNX

The (well) handheld colour wonder ends up with:  
**JOSEPH STILES, BLANFORD, DORSET.**

#### WIN A GAMEBOY

The little handheld monochromatic marvel will find its way to:  
**BEN HOLLY, BRIGHTON, EAST SUSSEX.**

#### WIN A MEGADRIVE

The mega 16-bit console will be winging its way to:  
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# CVG NEWS

SPECIAL REPORT

**Deadline:** 31 March 1991. **The place:** Wembley Conference Centre, London. **The occasion:** the world launch of the 'Virtuality 1000 3D system' - a new accomplishment in "virtual reality", aimed at the leisure market as the future of computer-based entertainment. **Robert Swan was there - really...**

## WHAT IS ALL THIS VIRTUAL REALITY STUFF ANYWAY?

Virtual Reality is a topic which has received growing coverage in the computer press over the past months. It's a term used to describe a system which provides a full and realistic 3D view of a computer-generated world, in which you can move and interact.

Virtual Reality has already been applied to some commercial applications (notably architectural design). But until now, no-one has tried to sell systems for entertainment purposes

simply because the vast computer power needed to produce an exciting games environment was way too expensive to be commercially viable.

W Industries, based in Leicester, have spent the last decade designing and perfecting what they claim to be the ultimate in sensory experiences - the Virtuality 1000 3D Virtual Reality entertainment system.

This system, priced at £20,000, is aimed at the arcade market, and the good bits balance a top-of-the-range computer game machine, such as a Galley Force (which costs between £7,000 and £9,000), and the new 'VR001' (priced at over £20,000). W Industries hope to replace the "repined and shal-low" joys of today with simulations of all manner of vehicles ranging from the warlike jump jet to interstellar fighters.

## WHERE DID YOU GET THAT MAT?

The system itself is comprised of three parts. The display is incorporated in the 'Matrix', an ergonomically designed visor that rests on the head. Rotating the visor gives two high-resolution LCD colour displays which act as the player's eyes to provide a stereoscopic 3D effect. Inside the Visor there is sensing circuitry which can detect the exact angle of the player's head - so if he looks up, the screens display whatever is above him in the virtual world.

Stereo speakers in the helmet provide full game and sound effect, and there's even a hidden microphone so players can interact with each other in multi-player games.

The 'Matrix' fits practically any size of head (thanks to a rife locking system - so if you wear glasses, you don't have to take them off to use it), and there's even a 'panic button' - if you can't handle the heat, the lock springs open, allowing you to remove the unit quickly. The Visor is also extremely robust - it's been dropped from a height of two metres, and it still worked!

## THE GAMES

Two games were on display with the Virtuality - 'YTOL', a flight combat simulation based on the Hammer jump jet, and 'Ballistics', a space one with the player at the controls of a deadly starfighter. Both games are stunning in their design and conception, and you do really get a feeling of "being there" - the speed of the update is quite astonishing for a system of this nature.

W Industries are currently developing two more Virtuality games, one of which is provisionally titled 'Rising Forest'. The other is a game based on the Cresta Run, the famous deadly bob-sleigh course - expect high-speed thrills aplenty in that one!





# VIRTUALITY™

## THE ARCADE OF THE FUTURE?



### THE VERDICT

The Virtuality is certainly a remarkable achievement in the field of entertainment technology and is undoubtedly the most exciting development in arcade machines since Space Invaders. But will it take off?

The sleek, grey techno-cockpit and the Star Wars-style Virtuality make the Virtuality an impressive machine to behold, so it's bound to attract arcade players (and probably plenty of other curious passer-by's) like a magnet.

The only real problem with the system is the price - for your average arcade owner, £20,000 is a hell of a lot of dough to rough up for a single slot, and to connect 20 machines together would cost a whopping £400,000! So that price, players can expect to pay up to £2,000 per credit for W Industries will tend to produce games of very high quality indeed to keep the punters intrigued.

But, if you walk into one of the larger arcades and are lucky enough to catch eyes on it, I recommend without reservation that you at least sample the Virtuality experience - you certainly won't be disappointed.

### IN THE COCKPIT

The main portion of the Virtuality unit is the massive grey cockpit, in which the player sits and this contains the brains of the system, the powerful Exabyte computer (which in turn contains a CD-ROM drive), and the Animate graphics software, which not only generates the impressive 3D images, but controls the visual display from the computer through to the view.

There are two joysticks situated on the "arms" of the cockpit, both of which have trigger and thumb fire buttons.

### THE FUTURE

As with all computer systems, as soon as it's invented other companies will start a race to provide better and cheaper systems. And this will certainly be the case with Animate Virtual Reality. Sega and Sony are already working on Virtual Reality systems for use as leisure machines, and no doubt other major manufacturers are ready to enter the market. Players beware - a new revolution has begun.

# CVG NEWS

COMPETITION

# YOU COULD VIRTUALLY BE THERE!

#### QUESTION 1

What is the range of the system's telepresence?

- A) Vastly
- B) None
- C) Excellent
- D) Lauderdale

#### QUESTION 2

What game for the Virtuality is set inside a Harrier jump jet?

- A) Space Harrier
- B) VTOL
- C) Strike Force Harrier
- D) Attack Force

#### QUESTION 3

How much does the Virtuality system cost?

- A) £10,000
- B) £20,000
- C) £30,000
- D) £2.50 inc VAT (12.5%)

#### QUESTION 4

Name a major console manufacturer currently working on a Virtual Reality system.

- A) Atari
- B) Sega
- C) Nintendo
- D) Jaleco

Having a blast on the newest Virtual Reality coin-op may be some months away for most of us, but now CVG, in conjunction with those lovely people at W Industries, are giving two readers an expense-paid trip up to the offices of W Industries in Leicester where they will get the chance to have a bash on the Virtuality SD 1000 system - for free!

Just think - you could be soaring through an alternate world, blasting enemy aircraft and ground installations, or even screaming through space, zapping seven shades out of alien nasties! Even better, the prize-winners will be playing on linked machines, so they can zap seven shades out of each other!

To enter this fab comp, simply answer these four questions about the Virtuality system. All the answers are in the article on the previous two pages, so none of you has an excuse for getting anything wrong! Once you've written down all the answers (and the to-breaker), send them on the back of a postcard or sealed envelope to:

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That's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-vertical drop, not made any easier by the presence of teams of chain saw bunnies and punked-out penguins.

"Aero Aerial", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Tornado Tube" is for you.

You couldn't get further from a nice playful playground snowball fight, "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blast", a no-holds-barred race down unknown trails against the clock, and against all common sense.

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# CVG NEWS



Taking the Mickey? Virgin's cut-price Mega-drive hits the streets!



## MEGADRIVE MEGACUT!

Should you walk into a local branch of Dixons, you should discover that Sega have sensationally slashed the price of their Megadrive down to a token £149.99 - and you even get a free copy of the brilliant Mickey Mouse (sure beats the wimpy Alien Breed any day!) into the bargain!

Other shops should be receiving cut-price consoles soon, and the chances are that they will bundle at the same price with the splendid title '90 football game. Our advice is that if you're contemplating a Megadrive purchase, you should make all haste to Dixons and get that Mickey Mouse pack as soon as possible.

## U.S. GOLD

### US GOLD HIT PARADE

Birmingham-based US Gold have announced the latest Sega coin-op titles to be converted onto all the popular 8-bit and 16-bit systems. First off will be Alien Storm - the classically enjoyable follow-up to the gutbuster Alien Syndrome. This will be followed by the spectacular Q-Loc (the graphical four-on-four Sega endorsed as a sequel to Asterix).

Alien Storm is best described as a kind of Golden Axe with shoot 'em up elements. The basic gameplay involves the horizontally-scrolling antics of three characters out to wipe out an entire alien army! Alien Storm also features a brilliant bonus high-speed running section and there's even a 3D Q\*Wolf-style action level in for good measure. If Tiberian convert this well then it'll go down extremely well here at CVG.

Q-Loc is a graphically awesome coin-op. Combining Sega's sustained sprite-based 3D technology and a liberal smattering of polygons to boot, it's certainly a real coin-op experience (especially in the amazing 1080i coin-up cabinet). The basic gameplay simply involved piloting your F14 Tomcat behind enemy lines shooting down enough targets.

With your Vulcan cannon and missiles, US Gold have enlisted crack programming beds, Creative Materials to convert the game onto all the popular formats. Their conversions of Sega's Line of Fire were graphically superb, so hopefully this conversion should be equally impressive. Q-Loc should be ready for an Autumn release.



Get the cut! digital sampling with the new Chatter-Box!

### SOUNDING OFF!

Here's a bit of the latest piece of wrist-based technology - straight from the USA! The ChatterBox, as it's called, combines your average watch technology with a kind of mini-sampler, which can record and playback any sound you may utter into the mounted microphone. Sounds pretty good, eh? Unfortunately, what this picture doesn't show is the size of the thing! Roughly 80mm x 40mm, it's a bit on the big side - unless you've got wrists the size of Arnold Schwarzenegger's.

What we don't know is just how much sound the ChatterBox can record. It uses memory chips, not tape, so the length (and quality) of your samples is consequently rather limited.

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Screen Games also includes a mouse, Deluxe Paint II and four exciting challenges, including: Back to the Future II, Nightreider, Shadow of the Beast II and the devastating Days of Thunder.

If you're looking for great Amiga value, you could even trade in your old computer for

a fantastic world of graphics, animation and sound. For just £299.99, you can now buy the Amiga 500 computer and modulator, saving you £70 on the normal price.

The C64 with joystick and games cartridge just £199.99



A spectacular fall for the C64

Undoubtedly, the world's best selling home computer, the C64 is now excellent value down from £199.99 to £129.99.

This month, the C64 brings instant fun for all the family and comes complete with joystick and games cartridge consisting of International Soccer, Klax, Fiendish Freddy's Big Top O'Fun and Flindor's Quest.

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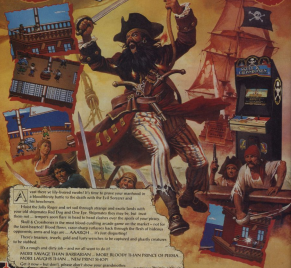
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# Skull & Crossbones



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Make the Jolly Roger and set sail through strange and exotic lands with your old shipmate Red Dog and One Eye. Discoveries they may be, but trust them not — tempers soon flare in heated battles over the spoils of your piracy.

Skull & Crossbones is the most blood-curdling arcade game on the market — not for the faint-hearted! Blood flows, razor sharp cutlasses hack through the flesh of hideous opponents, arms and legs are... **AAARRGH!** ...it's just disgusting!

Their treasure, treasure, gold and booty watches to be captured and phantasmagoria to be studied.

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**TENGEN**

*The Name is Cool — The Conversation*

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**DO MARK**

## COIN-OP GOLD

US Gold are returning to the compilation field with Coin-op Hits 2 incorporating four major coin-op licenses and one original game. The package is made up of *Ghosts 'n' Ghosts* (recent conversion of the Capcom smash), *Trigun* (okay, from best 'em up), *Dynasty Wars* (average Capcom conversion), *Ninja Spirit* (pretty good 'em-beat 'em up) and finally, *Hammerfest* (vivid images' great arcade adventure).

The highlights of this package must be *Ghosts 'n' Ghosts* and *Hammerfest* (though the latter was never a coin-op), and the other games combine to make this an above average compilation. Out during Easter, the 8-bit version weighs in at £19.99 on cassette, £19.99 on disk, while the 16-bit version cost £29.99 apiece.



## SEGA TERMINATED

In the Autumn, Sega Master System owners should be able to play a game based on the fab Schwarzenegger movie, *The Terminator*. Unfortunately, Virgin (the game's producers) only have the rights to produce the game on cartridge, so it appears likely that the only other console it could conceivably appear on is the Sega Megadrive.

The Terminator will be followed up by more cars from Virgin, although they remain tight-lipped about specific titles at the moment. It seems likely that they may well be conversions from some of Virgin's home-computer titles as well as original games.



## TERMINATOR 2 JUDGMENT DAY

# CVG NEWS

## BEST LICENCE EVER?

Ever Mylon's amazing *Famous Five* book - "The Famous Five on a Treasure Island" look set to be immortalised in a new adventure courtesy of Empire Variations. The game promises to have an intelligent parser, with plot, text and pictures highly similar to the Mylon books.

The game is already available on the Sam Coupé, and Amiga, ST, Spectrum, D64 and Amstrad versions should all be available by April with a PC version expected in May. Boy oh boy! We can't wait!

Compare these pictures. Could you see the original *Labyrinth* have been the inspiration for the *Famous Five* book?



## CUT-PRICE BOND

Domark are dusting down some of their old big name classics and re-releasing them at the mega-low price of £7.99. Expect to see *Licence to Kill* and *Hard Driver* available on Domark's new 16-bit spray label around April time.



## MYSTICAL MYSTERIES SOLVED

Mystical Infogrames' 16-bit game of sorcery has been converted on to the Spectrum and Amstrad! The French company are obviously quite pleased with this conversion as they reckon that the game has an "exceptional graphic beauty". Judge for yourself by casting your eyes over the Spectrum screenshots shown.

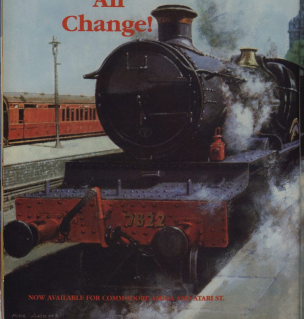
Playing a nice wizard, it's your job to destroy the nasty Grand Sorcerer's laboratory and all of his associated magical scrolls and ghosts. Infogrames promise "lots of animation, unlimited humour and a crowd of characters to meet". There's also all the prospective excitement of two-player action.

Infogrames are selling *Mystical* on the Amstrad and Spectrum at £19.99 on cassette and £19.99 on disk. To go to see the game in the shops by April.

Sid Meier's

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# REVIEW

**SUPER FAMICOM £40.00**

BY DIXIE

The gods were feeling pretty pleased with themselves. After all, during the course of a thousand millennia they'd managed to persuade the inhabitants of the entire planet to worship them and now they ruled supreme.

Unfortunately, a minor god was mucking about one day when he accidentally pointed his divine retribution finger at one of the major oceans. Needless to say, such careless behavior resulted in a major catastrophe as the earth opened up and a new island was created.

This island was a bit too big for the gods to ignore, so they decided after a few centuries that it should be populated, but being such a large island, it had to be divided into six separate areas. Populating each area and making it prosper was the ideal opportunity to train up a novice god and as the player of this game, you adopt that daunting mantle.

This might sound like a simple task - especially for an god - but unfortunately, you are not the only divine presence on the island. The Forces of Darkness arrived several decades ago and already a some of their foul minions roam the fair and pleasant lands. A speeding celestial arrow (courtesy of the infinite supply you keep in your divine quiver) is your form of attack against these demonic minions. But destroying their satanic lairs isn't so easy...



## ISLAND OBSERVATIONS

This stout castle is your base of operations. Fly it to the part of the island you want to look at, and press the button to zoom in or out.

A prosperous settlement.



▲ The river comes at an extra charge.

## POPULATION EXPLOSION!

At the beginning of each area you are granted with only two followers. Your mission as a god is first to level out the land. Then, when the four grass at the top of the screen empties away your followers spill out of the temple and populate the land you have leveled. However, the amount of people that leave the temple is dependent on a number of factors. How large your settlement is affects their reproductive antics, along with how happy they are. The happiness of your populace is very important in this game.





▲ One of many terrifying guardians!



▼ The first arcade level.



## ARCADE ACTION!

Before you can start to colonise each land, our angelic hero has to take out the demonic boss that has been established. After that the populating antics begin. The round ends when your people inexplicably get rather annoyed. The cause can be tracked down to another enemy base that the devilish sounds have created. You can ignore this and move on to the next level, but that's not very nice (or indeed very god-like) is it?

# WISER

## RICH SEZ...



I'm loathsome to say that I haven't added *Wiser* to my Super Famicom collection yet, but I fully intend to. Offering some of the superb graphics and unbelievable soundscapes ever, the arcade sections in this game really make it worth the money alone. Add in a *Sim City*/*Populous* game of a similar quality (and some spine-tinglingly awesome medieval tunes to match the settlement-building) and you've got a totally unbeatable combination. It's the arcade sections that are going to be winning the awards, I think - and there's even a hidden (though it's not hidden very well) option that enables you to play the arcade sections and forget about the strategy bits altogether! With a massive six levels to conquer there's loads of action to keep you going for a long while and if it's one of those games you'll play even after it's been completed - it's that good! The Super Famicom excels again with a game that shouldn't be missed. Mind you, a lot of the game is in Japanese and to my knowledge, so check you're getting English instructions before you hand over the cash.

**RICHARD LEADBETTER**



▲ Bones of the dead litter the desert.

## ROB SEZ...



As someone who intends to get one of these absolutely astounding machines, I like to make sure that the games I buy are going to give me more than just a few hours entertainment, and one of the first games I intend to grab hold of has to be *Atreizer*. The old saying goes "gobsmacking audiovisuals do not a good game make", but *Atreizer* mixes absolutely stunning graphics and sound with a game so addictive, you'll want to play it again and again. A special mention must go to the stunning movie-score-like incidental tracks which really do get the old adrenalin pumping! As Rich has said, the similarities of this to *Populous* and *Sim City* are somewhat obvious, but that's no bad thing by any means - the addition of some absolutely awesome arcade sequences only go to enhance the game further. Be warned, however - this nicker is tough, and will take a heck of a lot of practice to complete, but even so, *Atreizer* is a brilliant title that Super Famicom owners will go absolutely nuts over.

ROBERT SWAN

## MAGICAL MYSTERIES

Sometimes your loving population give you some magic to play with. It doesn't do much while you're in "good mode", but if you enter the arcade mode armed with magic then its use becomes obvious as each acts as a kind of smart bomb. One rains deadly photons down from the sky, while another sends out deadly fire in sub-atomic directions. The best must be the last power you receive. Two photon bars erupt from our ears and sweep outwards - killing everything in their path!

## UPDATE

*Atreizer* on any other machine? No chance!

## DIVINE RETRIBUTION

A number of powers are available to you for use in leveling the landscape ready for your population. Here's a quick low-down on all of them!



### LIGHTNING

Used to clear the land of rocks and boulders. Unfortunately, it also blasts any of your buildings as well so be careful where you use it.



### RAIN

Your minions can't build or farm on a desert. Blast that sand away with a little help from your powers of instant precipitation.



### SUNSHINE

If melting ice or drying marshes are your thing, then select this power for instant sun relief!



### WIND

On certain areas, your little men build windmills. If the natural wind weakens then they get very unhappy and crop production slows to a halt. Introduce some wind of your own and put some smiles back on their little faces.



### EARTHQUAKE

Only needed on one area, this small eruption connects an adjoining island to the main continent. Don't use it anywhere else as your people don't like it much.



## SATAN'S LITTLE HELPERS

Fleets of demonic forces lie in wait for our angels here. Look out for these evil mini-bosses and ready your bow and arrow for some serious celestial action.



**DRAGON**  
Lightning attacks from this evil devil blast away your minions' buildings. These guys are slightly harder than the wackiest bat.



**DEVIL IMPS**  
These devils blast the goodness out of your land with their massive fireballs. Your rain comes in handy here to repair the damage.



**GIANT SKULLS**  
Giant skulls need a massive size hit before they return to their own dimension of darkness. Watch out, as they see your angel and terrorize your population!



**BAT**  
This winged creature flies around snatching your people. One arrow dispenses of this pest.



▲ An evil line-up...

## ACT ONE, SCENE TWO

Actraiser features some of the gorgeous graphics yet seen on any home computer or console game. Each act presents the player with a completely new scene to conquer and the locations for these are as diverse as a rain forest, a desert, an icy plain, an evil pyramid and even an possessed castle! Each act gets progressively tougher - until the final confrontation with the Prince of Darkness himself!

## DOCTOR ACTRAISER'S MUSICAL PHARMACY

As well as possessing some of the greatest graphics ever, Actraiser also takes the accolade of having some of the greatest music ever incorporated into a console (or computer) game. There's a multitude of trumpets, drums and even a string quartet put to good use in the vast amount of tunes that this game has in store for you. Each tune also suits the mood and atmosphere of the graphics as well (and the confrontation tunes when you face an end-of-level boss are especially brilliant). The tunes themselves sound just like the sort of music you might hear in a cheapo '80s B movie!



▲ Owww!



## FAMICOM

|                |           |
|----------------|-----------|
| GRAPHICS       | 94        |
| SOUNDS         | 86        |
| PLAYABILITY    | 94        |
| LASTABILITY    | 89        |
| <b>OVERALL</b> | <b>95</b> |

## RASTAN STRIKES BACK!

Each arcade level (there are thirteen in all) takes a form rather similar to Taito's Rastan Saga. Your god possesses a mighty statue that magically comes to life. From here, you just keep walking right disposing of the evil ones with razor-sharp, sword-swinging justice. Each level (or act, as the game calls them) has a nasty guardian at the end to dispose of.



▲ Cerf! Check that out!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).



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It's black, it's bad, but it certainly ain't mad! It's the Sega Megadrive, and it could be yours - all for the price of a phone call! Just grab that reprod, answer a few easy questions, and Bob could be your uncle!

**WIN A  
PC ENGINE!  
0839 654 169**

What's white and well hard? No, not a fridge with a flip-knife, but that box of Japanese techno-wizardry, the PC Engine! Want one, do you? Well, you'd better get on the dog-and-bone plenty quick then, hadn't you?

**WIN A  
GAME BOY!  
0839 654 170**

It's the handheld everybody wants, and now you - yes, YOU - have the chance to lay your mitts on one of these sexy beasts! If you reckon you're in with a chance, then sprint to that phone, and get dialling pronto!

**WIN A SUPER FAMICOM! 0839 654 171**

Everyone wants one, but we give you the chance to win one of these totally awesome consoles for the price of a phone call! So, unless you're a complete plank, kick your sister off the phone and dial that number NOW!

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## THE COW QUESTION

Dear YOB,  
Speaking as a former regular contributor to the sacred pages of C+VG and now as a bowtie (that's cows to the left, profits out there) expert, I feel compelled, may, OBLIVIOUS to reply to Lee Piper's letter in ish 112, in which Lee uses the unusual explosive 'large bull's udder' when attempting to criticize the Super Fatterson game Super Mario 4. Dear Lee: Bulls do not have udders. Bulls do have large appendages in the same region that COWS have udders, but their purpose is quite, quite different. Remind me never to accept a glass of milk at your house.

Aonghus de Barra, Dublin P.S.I have an ST, Amiga, Megastive and (wait for it) VCS 2800 (password) and can't wait to get my hands on a Fatterson 'cos I'm not afraid to admit it's better than what I've got already.

What do you do on your computers in the morning, Lee? YOB: Look, before this thing gets out of hand, I'm burning any letters relating to the rather negative of farmyard animals. So stop it. Mind you, I did know this rather fine goat who...

## CH...CH... CHANGES - THE BACKLASH

Dear YOB,  
I'd like to say a couple of things. First, I think that the 'new look' issue is a large improvement on the old one, but my brain didn't think so, so I smashed his face in. I suppose it's worth getting a good magazine to receive an interesting little bit of a browser. Secondly, the old pattern, I reckon may be Final Fight coming out on the Amiga soon, because after seeing your lovely review in ish 112 I thought, WOW!, this game looks good. I wanna buy it. See ya.

J White, Hamish, Essex  
PS You'd better print this or I'll be to you well I did to my browser.

YOB: What a horrible, spiteful little bottom you are.



'Ello, 'ello, 'ello! Wat's all this then? A heaving pile of quite interesting letters fills the mailbag this month. In fact I'm so pleased with the letters you've sent in, I've decided to hand over £100 to one of you... and that one of you IS... Aonghus de Barra. If you think you've got something to say, write it down and send it to me at YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 36-32 FARRINGTON LANE, LONDON, EC1R 3AU. If your letter is my favourite of the month, you too could be a winner!

Why didn't you bring him here, then we could both have given him a second beating?

Dear YOB,  
Just thought I'd write in to congratulate you lot on your great new image. It's more colourful, bigger reviews and having two writers to review larger reviews works well. While you're doing all these bit changes what about giving more colour (and pages) to your mailbag? It's one of my favourite parts of the mag, your answers is the more stupid letters are very entertaining.

Anyway, well done and keep up the good work!

Richard Little, Devonian, Chrysl  
YOB: The problem with asking on the Mailbag is that some dirty old person could mock it all up and make me look like a girl. And that wouldn't be nice for anyone concerned, especially whoever was to blame.

Dear YOB,  
Just thought I'd let you know that I've just finished reading the 'new-look' issue of

C+VG. It's better! But I came across a mistake - what? Yes, a little mistake on page 93. A review of Magical Flying Hat on the Megastive received a HIT and its overall percentage was only 84% - a game has to achieve 90% or more to become a C+VG HIT! Oh well, I hope I don't find any more silly mistakes, or I shall sincerely hold you responsible!

Steven Johnson, Dukinfield, Cheshire

YOB: It's not a mistake - it's the special, one-off, never to be repeated HIT HIT awarded to games that, err, err, OZ, sorry, it won't happen again, hopefully.

## POTENTIAL TALENT (SNIGGER)

Dear YOB,  
I like your mag and I buy it every month. I am writing this letter to ask if you have any vacancies as I would like to be a reviewer.  
Jon Lindsey, Ross-on-Wye,

PS Here is a sample of my work:

**SPEEDBALL II**  
Oh no! Not the Billy Brothers again. They're so brilliant, first they bring out Speedball, and what a corker that was, now they bring out Speedball II.

It's one hell of a spanking good game. I bought this game and I've not played anything else. No when in the disk and say "Get Ready!" and yer away. On the menu page you can select between 1 or 2 player game, demo game or replay game.

So you thump your button for a 1 player game and have to then select match (Steven Vesta, England's Glory, very funny lol) you have a choice between Knockout League, Cup or Practice, or you can select a 2 player game and bring your mates round so they can kick some ass. The idea of this friendly game is to score points, but how you go about it is up to you. The game starts by a metal ball popping out of the ground and a loud voice shouts "Get Ready!" You





## PC GEZ

Dear YOB,

You will be pleased to know that I have stopped gibbering and regained my sanity. My psycho-momk mates have ceased their mad, maniacal, moo-ha-ha-ing rants and are confined to the final plague of "Toons" which is sweeping the teenage part of the nation. Anyway, some questions.

1. My Amstrad PC (640K) has got a dead slow 8086 chip, processor, CPU, thingy bit. How much more (MHz) is it?
2. How much would a fast CPU, processor thingy (286, 386) cost?
3. You said in a preview of Golden Axe in Jan '88 that you could get it on the PC - can you?
4. Someone I know has a Lex. He speaks its 18 out - I don't. Is it?
5. Are you a Toon? I.e. hang around Manchester City Centre wearing flared jeans and a Happy Mondays T shirt and acting 'dead' and?

Get the same Dute who terminates Toons, Christine YOB. Just to prove I'm not as stupid as people think, here are some answers...

1. Probably somewhere between 4 MHz and 6 MHz
2. You'd have to scrap your 1640 and buy a whole new machine if you wanted a faster processor.
3. It's coming.
4. It's an 8 bit processor (i.e. 802C actually), so you can't beat your mate about the head and neck with that verifiable fact.
5. That's two stupid questions for a clever laddie like me to answer.



## THE ARCADE MAN

Dear YOB,

When I was seventeen I found that after making the transition from student to working adult I had spent

cash. Lots of it, it seemed to me. Around the same time (1988) I found that all the classic video games which I had loved so dearly in my early teens were disappearing. There were no more Asteroids or Galaxies with which to mis-spell my youth. No more Starblasts, Planiforms or Sinistars to steal out sound from the corner of the arcade. My passion was ending, so I thought.

But one day on the way to Letchworth I saw a garage in South-East London and promptly parked the car. In it I saw an Alan Asteroids, one of the most original, playable games ever made. It was just before my father's birthday and so with a little negotiation, I bought the machine for one hundred pounds and gave it to my father as a house present. It has now been in the house for three years and has been performed by other classic video games including Starblasts, Defender, Star Wars, Missile Command, Tompaed etc.

I am now heavily involved in maintenance, repair, buying and selling of old machines. I have gathered thousands of pages of literature on all early video games and hundreds of hard-to-find gems for machines from Space Invaders to Return of the Jedi. I feel very strongly that those in the amusement industry have almost no concern for the wiping out of these popular games, and in fact only make matters worse by smashing machines as soon as they get old. I now feel that because games of this age are fun and for children, something should be done to keep machines from the gutter-age of video games alive and well for a long time to come.

Therefore I have decided to set up an organisation to cater to the needs of anyone who has an old machine in their house or garage. It will provide an site repair, tech. advice, information on where to get spare parts and any game secrets that exist for the game. If anyone is interested in joining or helping out with a friendly, helpful, ongoing salary they should write to me at this address: Charles Widdington, 77 Berrylands Road, Surbiton, Surrey KT5 8QV

YOB: Sounds like a good idea - very handy for people like our Jason who things at the till whenever

he sees a green-screened relic of those bygone days of postcardcode

## CHOC SHAKE-UP

Dear YOB,

Please print the letter because I can't then show off at school, and like many other Megadrive owners, want to know the following:

1. When will a Mastering game, hopefully Mean Events, be available on the Megadrive?
2. When will Final Fight be out on the Megadrive after the fabulous Super Famicom conversion?
3. When is Turtle (arcade) going to be out on the Megadrive, because it's hot? Finally, a warning to all computer brats: I think they are going to die off. Look what's come out: Megadrive, Famicom, PC Engine, etc, and computers aren't even the quality of their games. Choc-Shake (Jiggs), W. Haughton, Bolton

PS: I would rather have a pint of real ale than an ST or Amiga.

PPS: Your mag is mega. YOB: I'm not going to answer your questions since you're just being a silly person. What is the point of the "My console is better than your computer" babyish arguments which have ennobled up lately - can't you just be happy with what you've got? Deary me.



## TOP TEN

Dear YOB,

Here are ten things I think happen in every computer owner:

1. Buying games on holiday and when brought home realise instructions are in a foreign language.
2. Given bugs educational soft-

- ware (for the wrong computer).
3. You lose the manual just when you need it.
4. Your sister records New Kids On The Block over your favourite game.
5. Your sister doesn't let you plug your modulator into the TV when Brookside is on.
6. Your parents say, "I thought you wanted a computer for homework", after you ask for money for a new game.
7. The phone rings when the answering machine is switched off, you're all alone in the house and you have the highest score ever on a game with no pause feature.
8. Your father wants a shot at the computer just when you have loaded a strip-poker game.
9. Your friends come to your home, break the joystick, fry the screen and don't leave till 2 in the morning.
10. Your brother spills tea all over your favourite C-VII mag.

Michael Riaz, Poliochold, Glasgow  
YOB: Here are ten things to do with a frying pan:

- 1 to 3. Hit someone over the head with it.
10. Cook some bacon.

## BRAIN-FREE ZONE

Dear YOB,

If you don't print my letter I'll get my best friend Bruce Lee to smash your brains in (if any) (Mark at who's talking - YOB) with my next-door neighbour's snappy Amstrad tape 404 64K computer. Anyway, to business. I am thinking of getting a computer for my birthday. Would you recommend the new Amstrad 0128 disc and cassette or the Commodore Amiga 500 Screen Games. And which computer game would you recommend on disc for Amstrad?

Richard Murphy, Wottonham PD  
If you write anything, including this I will have you sued by my Dad.  
YOB: I'm saying nothing, I'm laughing though.



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The strange colour in the air indicated the presence of the CVG challengers. Enter the deformed presence of Richard Leadbetter (shrug in the knowledge that he owned a Famicom and the non-CVG juror's didn't - huh?) and the equally infamous newly-motivated Julian Pignall (another Super Famicom owner - not that this was going to help him).

## THE GAMES

I selected two games for my tournament. First off, Super Mario World - probably the best platform game in the world. If the contest was to be a fair one, then surely the vomit-inducing Pignall must be thoughtfully favoured on his own favourite game (and I was looking forward to that, believe me...)

Secondly, I chose (for my own personal reasons) the extreme violence of Final Fight - (the latest and greatest beat 'em up. When the cart had first arrived, I had witnessed (with much amusement) the complete ineptitude of the CVG staff on this game, and I awaited the encore with mounting pleasure. Ha

# THE CVG REVIEWERS' CHALLENGE

In my quest to find the ultimate games player (and destroy the grotesque egos of the repellent CVG reviewers into the bargain), I turned my attentions to the ultimate games machine - the Super Famicom. Surely the superior games offered by this hi-tech system could annihilate any vestige of gamesplaying ability offered by the miserable CVG crew. I gathered the participants of my challenge together. Victory was certain!

## THE CHALLENGERS

In order to cause maximum humiliation to the mentally retarded CVG reviewers, I drew from the experience of computer jounies far and wide (you leaders will have your chance next month). First of all, Sinclair User's Steve Koen. Many was the time I saw him playing (crust from his rubber-soled Spectrum, gaining vital gameplay experience on the Famicom, Amiga and Megadrive). Next up, Paul Rane! Surely an ex-CVG reviewer could annihilate the present bunch of incompetents. MEAN MACHINES! Matt Regan was my third participant - and the less said about him the better.

## GAME ONE: SUPER MARIO WORLD

The stunning news of Richard Leadbetter's massively kicked hair reached the Famicom first - he arrived a few seconds later. To try and even things up, I decided that because of all the points sheets known to this inebriate (and the Pignall creature too), the winner of the round would be the person who could complete as many rounds as possible in ten minutes.

Repellent Rich (even the bees keep away from him) started his game, and whizzed through the first five levels with ease - in less than six minutes - arrgggh! However, seconds later a loud fart from flaccid reviewer Paul Rane put him off and William's top phone-box reviewer lost two lives in close succession, and as a consequence only completed six levels before his time was up! A pathetic showing with only a miserable 130,270 points to show for it. I was beginning to enjoy this...

Next up was Davis, who only now revealed to me that he'd never played the game before! (and I watched with growing contempt as Steve lost five lives at 15 second intervals. His

complete lack of joystick skills amazed even me, and after ten minutes the record had only completed two screens and scored a drooping 13,240 points.

Things didn't improve that much when Matt Pegan first reached the Super Famicom. He lost his first life in a record-breaking nine seconds! Stunned into silence by the boy blunder's bumbling incompetence, I awaited his next move. Rich, meanwhile, wanted no time by feeding Matt his own form of verbal intimidation. A vicious kick from my special stamping boots reduced the limp one to a wobbling mess. Matt eventually fared well with retarded Richard with six completed rounds to his credit. But his score was two thousand points higher - meaning that Matt took the lead. Ha!

Ragnar arrived next, the strongest-looking one cooing his own inimitable brand of confidence. To my immense annoyance he completed round one in 48 seconds! This speed certainly may pass the first end-of-world catastrophe. Indeed, he had smashed Matt's record by the seven-and-a-half-minute stage and went on to complete eight rounds complete and score a gargantuan score of 168,840.

So-called Paul "Randy" Rand tried in vain to catch up with Ragnar, but unfortunately his performance was not quite good enough and came second with 154,780. Small consolation, I know, but the next round would sort out the man from the pigeon droppings.

## GAME ONE: SADIE'S SUMMARY

Herbie, Jacqui didn't suffer the humiliation I had planned for him, but I didn't care - it's a well-known fact he's crap at Final Fight. If Paul could beat him, then victory would be his. Shame about Steve - I had high hopes for him. The crestfallen, furchained form of Richard Leadbetter made my day - coming fourth out of five participants is a completely miserable showing whatever way you look at it! I was looking forward to making his humiliation complete in the next round.

Marie madonna - Ragnar may have walked it, but at least that Last-Better thing took a shuffling!



the face robbed him of his next life whilst a limp-wristed, pink leotard-wearing character took the next life whilst the end-of-level boss in round two destroyed his last efforts leaving him with a Record 340,140!

Rubber-boy Pegan arrived next, bemoaning the fact that he was "crap" and that he'd barely played it. A quick proof from my incredulous cattle prod scoured him into action. Damn, the first end-of-level boss, managed to extract two lives from the baby BEAN MACHINE man - I was beginning to despair. Could anyone catch up with Rich's score? I hoped so - for his sake... Obviously the drooping, slumped form of Mr Pegan wasn't quite good enough. He finished his credit with a glooming 321,990. He just didn't rise to the occasion, which probably explains his disappointing performance.

I didn't have much hope for Steve, especially when the smug Richard arrived to teach him how to play the game! The less said about his incompetent performance the better. Still, to his credit the 331,711 score did beat Matt's dull performance. The brain leech in Richard's hideous features will flash in my mind, I banished Steve back to the Sinclair User office, never to be seen again.

Could Randy save the day? If he could pummel Richard's score then the championship would be his. Unfortunately, it turned out that he'd never played the game before, either! Using my techniques for kicking someone's head in, Paul managed to achieve a creditable 345,280! This made him take second place again - completely humiliating both Julian and Richard's claim to the championship! Chuckle, chuckle, chuckle.

The amount of people I'd want to beat with a lead pipe is no-one's guess - especially that Pegan wreath...



## GAME TWO: SADIE'S SUMMARY

Another DVD reviewer wins the round. Arrghhh! Not to worry though, I'll gain my revenge one day - one day... A nice showing from Paul, though. Coming second in so many rounds isn't bad for someone who'd never even clapped eyes on a Super Famicom before. Steve and Matt's complete incompetence disgusted me. I would have to beat them out later.

## GAME TWO: FINAL FIGHT

I like Final Fight. I like it a lot - mainly because one of the characters you mercilessly thrash to oblivion looks a lot like Peter "Grumpy" Swan, and I also admire two of the game's characters, Poison and Ravette for their ferocious fighting skills. Their double-legged wileto look to the groin is one I must learn...

Once again, the odious Dick Badwater took the seat first. He seemed to have recovered from the shame of his thrashing on Super Mario and issued a particularly plume form of confidence. I don't want to dwell on this. He finished his credit with a massive 880,000!

Ragnar took the seat next and I anticipated a soft (but very painful) demise to his mindless antics. I wasn't to be disappointed. He lost several lives during the course of his game - and at one stage even set himself on fire! A knife in



them, if only Ragnar was in there instead - what a thinking, I suppose...

## SADIE'S SCOREBOARD

|         | ROUND ONE<br>SUPER MARIO | ROUND TWO<br>FINAL FIGHT | TOTAL<br>SCORE |
|---------|--------------------------|--------------------------|----------------|
| JULIAN  | 10                       | 6                        | 16             |
| PAUL    | 8                        | 8                        | 16             |
| RICHARD | 4                        | 10                       | 14             |
| MATT    | 0                        | 0                        | 0              |
| STEVE   | 0                        | 4                        | 4              |

## THE FINAL STANDINGS

But! There's nothing worse than a score draw! Thankfully, Ragnar didn't win outright - only the good all-round skill of Paul Rand got in his way. I considered staging a sudden death play-off between the two players (with the emphasis on the "sudden death" if Randy looked it up), but thought against it. I could wait another month for another challenge, and this time I would be victorious!

# SADIE

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# HIGH SCORES

Dear Wimps,

All right you so-called "Score Kings", this is the place where I print the records to boast if you've got more points than an exceptionally well-endowed porcupine, write your records on the coupon on the next page (or a postcard if you haven't got any scissors) and send them to: SCORE WITH SADIE, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 33-33 FARRINGTON LANE, LONDON, EC1R 3AU.

Sadie



## AMIGA

No responses to my Speedball 2 challenge yet - obviously you Imp-writted Amiga owners haven't got the balls. Thankfully, our one C-VG reviewer remains in the chest, so it's a good news item. What isn't quite so inviting is the prospect of a certain Richard Leadbetter beating that Lotus score. He's been "practising", so beware.

|                              |                     |
|------------------------------|---------------------|
| PANG                         | 876,000             |
| Victor Noto, Doncast         |                     |
| GOLDEN AXE                   | 390.8               |
| Alan Bailey, Portsmouth      |                     |
| LOTUS ESPRIT TURBO CHALLENGE | 127                 |
| Hans Nygaard, Denmark        |                     |
| MIDNIGHT RESISTANCE          | 58,450              |
| Daniel Lewis, Sheffield      |                     |
| POWERWAGON                   | 39 WORLDS CONQUERED |
| Jaco van Rijn, Holland       |                     |

## ST

Yawn! Lotus, Lotus and more 'yawn! Lotus! Bo-ooo-ding!! I didn't know better, I'd say that you ST administrators have all the scoring power of a dazzling rhinoceros! (Some scores for Speedball 2 to be grilling on with, or in fact anything that doesn't have any red sports cars in it. No excuses! Do it!

|                               |                     |
|-------------------------------|---------------------|
| SUPER OFF ROAD                | 3,330,000           |
| Steven Thomas, Clacton, Essex |                     |
| LOTUS ESPRIT TURBO CHALLENGE  | 388 (on HARD level) |
| David Innes, Sheffield        |                     |
| JAMES FORD                    | 5,100,410           |
| Robert Browning, Peterborough |                     |
| POWERWAGON                    | COMPLETED           |
| Trehan Knicker, Hants         |                     |

## C64

Looks like you Imp-writted C64 owners have taken the month off. Have you bought a new game lately? Perhaps you're ashamed of your complete inaptitude when it comes to playing games. Don't worry about this - the whole C-VG crew face that shame every day of their lives. Get scoring and get reading!

|                                 |                            |
|---------------------------------|----------------------------|
| KLAX                            | 1,481,220                  |
| Richard E Smith, Coventry       |                            |
| SPECIAL CRIMINAL INVESTIGATIONS | 299,000                    |
| Kristopher Newton, Sussex       |                            |
| TRIVY                           | 87,000 (Solo - Helicopter) |
| Rob Swan, Cvg                   |                            |
| NARC                            | 844,330                    |
| Joseph Hunt, Plymouth, Devon    |                            |
| TURRICAN II                     | 3,581,800                  |
| S J Cambridge, Hereich, Hertok  |                            |

## SPECTRUM

Finding a Spectrum high score is either like trying to locate the Yell if this month's rather lack-lustre mail sack is anything to go by. Some movement with the popular games, but nothing outstanding at all. Have you all taken up train spotting, or what?

|  |         |
|--|---------|
| NARC                                       | 154,400 |
| Paul Bowyer, Reading, Berks                |         |
| ROBODOP II                                 | 100,400 |
| Steele Andrews, Mt Glastonoga, South Wales |         |
| PANG                                       | 858,000 |
| Daniel Cross, Northampton                  |         |
| STRIDER II                                 | 341,378 |
| Anthony Hutchinson, Exmouth, Devon         |         |
| TECHAGE MUTANT HERO TURTLES                | 900,000 |
| Kennie Brown, Cardenall, Glasgow           |         |

## AMSTRAD

Look, we all know that there aren't that many decent games being released at the moment, but that doesn't mean you shouldn't unashamedly a good classic and send in a gargantuan score. As regular readers know, it takes a lot to impress my score-weary eyes. If you reckon you're "up to the job", send in a score - if you dare!

|                                  |                                     |
|----------------------------------|-------------------------------------|
| KAMBERFIST                       | 11,382                              |
| F. J. Smith, Warr, Essex         |                                     |
| SUPER CARS                       | Scott McCulloch, Ayrshire, Scotland |
| Benjamin King, Guyrwood          |                                     |
| MIDNIGHT RESISTANCE              | 37,440                              |
| Leon Phipps, Droyd               |                                     |
| THE SPY WHO LOVED ME             | 31,500                              |
| James Davis, Islworth, Middlesex |                                     |

## SEGA

There's plenty of classic Sega carts around to get scoring on, but it looks as though I'm going to have to embark on a three year period of hibernation before you lot get your act together. Send in your scores for Monkey Wrench, Gauntlet and Speedball NOW!

|                             |           |
|-----------------------------|-----------|
| CHASE HQ                    | 3,135,000 |
| Graham Lapworth, Birmingham |           |
| COLUMNS                     | 285,810   |
| Trevor Whiting, Warr        |           |

|                     |           |
|---------------------|-----------|
| BATTLE OUTRUN       | LEVEL 8   |
| Alex Charles, Luton |           |
| B-TYPE              | 1,100,000 |
| Trevor Wooding, Wod |           |

## MEGADRIVE

Rat After last month's Hellfire excitement, things have cooled down somewhat on the Megadrive front. An all-new (but slightly suspect) Wilky Mouse score props up my chat, though I bet John Madden says shouldn't really be there now, should it? Come on! Score on Dynasty or Elemental Master and make my day...

|                         |           |
|-------------------------|-----------|
| HELLFIRE                | 4,320,000 |
| Karl Moore, Edgbaston   |           |
| JOHN MADDEN'S FOOTBALL  | 100 - 8   |
| Mark Davies, Manchester |           |
| WICKET MOUSE            | 602,000   |
| Mark Davies, Manchester |           |
| SHADOW DANCER           | 1,000,200 |
| Lee Johnson, Tooting    |           |
| STRIDER                 | 681,800   |
| Mark Davies, Manchester |           |

## NINTENDO

Rat The demise of rival Richard's MegaMan 2 score made my day - and about time too! Otherwise, not too much of note going on in the Nintendo charts... and that means trouble! Well, what it actually means is a possible onslaught from the grotesque C+VG reviewers. Make sure it doesn't happen.

|                                     |           |
|-------------------------------------|-----------|
| BATTMAN                             | 8,700,000 |
| Edward Roberts, Sutton              |           |
| DOUBLE DRAGON II                    | 40,200    |
| Karl Bryning, Wycombe, Lancs        |           |
| MEGA MAN 2                          | COMPLETED |
| John Pogerson, Preston              |           |
| ROBOCOP                             | 110,200   |
| Edward Robert, Edgerton, Rutherford |           |
| TEENAGE MUTANT NERD TURTLES         | 1,020,400 |
| Paul Barnes, Preston                |           |

## GAME BOY

Well, now I've seen it all. Half all going on in the handheld highscore stakes! Obviously the absurdly simple task of being well in a Game Boy game is a bit too much for your tiny intellects. Pull your socks (and your trousers) up and get back in some hand-held hell-hole of the Gameboy variety!

|                          |           |
|--------------------------|-----------|
| BATTMAN                  | 701,200   |
| Matteo Franceschi, Italy |           |
| CHASE HQ                 | 1,000,000 |
| Damon Marshall, Fording  |           |

|                                    |                   |
|------------------------------------|-------------------|
| FORTRESS OF PAUL BASS              | 20,000            |
| Jonathan Lee-Paul Bass, Huntington |                   |
| RAPPERCY                           | 40,000 (Saturday) |
| Jonathan Lee-Paul Bass, Huntington |                   |
| REVENGE OF THE GATOR               | 620,000           |
| Alex Farrell, London               |                   |

## PC ENGINE

Anygodd! Boredom rules OK as far as the PC Engine highscore table goes. Are you jizzed demons allergic to scoring? I don't know. Maybe the mystery will be solved by next month. For your sales, I hope so.

|                                   |             |
|-----------------------------------|-------------|
| DEVIL CRASH                       | 498,400,000 |
| Ken Powers, Doughton-Le-Spring    |             |
| SPLATTERHOUSE                     | 221,000     |
| Carl Hayward, Middle Hill, Surrey |             |
| AFTERSHURER                       | 4,550,000   |
| Mark Scudwin, Wood, Essex         |             |

## SUPER FAMICOM

I fell true pain as this very day when I watched the Molecul Julian Rignall gain a massive 8,200,000 points on Super Mario World - in the space of ten minutes! A tiny trick carried off that particular "achievement"!

|                                 |                      |
|---------------------------------|----------------------|
| C-ZERO                          | 60,100               |
| Terry McFarlane, Somershamville |                      |
| FINAL FIGHT                     | 1,200,270            |
| Terry McFarlane, Darnley-on-Sea |                      |
| GRAND B                         | 683,600              |
| Robert Swan, C+VG               |                      |
| FLOTWINGS                       | LEVEL 8 (CODE 78000) |
| Paul Glancey, C+VG              |                      |
| SUPER MARIO WORLD               | 8,200,000            |
| Julian Rignall, C+VG            |                      |

## ARCADES

Plenty of Piliqhter scores this month - all of them above the 2,000,000 mark. You'll have to do better than that to catch up with Rignall's creditable 1,001,000 (that hurt, believe me).

|   |           |
|---|-----------|
| BLASTERBODS   | 7,221,370 |
| Erica Nelson (PMS), County Antrim, Northern Ireland |           |
| B-LDC   | 604,340   |
| Scott Cowley, Bournemouth                           |           |
| MEGA TWING  | 520,440   |
| Michael Hooded, Leatherhead, Surrey                 |           |
| PIF FIGHTER   | 1,001,000 |
| Julian Rignall, C+VG                                |           |
| SACE DRINK  | 42,170    |
| Antony Edwards, Finner, Wilt                        |           |

# Score with Sadie

Right, wimpos, you know the drill - every month (except the last two months it seems - harumph!) C+VG will be throwing down the gauntlet to all of you weaklings. 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.....



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moonwalker

game and video

or

golden  
axe



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GOLDEN AXE available from selected branches of VIRGIN - INDEPENDENT COMPUTER AND TOY STORES

# REVIEW

## MASTER SYSTEM £29.99

BY MIRRORSOFT

Fast forward to the future. Conventional sports of all description have been replaced by one single game. One game that combines the energy, excitement, skill, expertise and all-out violence of true sport. This game is Speedball.

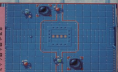
The action is displayed on an vertebally scrolling playfield with a goal at either end. Two teams assemble for the game and the aim is simply itself. Each end of the pitch has a goal tucked into the metallic walls and the two teams must score goals past the opposing team.

But in order to spice the game up and encourage the competitive spirit, the game's organisers have come up with a number of extras to spice up the matchfield action.



### SPEEDBALL SKILLS

Each player has the ability to barge other players about. But then, Speedball is a very violent game and all this barging malarkey is used to gain possession of the ball. Holding down the fire button for different amounts of time also dictates how high the player throws the ball. Simple passes require only a short stab of the button, whilst long passes require a longer press.



▲ What are you waiting for?

### RICH SEZ...



Speedball isn't bad at all. Best played in two-player mode it offers fast and furious action the like of which isn't seen too often on the Master System. All the fuss of stunting over to the opposing keeper, cutting him around the chops and then scoring is here for the taking!

The graphics aren't bad at all with a suitably "hard" metallic pitch (and matching apron), though the effect is weakened slightly by the jerky scrolling. However the sound is barely average. The tunes are a tad on the tedious side and the effects don't really catch the atmosphere of a high-thrill, excitement-laden game at all. Our colleagues at **MEAN MACHINES** thought it was a bit simple in one-player mode when they reviewed it, and Microsoft have listened to their criticisms and strengthened up the opposing teams. Have a look by all means.

**RICHARD  
LEADBETTER**

### CHOOSE YOUR TEAM

There are three Speedball teams to choose from before the violent action begins proper. Each team has different stats which affect the players' performance in the game. Our advice is to go for the mysterious masked Darth Vader-like in the centre. His team has a full 100 points more power than the others - and more power is a welcome advantage in Speedball.



# REVIEW

## TWO-PLAYER BALLS

Speedball is best appreciated in two-player mode. Unfortunately, the game isn't reliant on pure skill because there's a special advantage in being jockeyed over! This means you get to choose the best team and you also head up the pitch - far more advantageous for potential goal scorers!

# BALL

### UPDATE

Speedball is available now on the ST and Amiga under Microsoft's Intercol Image Label for a paltry £9.99! There's also a CD4 version out on the ImageWorks label which isn't bad at all. The game's sequel has also been released on the ST and Amiga (which recently received a massive 86% and 87% respectively).

• The way forward in all its glory!

• They're even at half time...

### PAUL SEZ...



Sorry, but I didn't get far Speedball at all. The first impression created by the Amiga-like opening screens had my hopes raised, but the sprites in the game are pretty disappointing and aren't particularly well animated either. The actual gameplay didn't really grab

me either just because it's so simplistic. There are hardly any tactics required apart from charging towards the opposition's goal, bashing the players out of the way - and even that isn't as much fun as you'd expect, because the fighting players seem to get stuck together and the unclear graphics make the fight for the ball even more confused. At least on the Master System Speedball has originality on its side, but there are several more interesting Sega games coming onto the shelves at the moment, so if I was a Sega owner (which I am, actually), I'd go for Impossible Mission or Gauntlet rather than Speedball. Ardent sports fans may feel differently, but I don't think this will convert others.

**PAUL  
GLANCEY**

### MONEY, MONEY, MONEY!

Follow the Speedball pitch and these can be used at the end of each game to buy extra time, extra starting or extra goals. Well, money buys more money options. Use the opportunity to decrease your opponent's skills, or bring the referee into the resulting of their goal!

• A worthy save...

### SEGA

|             |    |
|-------------|----|
| GRAPHICS    | 80 |
| SOUNDS      | 40 |
| PLAYABILITY | 81 |
| LASTABILITY | 79 |

**OVERALL 80**



Four levels of difficulty will help you to learn quickly - and optional autopilot settings will allow you to concentrate on intense action. The controls are simple, effective, and easy

to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real-world areas from the Persian Gulf to Iceland, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying

area of nearly half a million square miles.

Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!



An amazing 360° viewpoint gives you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

to automatically change the view for you, so that you're always looking right at the centre of the action.



The latest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the standard enemy

attack being thrown at you.



Experienced pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F-15 Strike Eagle II puts you in

the hottest seat of them all - Take a look for yourself.

# F-15 STRIKE EAGLE II



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and greatest



## AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



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# REVIEW

NINTENDO

£34.95

BY ACTIVISION

Rad Gravity is a proofer bloke. Travelling around the cosmos, armed only with a particularly lethal hairstyle, his mission in life is simple. For every planet that he visits in his intergalactic travels, he finds numbers. But these aren't boring numbers (Rad can probably cope up with plenty of these without the need for cosmic travel), in fact they're very important, as these numbers are the balancing point co-ordinates for neighbouring planets. Unfortunately, these numbers are jealously guarded by the planet's inhabitants and being a very private lot, they don't fancy a visit from Rad much at all.

When Rad beams down to a planet the view changes to a multi-directional scrolling platform playing area. Here the aim is simple. Using the amazing equipment on offer to co-ordinate collecting superweapons, he blasts away the misbehaving aliens over on the lookout for the elusive co-ordinates.

As for those Dave Deebe safety standards in his ship's computer, Rad beams back to his administrator stand and sets off for a new world when a choice daring adventure awaits...

The Adventures of

# RAD GRAVITY

## UPDATE

It doesn't look as if Rad Gravity will be touching down on any other system apart from the NES.

## RAD GRAVITY TOOLKIT

Rad starts the game with only two items in his arsenal. First off is his communications unit. When Rad is a bit low on energy, the communications unit beams him back to his trusty ship where he is revived with more energy. Rad also keeps his death-a-matic zapstick alive at the ready, so any repellent alien slime can be doberbed back into solution. As Rad progresses through the game, he finds plenty of extra equipment to add to his collection. This includes a zapgun (which is just the ticket for long-range alien blasting) and a new spacesuit.

4. Getting Rad into the alien

4. Take a quick butcher's at Rad's inventory.

of an entire compile...



▶ Rad cruises around the cosmos...



**INTERSTELLAR CRUISING**  
 Rad starts out each mission inside his super deluxe space cruiser. Though the conditions are cramped, his craft is capable of traveling the phenomenal distances between each star system. The main viewer shows Rad's current position in space while the eyepiece to the right gives a Rad a scenic view of the whole star cluster. The viewer also has a handy (and handy) habit of keeping Rad informed of various events and handing out information when it's needed.

## STAR SYSTEM SKILLS

There are over ten worlds to discover before Rad believes he's got enough numbers in his collection. These worlds are spread over three star systems. Rad starts off his early adventures in Cybertia, where a huge clump of alien robots seek to ensure Rad's quick demise. At the beginning of the game, three star systems are found on Rad's map (Cybertia, Volcania, and Effluvia). Unfortunately, where Rad can actually beam down to is dictated by the co-ordinates he's collected and he only starts the game with one number!



A. A nice world awaits...



## RICH SEZ...



NES owners are spoiled for choice when it comes to platform games. I mean, the Mario and MegaMan series just happen to be some of the best platform games in existence! It was with this in mind that I approached Rad Gravity. On the plus side, the game does have some of the most attractive sprites I've seen in a Nintendo game - especially the huge Rad sprite when he's awestruck about his space cruiser (what, you mean he's not there?) - (LO). The backdrops are a tad bland, especially when compared to the huge variety of alien sprites. As far as gameplay goes, the emphasis is far more on action than puzzles as opposed to the Mario and MegaMan series, so if you found these classics a bit too taxing, you'd do well to have a look at what's on offer here.



**RICHARD LEADBETTER**



A. A Rad-origines! Monsters are Rad!

## ACTIVISION ACTION

Although the UK sale of Activision has now closed down, the company still plans on releasing all of their console games in this country. The first release was *Ghostbusters 2* on the Nintendo (which received 87%, two months ago in DMG). *Red Galaxy* is the next episode and Activision are even coming with some Gameboy products, including a version of *Ghostbusters 2!*



▶ It's a green sphere attack!

▶ Red seems rather happy in the face of doom.



▶ Red's found the co-ordinates.



▶ Change arena access via Pads.



## JAZ SEZ...



I have to say that I enjoyed playing this a lot. Although it's nothing new on the Nintendo - good platform games are in abundance on this machine - there are plenty of neat touches making it sufficiently different to keep you entertained. Being an incurable blasting maniac, I found the action most enjoyable when I'd found the toy gun, because then I could really set to work tearing all and sundry. The sprites, especially the big ones are excellent, although the backgrounds are a bit dull (something had to go, I suppose). The sound is jolly enough, and there's plenty of challenge there if you enjoy platform games with lots of action.

**JULIAN RIGNALL**

## NINTENDO

|             |    |
|-------------|----|
| GRAPHICS    | 83 |
| SOUNDS      | 82 |
| PLAYABILITY | 87 |
| LASTABILITY | 84 |

**OVERALL 83**



**TURN THIS PAGE  
TO ENTER YOUR  
NEW WORLD.....**

# 3D CONSTRUCTION KIT

**PIERRE TAVLOU (30) - PORTERBOLTON**

I own a car company, but my real love has always been the area of space travel. I've often played around with 3D packages but what I really wanted to do was to design a spacecraft, piece them together to be the jet and then bring it to life and watch around it. This incredible package allows scenarios like me, who knows very little about computers, to do it easily!

First I put together a couple of blocks to make the fuselage.

Next I added the cockpit and the cone.

Adding detail was easy. I only had to design one wing, then used the copy, flip and rotate feature to produce the other one.

**PAUL BUCHHEIM (22) - BALING - TRANSPORT ECONOMIST**

I've always wanted to design my own house, but I could never really visualise what it would look like since it was built. What would it look like from above? Or from the inside? Or what if I wanted to walk through the furniture? This package allows me to arrange the furniture, I think this is a marvellous software package. I can do all of the things and make my dream house come true.

To start with I put up these simple walls.

Then I made a roof and lowered it down.

I added windows, a door, fence and the first tree in my garden. But the remaining job was yet to come...

**CHRIS HALL (16) - STURVEY - FORTH/GRINE**

I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.

Using a couple of the many 3D objects included in the pack, I quickly designed my own game package.

I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.

Then I set up some of the conditions which could make the game truly interesting.

Available on Amiga, Atari ST, IBM PC 0.5" & 3.25", Commodore 64 (cassette, disk), Amstrad (cassette, disk), Spectrum +3, Spectrum 48/144, Amiga Removable. Programmed by Incentive Software.

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**incentive**  
 The Award Winner



# REVIEW ▶▶

**AMIGA  
SPECTRUM**  
BY MINDSOFT

£24.99  
£10.99

After the fourth-dimensional holos of *Back to the Future II*, Marty McFly is back, and in even bigger trouble! Yeah, Doc Brown (mild invasion of the DeLorean time vehicle, and Marty's mentor) has been blasted back to the year 1885, leaving poor Marty stranded in 1955! The problem is, if Marty doesn't travel back to the Wild West, the good doctor will end up with a bullet in the back, courtesy of Buford 'Banana' Fannus, the demented great-grandpa of Marty's nemesis, Biff.

Having made it back to 1885 (and wrecking the DeLorean's fuel line in the process), Marty now has to find Doc, who is really in love with Clara Clayton, a schoolmarm from the past. Will the Doc get the girl? Will any of them get 'Back To the Future'? We're not going to tell you, because it's down to the player of this movie conversion to change the course of history!



## LEVEL ONE HORSEY HI-JINKS!

The first level sees Doc giving chase to Clara's runaway buckboard, which is heading straight for a ravine. No easy feat, as the trail ahead is strewn with obstacles, which if hit, knock Doc off his horse, delaying him from rescuing Clara. Other objects which have fallen from the buckboard can be picked up for bonus points. To make things even more complicated, Doc finds himself stuck in the middle of a raging battle between the Cavalry and an Indian tribe, and a bank robbery!



Take em, Doc! ▶



▶ Quack!

## LEVEL TWO - DUCK SHOOT

Here, Marty has to practice his skills in an old-style shooting gallery, aiming at ducks which travel across the top and bottom of the range. Cardboard cut-outs of Buford's gang also pop up, which can be shot for bonus points.



Take him out, Marty! ▶

# BACK TO THE FUTURE III



▶ Marty's in-training (ugh).

## LEVEL FOUR - GOIN' LOCO

Finally, Marty and the Doc have to get back to 1885, but the only way they can get the DeLorean up to 88 mph is to push it with a locomotive - as they have to steal one! Starting off from the moving train's last carriage, Marty has to make his way to the front of the train, collecting seven special combination keys, whilst avoiding more of Tanner's men, the train engineers, mailboxes, water towers and signals.



▶ Look out - duck!



## ROB SEZ...



I'm a big fan of the movies, but found the conversions of Back to the Future II little more than work. So, keeping this in mind, I expected the worst from BTTF 3. But Probe (the team behind such hits as SCI and Turbo QuikRun) have produced a tie-in which not only follows

the film (to a reasonable extent) but is entertaining to play, too. The in-game graphics on both versions are very nice indeed, with some nicely animated sprites, but the intermission screens on the Amiga are a bit dull - digitised pictures would have looked a lot better. The sound is okay, with some decent effects and background music, but the title track is a little weak. The only major quibble I have with BTTF 3 is the level of difficulty - you have to work like crazy just to get off the first level, so novice gamers beware. Four levels may not sound like a big game, but this is still keep hardened players going for a fair amount of time.

**ROBERT SWAN**

## LEVEL THREE PIE-PASTING PRANKS

The third level sees Doc in big trouble - Tanner's out gunning for him, but his gang have reckoned without Marty's kitchen-throwing talents. So, gathering a stack of empty pie tins, Marty has to knock out all of Tanner's gang, and then Tanner himself!



See another piece of pie in Oakland.



## BACK TO THE PLOT

The original *Back to the Future* saw Marty McFly (Michael J. Fox), transported back to the year 1885, courtesy of the wonderfully eccentric Doc Brown (Christopher Lloyd) and his plutonium-powered DeLorean time machine. Once back in 1885, all hell breaks loose, as the time machine runs out of juice, Marty's must-be-his-father head over heels in love with his future son, and Marty has to match his father's mismatched future parents before he and his future family cease to exist. If you haven't seen it yet, this is a highly recommended family entertainment at its finest, and for only \$9.99, a definite must-buy.

▶ Can the DeLorean reach enough?



## BACK TO THE PLOT 2

*Back to the Future II* continued the story, with Marty, his girl friend Jennifer and the Doc flying into the year 2015, where Marty has to assure his son and daughter (both played by Fox) stay out of trouble - but in the process, he inadvertently gives his arch-enemy Biff the chance to change history completely with the help of a sports-obsessed '60s sci-fi Doc and Marty have to travel both to a nightmare 1955, and from there to 1985 in order to recapture and destroy the alternate to try to return 1985 to normal. Although more than a touch confusing in places (due to the leaps back and forward in time), *Back to the Future II* is still a highly entertaining film, and well worth watching.

## RICH SEZ...



I found *Back to the Future 2* to be a reasonable game, desperately attempting to recreate the film. It succeeds quite well and has its own rather bizarre sense of humour. Fail in your attempts as Doc Brown to rescue Clara Clayton and an interminable screen shows

her falling off the cliff with the caption "I wish I was Mary Poppins". For every failed rescue attempt a new caption comes up including the inevitable "Oh no! Not again!". Marty even dies in and offers to help the incompetent Doc after about your fifth go! The humour is extended to all the graphics throughout the game and they serve the purpose admirably. The sound consists of decent effects (though Marty's gun sounds more like Dirty Harry's .44 magnum) and legal lines. BITES is a nice attempt at capturing the humour and atmosphere of the movie, but none of the sub-games have the depth to keep the player hooked for very long.

**RICHARD  
LEADBETTER**

## UPDATE

Probe are also producing versions for ST, Amstrad, C64 and PC, all of which should be available within a couple of months.

## AMIGA

|             |    |
|-------------|----|
| GRAPHICS    | 90 |
| SOUNDS      | 82 |
| PLAYABILITY | 88 |
| LASTABILITY | 86 |

**OVERALL 85**

## SPECTRUM

|             |    |
|-------------|----|
| GRAPHICS    | 88 |
| SOUNDS      | 79 |
| PLAYABILITY | 87 |
| LASTABILITY | 85 |

**OVERALL 85**



# REVIEW ▶▶

AMIGA

£24.99

BY CORE DESIGN

Chuck Rock is a tad annoyed. As this game's intro sequence unfolds, the sporty-but-lazy Rock was enjoying a quiet afternoon sitting around naked in his cave while outside his wife tugs out the washing (Chuck's only got one set of clothes, see). Could anything possibly spoil this scene of domestic bliss?

Enter the twisted genius of the evil Gary Gitter. He was just enjoying a nice country walk in Stone Age England when he came across Chuck's cave and caught sight of this staidly wife. Overcome with Manananggal lust he decided to smash away the poor maiden and hide her at the end of five levels' worth of eight-way scrolling platform scenes.

Pausing only to pick up a fig leaf to cover his ermine arsement, Chuck sets out on a rescue mission...

## UPDATE

Chuck Rock is coming to an ST retail site soon for the princely sum of £24.99. Expected this version to be much the same as the Amiga game. Core also tell us that they hope to convert Chuck Rock into the Megadrive, and they expect to have the game ready by December.

## FLINTSTONE FUMPIN' FISTICUFFS

In his pursuit for truth and justice, Chuck has a number of weapons that he can use against his foes. First of all, by swinging his voluminous belly in the direction of any enemy sprite he can bounce them to oblivion. Whilst jumping he can also deliver a lethal ovum kick to any who cross his path.

# CHUCK ROCK

## BOULDER DASH!

Two different sizes of boulders litter the platform landscape and Chuck can pick these up and crush his prehistoric foes by throwing the rock straight on top of them. Rocks also double up as platforms which Chuck can climb for extra height. Carrying boulders over his head also protects Chuck's head from any early creatures that might decide to drop things on his head.



• Menacing monsters



• Chuck lobes a rock into the swamp.

## PAUL SEZ...

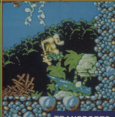


Although Core seem to be just tweaking our platform game after platform game, I find it hard to condemn them for this latest one, because it is probably their best so far, and is certainly miles better than Temix. However, like Temix, there isn't really that much to the gameplay - just walk along, belly-butt the dino, and collect the bonuses. But most of the enjoyment stems from the great cartoon graphics and the silly sound effects - believe me, this has the potential to be made into a whole TV cartoon series. If Chuck had a few extra weapons or there was some break from acrobatic platforming this would have scored a bit higher, but it's still a pretty entertaining game which is well worth trying out.

PAUL  
GLANCEY



▶ Climbing cliffs for fun and profit!



## TRANSPORTS OF DELIGHT

Sometimes the path to the end of the level is blocked, so Chuck has to find an alternative means of transport. Some rocks give Chuck extra bounce when jumped upon - just the ticket when there's a platform high above that needs to be reached. Chuck can also make use of some of the more bizarre items found to give him a hand when it comes to crossing some of the more tortuous parts of the Stone Age landscape.

▲ Chuck gets a shock...



## ROCKY TERRAIN

There are five sub-levels to each main level - that makes a grand total of 25 scenes to traverse before Chuck can rescue his lady friend. Chuck finds himself negotiating dangerous jungles and caves on his travels, and there's even a huge lake to swim through. One level even takes our hero into the guts of a colossal dinosaur where he takes out the enemy from within! The end of each level also presents Chuck with a large problem - there's a huge dinosaur-like guardian present that Chuck must banish with rocks before he progresses on to the next level.

▶ Here!



▶ Chuck's got some very irritating crafts.



## RICH SEZ...



Chuck Rock is an immediately playable game. The gameplay is smooth, fast and furious with heads going on. Visually, it's really superb. The game runs at 50 frames a second (that's just as smooth as any coin-op) and there's some excellent parallel scrolling. The

graphical definition is also nothing short of outstanding. Each of the characters has a genuinely comic aspect to them and Chuck himself is great - a mean, strutting barbarian - with a massive beer belly. The sound too is top-hole. Watch out for the great music and excellent effects (Chuck speaks fluent cave-man language) and Don appears to have sampled the hideous Captain Caveman TV show (remember that?) for some of the effects. Playability-wise, Chuck Rock is great with loads of levels to keep you occupied. Unfortunately, the action does tend to get a tad negative as the rock-throwing antics do not change that much between each level. Take a look by all means - you won't be disappointed.

**RICHARD  
LEADBETTER**

## AMIGA

|             |    |
|-------------|----|
| GRAPHICS    | 92 |
| SOUNDS      | 87 |
| PLAYABILITY | 82 |
| LASTABILITY | 82 |

**OVERALL 83**

'castle  
of illusion'  
*starring*  
mickey  
mouse



both  
games  
are coming soon for  
the 8 BIT and 16 BIT



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# dick tracy

screen shots shown  
no extra line charge 10 BIT



"DO ME A FAVOUR...  
PLUG ME  
INTO A



# SEGA

# REVIEW ▶▶

MEGADRIVE

£39.99

BY SEGA

After starring megabucks at the box office and in yellow machine-toothed merchandising, Warner Bros.'s version of The Godfather's Greatest Detective makes it to Megadrive.

Like most former crimebusters, Dick Tracy is constantly on the hunt for all sorts of twisted criminals, and this time he's got a dirty job on his hands. The city's entire criminal element has taken to the streets, and quite simply, Dick has to eliminate them and wash down their bones as soon as possible.

Naturally, the local criminals want to make sure the top cop gets his, but Dick is armed with his trusty Tommy gun, revolver and powerful feet, and though the bad guys pile on from all sides, he can usually put them out of action with ease, clearing the way for law to sort out their bosses, and bring peace and justice back to the streets of the city.

## THANKS!

Thanks to PC Engine Supplies (0760 712759) for loaning us the cartridge for this review. By the time you read this Dick Tracy should have been released officially by Sega for £39.99.

# DICK TRACY

## DICK MEETS BIG BOY

Being the game of the film, this pits Dick against the same regular gallery of villains - Isky, Red Top, Lips Blanka, The Blow, Punishers and Big Boy Caprice. However, in the past Dick has been confronted by all sorts of oddball crooks, including Heels Beates and Slinky, but he's always been able to rely on the help of his gal Sam, his adopted son, Junior, his long-suffering girlfriend, Tess Truheart and his rat forger, the mysterious William Finckney.



Dick usually shoots at the felons...



Dick resolves himself to dive into the masses.



## MEANWHILE, AT THE POLICE TARGET RANGE...

Whenever Dick collars a crook, he returns to his HQ to justify his manhandling. These targets spring up, some of which bear the likenesses of his enemies, while others are pictures of innocent citizens. Of course, Dick has to gun down the gangsters, and leave the good guys intact. A good score is rewarded with a big bonus bonus and extra credits.

## TO THE DICKMOBILE!

Dick hasn't worked all these years to have to walk to the scene of a crime! When a criminal needs catching fast, he jumps on the running board of the nearest police car and tells the driver to put his feet down. Unfortunately, the bad guys are also automobile-equipped - and they're right on Dick's tail. He has to gun them out of their cars before they can put bullet holes in that nice yellow coat of his. He also keeps his service revolver ready for any gangsters who try to sneak up behind him.



▶ The criminals are out to get Dick.



▶ Dick forces up to lobby.

▶ The white mark shows where Dick is shooting.



▶ Betty stands away at our back.

## PAUL SEZ...



Negative Dick Tracy looked similar to the rather dull Master System version which we reviewed in issue 112, so I wasn't expecting hours of thrills when I plugged this cart in. Wrong, wrong, wrong. This is a novel and highly enjoyable shoot-'em-up, whose gameplay reminds me a little of Shinobi. If it was just a case of walking left and right, gunning down gangsters as they walked onto the screen it would have been really dull, but the addition of the car chase sequences and having to keep the gangsters across the street at bay with the Tommy gun provides the variety which makes Dick Tracy such fun. The graphics throughout are excellent; the gangsters constantly struggle to reload their guns, the Dick graphic in the shooting range looks just like Warren Beatty and you can riddle nearly all the scenery with bullet holes (destroying Lips Manis' bar is great fun). The music is a little weak, but the sound effects are excellent (I love the sound of breaking glass). The game has three skill levels but I found it pretty tough even on the easiest setting with maximum credits, so leave it set to normal and you Negative Hard should enjoy playing with this Dick for a fair few hours.

**PAUL  
GLANCEY**

A similar (though not as good) version of Dick Tracy is available for the Sega Master System, and Titus have recently released some cheap-looking Tracy games on the home computers.

### THE TRACY FILE

Sunday, October 4th, 1947 - that was the day Dick Tracy started his very first case, in the comic pages of the Detroit Mirror. It was a time when gangsters like John Dillinger and Alvin Karpis Fearless ruled the streets of America with the aid of paid-off police officers, and it was this that gave cartoonist Chester Gould the inspiration for his super cop - an unstopable detective who stood for justice and reformed criminals everywhere. Gould originally planned to call his hero "Tom Clonks Tracy", but

editor Joe Patterson, boss of the editors at the powerful Tribune newspaper syndicate asked to have it changed to "Dick", the street name for a detective. The daily adventures of Dick Tracy were an instant hit, and it wasn't long before a serial company sponsored a Dick Tracy radio show. During World War II, Dick was promoted from police detective to government agent, and his serialized adventures drew the crowds at Saturday morning matinees in cinemas across America. In 1945, Dick made his feature film debut fighting against Spidee in Dick Tracy, Detective, and other movies followed, giving fans against Guebert, The Claw and Drissome.

When TV became more popular in the 50s, a series of 26 Dick Tracy TV shows were produced. At the time, television wasn't subject to censorship and the shows were surprisingly violent, packed as they were with gun battles.

Arny Dupont  
▼ it again!



First action  
▼ with our Dick.



### WIN THE HISTORY OF DICK!

Paul was down the Megadrive the other day and what should he see but this video which allegedly revealed the true story of Dick Tracy! How could anyone resist buying it? Answers on 4... ah, no, that's not the competition. However, this is: Paul has had the tape priced from the great big video-coping reader, but there who would like the price but who can't afford a tenner. If you think you are that person, write the name of the character Madonna plays in the 1990 movie on the back of a postcard and send it to the usual address marked "TM & MUA, DICK-HEAD". First card out of the mailbox on May 1st gets the lot!

### RICH SEZ...



I had the incredible misfortune to see the movie last summer and measured all the enjoyment of a sore bottom because of it. Still, visually the film was a real feast and this strength has been successfully transferred onto the Megadrive. The Dick Tracy sprite is particularly good and superbly animated. The sound comprises of some very tedious music, but the effects at least show some thought (the tommy gun sound is very satisfying, especially when you blast away some of Big Boy's auto-wheeler!). Violence fans are going to have a hard time when they get their mitts on Tracy's tommy gun, and there's plenty of pistol-packing, fangin' Saboteurs (even if for good measure) Okay, so Dick Tracy is over-rated (I'm sorry for an official release!) but if you think the movie (oh come on!) is enjoyed the comics, or just fancy a good time on your Megadrive, take a good look at this.

**RICHARD  
LEADBETTER**

### MEGADRIVE

|             |    |
|-------------|----|
| GRAPHICS    | 89 |
| SOUNDS      | 79 |
| PLAYABILITY | 85 |
| LASTABILITY | 85 |

**OVERALL 86**

# VIZ

## THE COMPUTER GAME.

|               |               |        |
|---------------|---------------|--------|
| Available On: | Amiga         | £19.99 |
|               | Atari ST      | £19.99 |
|               | IBM 64 Cass   | £9.99  |
|               | IBM 64 Disk   | £14.99 |
|               | Spectrum Cass | £9.99  |
|               | Spectrum Disk | £14.99 |
|               | Amstrad Cass  | £9.99  |
|               | Amstrad Disk  | £14.99 |



WIN THE  
BIG PRIZES!  
ENTER TODAY!  
FOR A CHANCE  
TO WIN  
A VIZ COMPUTER  
GAME!  
ENTER TODAY!  
FOR A CHANCE  
TO WIN  
A VIZ COMPUTER  
GAME!

# CHEAT MODE

An extra two pages mean there are a load of sweet cheats on the menu in this month's Cheat Mode and the Chef's special for May chef's special for May is a fabulous player's guide to Nintendo's Adventures of Link. Send in your best cheats and maps to

**CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 38-32 FARINGTON LANE, LONDON, EC1R 3AD.**

Every month I'm sending £100 to whoever sends in the month's best map and the best set of tips.

## ALL FORMATS

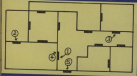
### BSS JANE SEYMOUR

Malin Kristiansen has discovered ten passwords for the Amiga version of this hit game, but they should work on the ST version too.

|                  |                   |
|------------------|-------------------|
| LEVEL 1: BSS     | LEVEL 6: DIVOSAER |
| LEVEL 2: JANE    | LEVEL 7: AND      |
| LEVEL 3: SEYMOUR | LEVEL 8: CREMUS   |
| LEVEL 4: ST      | LEVEL 9: GRAEME   |
| LEVEL 5: DOCTOR  | LEVEL 10: ROO     |

### BACK TO THE FUTURE 2

If the opening the doors in the house section is giving you grief, Daniel Hendry has provided a diagram which should make life easier. Just open the doors in numerical order.



## AMIGA



### STRIDER II

This cheat came all the way from Norway's own Malin Kristiansen but he says he could only get it to work on an Amiga 1000, and he couldn't test it on his 190, because someone's nicked the office copy. You might as well give it a go, anyway, though. Start the game and hold down all the letters in the word STRIDER and the F2 key at the same time. If you've done it correctly, a little smiley face appears in the corner of the screen. Now you can press the following keys for some handy effects:

- B - extra energy
- D - extra energy for the drop
- T - for extra speed

HELP - deactivates the cheat mode



# NINTENDO LINK

## The Adventure of

### PLAYER'S GUIDE

Danny Stevens puts in an extensive player's guide to this massive Nintendo game. In fact it's so big it won't all fit in, so you'll just have to make do with the locations of the spells, the towns, the magic, the skills, and the castles, and of course, the map. Hopefully, there'll be room for the solutions to the castles' test rooms. For all his hard work, Danny gets £150 for the best tips and £100 for the best map of the month!

## THE SPELLS

### SHIELD

Go to Plains Town and talk to the lady in the fifth house along.

### JUMP

Go to the town of Ruia and talk to the lady in the fourth house along. She will tell you that her trophy has been stolen. To find the trophy you must go to the large cave above the North Castle (your starting point). From the castle it's six paces east and then due north. Make sure you have the candle then go into the cave, collect the trophy and take it back to the lady.

### LIFE

Go to Seta Town (which is below the second level castle on the river), talk to the lady in the second house along and she will tell you she has lost her mirror. To find it, go to the next house along and search under the table.

### FAIRY

Go to Mito Town (which is above the King's Tomb and to the west), go to the north door along and talk to the old woman. She will tell you that her daughter is sick and she wants you to find the medicine. Go to the town of Ruia, south into the cave below and as you come out at the other side you will see a swamp. Go into the swamp and you should see another cave that is blocked by a roadblock. Destroy it using the hammer then go in.

### FIRE

Go to the fourth house along in the town of Rabocon, which is west of the rail crossing. The lady at the house will say that she is thirsty so you must go further into the town until you come to a water fountain. If you search it you will get some water which you should return to the old lady to receive your spell.



### REFLECT

Go to the town of Darunia (which is north from the rail crossing, past the mountains). Talk to the lady in the tenth house and she will ask you to rescue her kidnapped son. The boy is on the maze island. From the castle go three paces east and two paces south to a hidden underground cave where you should find him.

### SPELL

When you have dug away the trees to find the hidden town of

Kasuto enter the eighth house along, climb in the fireplace and get the spell.

### THUNDER

To get this spell you need all the others. Go to the first house in Kasuto town (not the hidden Kasuto town) and collect the spell.

## THE SKILLS

### DOWNSTAB

Go to the church in Mito town and jump onto the higher balcony using the JUMP spell. Go inside and you will find the swordswoman.

### UPSTAB

Go to Darunia and use the JUMP spell to jump onto the eighth house along. Then jump three houses back the way you came and climb into the chimney to reach the second swordswoman.

## THE WEAPONS

### CANDLE

Hidden in the first castle.

### GLOVE

Hidden in the second castle.

### HAMMER

Go to Seta and cross the bridge over the river, then south into the maze of caves. When you get out, go into the hole in the ground next to the rock. Go right then down the lift and then right a bit more to find the hammer. Exit, stage left.

### RAFT

Hidden in the third castle.

### BOOT

Hidden in the fourth castle.

### MAGIC KEY

Go to the edge of the hidden Kasuto town and cast the SPELL spell to make the castle appear. Go inside and collect the key.

### CROSS

Hidden in the sixth castle.

## EXTRA LIVES

- Head south from Ruia, go through the cave and when you come out go into the swamp nine paces south and five paces east. The extra life is just near the blocked grave.
- From the long bridge that leads to the graveyard go three paces east and five paces south to the sea shore.
- On the western side of the bridge leading to the maze island, go four paces west and three paces south on the sea shore.
- After killing the water demon with the noise of the flute, go south through the pathway and you should see a graveyard to the south and a swamp to the north. Go north into the swamp and you should see a cave to the north. From there the extra life is three paces south and five paces west.
- An extra life is hidden in Level 6.
- There is an extra life in Level 7, but to find it you must go through a secret tunnel on the left side of a wall in the elevator shaft.



## MAGIC CONTAINERS

- From the North Castle (starting point) go south and then east seven paces and you will see a cave. Go in and find right and there it is.
- After getting the hammer you must break the stone which is two paces west of the hole where you got it then step onto the dust left behind and you will enter a secret Cave. Collect the potion and then exit left.
- As soon as you get across the long bridge to make it and the extra containers is nine paces north.
- Go to the hidden town of Fessus, talk to the lady in the second house and if you have the other magic containers she will give you the next one.

## MAGIC HEARTS

- From the level 1 castle go west two paces and then go south to the gateway. What you get is the end of the path, go to the opening in the middle of the trees.
- If you have the hammer, destroy the roadblock south of Masuu then go south about five paces, then west to a blocked cave. Destroy the block and go in to get the heart.
- There is a hidden heart in the water north of the level 5 castle. You need the magic boots to cross the water, then from the castle, go 11 paces west, four paces north and 11 paces east.
- From the level 6 castle which is below the triple stones, go west to the sea shore where you should find a heart.

## THE CASTLES

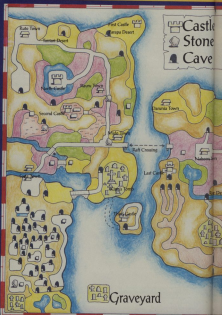
### CASTLE 1

From the starting point, go east as far as you can go, and you should be in a forest. Enter the cave to the north and go 14 paces east before heading north again.

### CASTLE 2

From Route go south into the swamp as far as you can go. Walk east by the side of the river and you should come to a path going north. Follow it as far as the swamp and

# LINK'S MAP



# OF HYRULE



- Plain
- Desert
- Forest
- Mountain
- Swamp
- Brown Plain
- Flat Ground

head west into it. Keep going and you should find the palace in a clearing.

**CASTLE 3**  
Cross the river at Geri and then enter the maze of caves. Pass through each glade, but when there is a choice of directions, head east. As soon as you get out head east again and then north along a beach until you reach a cave in the dirt. This takes you to the bridge which leads to the graveyard of the King's Tomb. Go to the middle to find the King's Tomb, then from there head due south and you will fall into a secret passage. You will come out on an island next to the castle.

**CASTLE 4**  
From Mido cross the river using the raft and then as you get off the raft continue walking east. You should see an open town called Naboonu. To the north of the town is a cave. Go inside, then as you come out, move north a short way, then east until you reach a long bridge. Cross the bridge to maze island, then get through the maze to reach the castle.

**CASTLE 5**  
From the town of Naboonu go east along the path then cut into the sea using the magic boots. After you've gone about 28 moves to the east you should see the castle.

**CASTLE 6**  
From Naboonu town, travel four moves west, then due south. Kill the river demon with the flute then follow the path, ignoring the graveyard and the swamp. Cross the bridge to reach a forest. Go ten paces east and seven paces south and you should be between three rocks (the Trips Stones). Blow the flute and the castle will appear two paces below you.

**CASTLE 7**  
To find the last castle from the water devil, go south along the path, past the graveyard and into the plain. Go east as far as you can go then head north until you reach a cave. Enter, and when you emerge go all the way south, then west and both again into the cave. You should come out at that cave right beside the final castle.

## SIM CITY

Paul Adams from Australia tried out the famous FUND cheat but found it caused earthquakes. If you're suffering similarly, Paul recommends you set the game speed to PAUSE and type FUND remembering to hold down CAPS LOCK while you're doing it. Now SAVE your city and then set the game speed to FAST again. Now LOAD in your city again and EARTHQUAKE no earthquakes!

## TIME MACHINE

In case you didn't already know, Time Machine has a cheat in it which gives the professor time levels, and lets him skip between levels. Just type in DUCKY on the logscore table and during the game press 1,2,3,4 or 5 to go to that level.

## JUMPING JACK SON

Another couple of tips from Paul Adams which will get you between levels. The passwords are  
ROCKNROLL - level 5   MOSES - level 9   ELVIS - level 13

## JAMES POND

Following on from the JUNKYARD cheat of a couple of months back, Matthew Spencer sent in another tip to get you to the very last level! Just type in JUNKYARD as usual and during the game press the key with the question mark on it and you'll zip straight to level 12! If you can't even be bothered to play the last level just press 0 and BINGOAM! You've won.

## LOTUS ESPRIT TURBO CHALLENGE

You might have thought there wasn't much to add to Richard's players guide, but Matt Frost has found an always-quickly-remember-flow-crash-you-are cheat. Before you start the game, type in player one's name as FIELDS OF FIRE and if you're playing with a mate, type his name as IM A BIG COUNTRY. Thanks Matt!

## LEMMINGS

Absolutely hilarious of people waste it with a complete set of codes for Lemmings, so rather than list the whole lot of you I can only slip my hand in the magic Cheat Mode bin bag and pull out... Mark Healey's contribution. Thank you, everyone else.

Now, there are 120 codes and I'm not going to print them all, so instead I'll give you the coded highlights from all four sets of levels.

**FUN LEVELS**  
10 DHEMLBLRCE  
20 LFNBARLCE  
30 HCECHMFLN

**TRICKY**  
10 BALHMDUCK  
20 MHELFBNDFX  
30 HSHBNMPLJ

**TAXING**  
10 DHRPULLGGU  
20 FBLMDHGGT  
30 LSHMFLPKY

**MAYHEM**  
18 LDBTAFLDQ  
28 IFACBMSDQ  
28 FVLLPLAQ

## AMSTRAD

### DAN DARE 3

James Parker reckoned there wasn't enough Amstrad tips in Cheat Mode, so he sort of made it his own. In Dan Dare 3, he reckons you should go to the store and use up all your ammo. You will then receive 4,000 credits to spend on whatever you want!

### GHOST BUSTERS 2

This cheat from Marcus Coats gives you infinite energy when you're in the Van Helsing shaft (that's the first level). Just pause the game and type START2.

## MEGADRIVE

### SUPER LEAGUE

Seattle are Daniel Lomas's favourite baseball team, and if you want to join his side and play 51 Leans in the World Series, why not use this code?  
ZPLUJHJGJXCTK68AP5DEBA

### SHADOW DANCER

One person who's really mastered the bonus game in this level 'lets up is James Simpson. He realises that all you have to do is stand 'til you see the left of the screen and press the fire button really quickly. This should ensure you score out of 50 rings and get three extra lives "in the twinkling of an eye!"

### RINGSIDE ANGELS

Richard Simpson has spent in the pursuit of his success in this, um, unusual wrestling game. Take it away Rich...  
"Get your opponent outside the ring, then throw them into the ring or the barrier. Pick them up. Bodyslam by pressing A. Pick them up again. Throw them into the ring or the barrier. Bodyslam again, and repeat the sequence until your time is nearly up then climb back into the ring."  
There. Does that make sense? If not, you could always try the special moves by pressing C whenever the power bar flashes.

## NINTENDO

### ROBOCOP

Luke Barry reckons that you've installed an mine M whenever you score more than 95 on the target range. And not only that, he says that you should shoot the mine with the assault cannon on levels 1 and 2, then collect his gun, walk back and repeat the process for loads of easy points.

### BUBBLE BOBBLE

According to Marc Berger, you can play Super Bubble Bobble just by entering the magical mystery code  
DQW!  
There. That's it!





## DOUBLE DRAGON II

Tony Thibault says that if you select one player and get killed on any of the first three levels, you can get a continue by pressing **UP**, **RIGHT**, **DOWN**, **LEFT**, A then B when the Game Over message appears.

Also, Arun Velusami reckons that if you start playing with two players (**2P PLAY B**) and beat up Jimmy, the other player will gain a life for everyone he loses. This way you can start the game with seven lives!

## SIMON'S QUEST

Arun Velusami reveals two codes to let you see two different endings to Simon Belmont's tactical adventure. Remember, if you think this will spoil your enjoyment of the game, don't use them!

**FIRST ENDING** R 115 5M4 C TOP 0080  
**BY21 00A SECOND ENDING** L 11M 5NJK

## C64

### GHOULS 'N' GHOSTS

Chris Griffiths reckons that the best way to fool armor is shooting a chest, then if a wizard appears let him announce your failure into a duck. When the spell wears off, 'Hey Presto!', Ah-ha-ha will have his story tell back.

### RICK DANGEROUS 2

A couple of people sent in this cheat made for Rick's second adventure. For infinite lives, get onto the high score table and type **48 1F10 1W1E** (that's French for 'I want to live'), fact tang.

### NARC

You'll need an autokey joystick to use this cheat from John Shepherson of Bishop Auckland. Plug the stick into port two, switch on your autokey and press the R key. Keep pressing it until your player is waiting in a crouched position, and you will soon be so low that no one will be able to shoot you and you'll be able to finish the game with ease!

### MIDNIGHT RESISTANCE

Dave Martin is a bit of an old sly boot. He's sent in an infinite lives cheat for Donkey's arcade conversion which requires the frustrated player to type the magic word **SHMEEE** into the high score table. The border should flash white, and you can now start the game with 99-junks of soldiers at your disposal. Also, Dave says that owners of the tape version can advance to the next level by ignoring the prompt to wind back the tape to 0000 at the end of the game. Instead just press play, and the next section loads in.

## SEGA

### CHASE HQ

Some handy hints here from Edward Williams which should make mastering crime-busting just that bit easier...

#### ROUND ONE

- **STAGE ONE:** Select automatic transmission, because manual is just too damned fiddly.
- **STAGE TWO:** Select oil and tyre.
- **STAGES THREE TO FIVE:** Select oil, tyre, bumper and turbo.

#### ROUND TWO

- **STAGES ONE TO THREE:** Select oil, tyre and bumper.
- **STAGES FOUR AND FIVE:** Select oil, tyre, bumper and turbo.

#### ROUND THREE

- **STAGE ONE:** Select oil, tyre and bumper.
- **STAGES TWO AND THREE:** Select oil, tyre, bumper, turbo.
- **STAGES FOUR AND FIVE:** Select oil, tyre, bumper, turbo and supercharger.

**GENERALLY**... use the shield you get after finishing to dodge other cars and slow down on hard turns.

## GAME GEAR



### WONDERBOY

Our first Game Gear cheat was provided by Daniel Campbell, who says that you just have to insert the Wonderboy cartridge, switch on and press **START**. When the heart is moving up the screen, you can select levels just by pushing up or down on the joystick.



## GAME BOY

### FORTRESS OF FEAR

Kris Ramo wants to say hello to the mum in Southgate, where I buy my groceries every other week. And books occasionally. Anyway, that's all by the bye because Kris has revealed how to find a hidden extra life and a key in this arcade adventure. But first, a quick sketch.



This is what the start of the first level looks like. Jump onto the bit marked 1, then from there jump to 2. Follow the direction of the arrow, right to the edge of the screen (don't fall down, then wait for a cloud to appear and jump onto it). You should see part of a bridge. Jump onto it and collect the figure to receive your extra goodness!

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PC ENGINE

- |      |                    |        |
|------|--------------------|--------|
| 1 -  | Parasol Stars      | Taito  |
| 2 -  | Dead Moon          | NEC    |
| 3 -  | Bomber Man         | Hudson |
| 4 -  | Jackie Chan        | Hudson |
| 5 -  | Aeroblasters       | Kamiko |
| 6 -  | OutRun             | NEC    |
| 7 -  | Champion Wrestling | Taito  |
| 8 -  | JD's Murder Club   | NEC    |
| 9 -  | Violent Soldier    | NEC    |
| 10 - | Formation Soccer   | NEC    |

Where's the CCI, we ask ourselves? Oh well, Parasol Stars hits the top and there's even a CD-ROM game in the chart. Spunky, huh? Thanks to Console Concepts of Stoke for the chart.



▲ The super's Bomber Man climbs to number three.

C64

- |      |                                  |              |
|------|----------------------------------|--------------|
| 1 -  | 11 OutRun                        | Kiwi         |
| 2 -  | Sepe's Scramble Simulaps         | Kiwi         |
| 3 -  | Tetris: The Grand Master Edition | ImagineWorks |
| 4 -  | Real Ghostbusters                | Hi Squad     |
| 5 -  | Caramania                        | Atentis      |
| 6 -  | Rambo 3                          | Hi Squad     |
| 7 -  | Paperboy                         | Encore       |
| 8 -  | R-Type                           | Hi Squad     |
| 9 -  | Quartz Adventure                 | Code Masters |
| 10 - | Dizzy Collection                 | Code Masters |
| 11 - | Operation Wolf                   | Hi Squad     |
| 12 - | Kenny Delight Soccer             | Zippellin    |
| 13 - | Daily Thompson's Challenge       | Hi Squad     |
| 14 - | Tiger Roadside                   | Hi Squad     |
| 15 - | Hong Kong Phooey                 | HiTec        |
| 16 - | Antibomber                       | Hi Squad     |
| 17 - | Shells 'n' USA                   | Hi Squad     |
| 18 - | Top Gun: Great Escape            | HiTec        |
| 19 - | Judge Dredd                      | Mastertronic |
| 20 - | Predator                         | Hi Squad     |

The Turtle really stands out at number three while the rest of the chart runs wild with budget gear. Dizzy at the top, Predator at the bottom. Will next month change anything?

CVG TIP FOR THE TOP

Well, the cynics among us may go for one of many budget releases on offer, but who knows? Maybe the superative Lotus or Nike 2 will grace us with their presence...

▲ The best Sega game in Sega hits the top slot.



SEGA

- |      |                    |         |
|------|--------------------|---------|
| 1 -  | Mickey Mouse       | Sega    |
| 2 -  | Golden Axe         | Sega    |
| 3 -  | Ninja              | Sega    |
| 4 -  | Inflame Jones      | US Gold |
| 5 -  | Wonderboy 3        | Sega    |
| 6 -  | World Soccer       | Sega    |
| 7 -  | Golden Axe         | Sega    |
| 8 -  | World Cup '90      | Sega    |
| 9 -  | Paperboy           | US Gold |
| 10 - | Impossible Mission | US Gold |

Sega's 10th anniversary Sega gear finally made up on the shelves and in the charts, but what's Impossible Mission doing at number one? At least Mickey Mouse deserves to hold the number one position, knocking down the bill Golden Axe.



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COMPUTER AND TOY STORES



More cheapo gear raises its ugly head this month in the Amstrad annals of computer entertainment. To add insult to injury, they're all re-releases - not a single original release there at all! Richard Leadbetter scoops up the latest releases and heads for the CVG games room...

## DRILLER

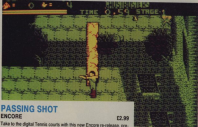
HIT SQUAD

£2.99

When the first Proscope game was released, the world and his uncle were extremely impressed by the combination of a real 3D environment and puzzling elements. The Amstrad version was the best 8-bit version with relatively fast 3D graphics and plenty to keep you at the computer. Depositing gas rigs has never been so much fun, so buy this game as soon as it humanly possible.

OVERALL

92%



## PASSING SHOT

ENCORE

£2.99

Take to the digital Tennis courts with this new Encore re-release, previously available under the auspices of Imaginatics. This game is a conversion of an obscure Sega coin-op which never really hit it big, and looking at the conversion, that's not surprising. This game is usually exciting and the gameplay's about as lively as a few week holiday at the local abbasit. Even if you're a Tennis fanatic who can't get enough of hitting balls, avoid this average effort.

OVERALL

59%

## CONTINENTAL CIRCUS

MASTERTHROMIC PLUS

£2.99

Tetec's conversion of the Taito coin-op wasn't bad at all when it was first released many moons ago, and this situation hasn't changed now that the game has been released on budget. The road racing excitement might seem a tad dated, but otherwise there's plenty to keep you occupied as you travel the world participating in each race. Try it out if you're into this sort of thing.

OVERALL

79%



## THE REAL GHOST BUSTERS

HIT SQUAD

£2.99

Here's something weird, and it don't look good. Featuring a bizarre set of colour schemes, the Real Ghostbusters is an inferior Commando-type game that shouldn't really be purchased at all. The best thing that can be said about it is that it's quite nippy, but the scrolling's jerky and the gameplay repetitive and the game soon annoys.

OVERALL

59%

## ...NEWS FLASH...

...Infogrames have released 8-bit versions of their ageing 16-bit strategy game, North and South. North and South originally started out life as a comic book and the cartoon style graphics have made it into the 8-bit conversion. Hopefully the groovy tunes will be there too. We'll let you know as soon as we receive our review copy...

...The prices of Amstrad's leisure computers have dropped. The £24-999 console now retails at £20.99 - that's a saving of £29.00. The Plus range of computers has also come down in price. However, the cheapest you can buy a 664 Plus for is still a mind-boggling £179.99 - and that's only with a goofy monochrome monitor...

...Orion have announced their intention to release Switchblade on the Amstrad in cassette form. The cartridge game, though a little spartan in its colour schemes, had jopped-busting playability - and the word is that the cassette version (though graphically inferior) are actually better than the cartridge game! Is it true? Stay with CVG for the definitive review...

Plenty of interest to keep you Amiga owners occupied this month, including a brace of new budget games. Carl Richard Leadbetter and Paul Glassey give you the low-down.

## CONTINENTAL CIRCUS

16 BLITZ PLUS

£7.99

Burn up the speedways in your super-wheeler Formula One beast. Continental Circus looks and plays quite similarly to the Taito coin-op, but it's rather easy and the concept itself isn't far removed from the days of Pole Position. Formula One addicts should have a look.

OVERALL

78%

## GEM' X

KAIRO

£24.99

A Japco-Germanic puzzle game in which you have to change the colours in a pattern of gems on the left of the screen until it matches the layout on the right. Very easy to pick up, and there are lots of nice at-least screens, but it's not going to replace Tetris.

OVERALL

75%

## HILL STREET BLUES

KRISALIS

£24.99

Based on the long-running American cop show with a con-science, this gun-driver strategy game is set in a scrolling escape and your objective is to use the Hill Street officers to effectively deal with any "hate-stuff". A good use of the licence (let's face it the music though!) but the gameplay is a bit too complicated to be totally engaging.

OVERALL

74%

## ESCAPE FROM COLDITZ

DIGITAL MAGIC SOFTWARE

£24.99

The title explains it all really. Start the isometrically-scrolling corridors of Colditz attempting to find a way out, avoiding the evil Nazi guards on the way. The repetitive nature of the game makes it quite tedious after a while - long before you've escaped from the infamous prison.

OVERALL

63%

## SKI OR DIE

ELECTRONIC ARTS

£24.99

Five snowfalling events are yours for the taking in this Amiga version of the fast PC game. Ranging from the inevitable (that's to the downhill luge), all of the events have smart graphics and Rob Hubbard sound. A weird and wonderful sports game which shouldn't be missed.

OVERALL

87%



## BATTLE STORM

TITUS

£24.99

Boasting 90 frames a second screen update, Battle Storm is at first sight a good, smooth, shoot 'em up. What lets it down are the dowdy colour schemes and the unspectacular power-ups and enemy sprites. Also, don't play it in easy mode, or you'll finish it in one go (as leading mate Paul did).

OVERALL

75%



## ...NEWS FLASH...

...We still wait with bated breath for the Amiga version of Midwinter 2: Flames of Freedom. Apparently the game was being developed alongside the ST version we reviewed last month. Hopefully next month the situation will have changed, but until then...

...Luscifer's The Secret of Monkey Island is just about ready for release. From what we've seen of the Amiga version it promises to be exactly like the brilliant PC game, with all the excellent graphics and laugh-a-minute jokes included. Expect a review in *Bytezone* next month.

...Microsoft's budget release schedule is bulging, with plenty of new games about to appear on the shelves at the very amiable price of £9.99. The next batch of releases promises to include the likes of Lords of the Rising Sun and the original Falcon - both of them great games and a steal at the price.

## JUDGE DREDD

YIRGIN GAMES

£24.99

We didn't think much of Virgin's interpretation of Judge Dredd when we reviewed it on the ST, and unfortunately, the Amiga game is much the same. The platform game we have here isn't Dredd-ful, it's just remarkably average on all counts. A waste of the licence (again).

OVERALL

50%



Plenty of titles in the CBM scene this month with loads of pretty decent games to keep you CBM gamers occupied. The big release this month must be System 3's Premier Collection, but more of that later. Richard Leadbetter takes the reviewer's hot seat armed only with his asbestos trousers.

## GREAT GURIANOS

ENCORE **£2.99**

Great Gurianos has never been released before on its own (thank God) but unfortunately, Encore have ruined the awful game and given it a new lease of life. They shouldn't have bothered. Tedious and unexciting gameplay combined with the awful graphics to make this a game that should be avoided at all cost. Its one redeeming feature is the pleasing music, but this alone doesn't justify the price tag.

**OVERALL 44%**

## CONTINENTAL CIRCUS

MASTERTRONIC+ **£2.99**

Continental Circus is another tempting opportunity to become a Formula One driving legend. Based on Yoko's massive "real" 3D coin-op, this obviously doesn't have the same graphical quality of the coin-op (the 3D effect and the sprites are a bit ropey), but it's still surprisingly playable. If you're on the lookout for a cheap road racer you could do a lot worse.

**OVERALL 76%**

## CLUEDO MASTER DETECTIVE

LEISURE GENIUS **£9.99**

As Sherlock Holmes would say: "The game is afoot". Sir Scooby (a dead cat for a corpse if ever there were one) of Bobby Marvo has met with a grave and horrific death and as an expert Cluedo player, it's your job to sort out the mess and find the killer. Just like Diplomacy, this game is well-presented and faithful to the board game, so Cluedo fans'll probably tip for this.

**OVERALL 70%**

## DIPLOMACY

LEISURE GENIUS **£9.99**

"The game of international intrigue" reaches the CBM (sorry of Leisure Genius). The board game is something of a cult. Diplomacy players have been known to marry (and divorce) because of the game! It's full of backstabbing and cunning required to take over the world. This interpretation is very well presented, though apart from the computer players, it's no real progression from the board game.

**OVERALL 70%**



## PASSING SHOT

ENCORE **£2.99**

Sega's virtually unknown tennis coin-op (it never reached British shores) was never really that much cop at all. The mixture of top-down and 3D arcade action doesn't seem to work very well, and the range of shots is pretty limited. I wouldn't buy this if I were you.

**OVERALL 59%**

## THE SYSTEM 3 PREMIER COLLECTION

SYSTEM 3 **£19.99**

Steven quid buys you one of the best compilations I've ever laid eyes on for the CBM. Last Ninja 1 and 2 have been included in the package and this alone yields hours of game-playing satisfaction (if you haven't played them before). Flimbo's Quest is a fun scrolling platform game and Dominator is a pretty uninspiring shoot 'em up. This leaves Wily and International Karate - both of which are excellent games that deserve to be in your collection. For sixteen quid (twenty on disk), this is great value for money. Buy, buy, buy!

**OVERALL 95%**

## ...NEWS FLASH...

...Word has it that the future of Commodore games (an estimate is very doubtful. In a rather bizarre move, Commodore are continuing to skip the best-selling CBM - but without the addition of either a laserdisc or a disk drive) Commodore still want the CBM to be seen as a cartridge-based machine (even after the disappearance of the C64GS console), so future owners will have to buy either a C64 laserdisc or a disk drive to access the vast library of CBM games. Perhaps this indicates that Commodore are putting their weight behind further CBM cartridge-only products like System 3's Last Ninja 3...

...If you're after one of the best road racers available for the CBM, then look out for Green-ber's Lotus Turbo Expert Challenge. It looks like being the best thing since Pitstop 2, the latter the same brand of split-screen two-player antics. Apparently, it ranks as the speediest road racer yet seen on the CBM - certainly worthy of the Lotus name! As soon as we've handed a finished copy, we'll review it here in Bytesize...

There's a veritable avalanche of goodie Gameboy gear out at the moment, both official and unofficial releases! Peering only to retrieve his Gameboy from the murky depths of his Puma sports bag, Richard Leadbetter takes a gander at the latest releases.

## ROBOCOP

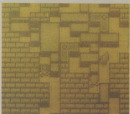
OCEAN AMERICA

£25.99

Featuring the same brand of horizontally scrolling death and sub-level puzzle games, Robocop is graphically and sonically average. The gameplay itself is also a bit on the frustrating side, and many Robo-deaths occur before you even conquer the first level! If you can get up with that, this isn't a bad offering.

OVERALL

72%



## CONTRA

KONAMI

£20.00

Better known as Gyro for hardened UK academics, this conversion ranks as one of the best Gameboy carts in existence! The side-on view horizontally scrolling carnage continues in this version and there's even a couple of levels' worth of dual Warriors-type vertically scrolling laser death thrown in for good measure. A definite 'must buy'.

OVERALL

93%

## BALLOON KID

NINTENDO

£19.99

This license release stars a girl who flies around the horizontally scrolling screens with the aid of a clutch of balloons! Watch out for the evil spikes and spikes, desperate to pop your balloons! Strange-y addictive. Balloon Kid is quite enjoyable - but the repetitive action makes it a short-lived game.

OVERALL

66%



## KWIRK

NINTENDO

£19.99

Kwirk is a very strange puzzle game that revolves around the antics of a man who wanders around rooms pushing revolving doors around to find a route to the exit. But pushing one door might close off another part of your route, so plenty of brain-power is the prescription for success. Puzzle freaks will undoubtedly get a good kick out of it.

OVERALL

88%

## REVENGE OF THE 'GATOR

NINTENDO

£19.99

There's a distinct lack of decent Gameboy portall games, but Revenge of the Gator turns out to be one of the best games of its type ever! There's loads of hidden bonuses and ball movements so realistic, you'll be trying to tip the Gameboy about to fill the lake! Another essential buy for self-respecting Gameboy owners.

OVERALL

93%

## CHASE HQ

TAITO

£34.99

Do-oh! Someone's definitely made a cardinal cock-up when it came to converting Taito's car chase coin-op onto the Gameboy. We're talking ludicrous 3D graphics, wobbling sounds and almost non-existent playability. Ignore the big name and leave this cart well alone.

OVERALL

31%

## ...NEWS FLASH...

...Another official Gameboy release worth a look is the Amazing Spider-Man. Based on the popular comic, this game involves the wife-rescuing exploits of everyone's favourite web-slinger. Loads of different webs and plenty of Shinné-esque playability make this one to keep the eyes peeled for...

...By the time you read this the imported versions of them's It-Type should be available in this country. Apparently the game was programmed by one of Activision's programming teams in the UK and all of the levels and power-ups have been incorporated. We'll be reviewing it as soon as possible...

...Did you see Nintendo's conversion of Paperboy, priced at £19.99. From what we've seen of the game, the graphics look



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Plenty of Sega products on offer this month, ranging from pretty good to pretty abysmal. There's plenty of heavy duty

licensed names as well, including *Strider*, *Dynamite Duke* and *Ghouls 'n' Ghosts*. Trying to sort out the wheat from the chaff, Richard Leadbetter takes a trip into Sega-land.

## GOLDEN AXE WARRIOR

SEGA £29.99

All this has in common with the superb Sega beat 'em up is the title Golden Axe Warrior is in fact a sprawling medieval RPG with little or no excitement on offer. The one redeeming feature is the size of the game (and the battery back-up), but in all other departments it's severely lacking. A big disappointment for Golden Axe fans.

**OVERALL** 42%

## GHOULS 'N' GHOSTS

SEGA £29.99

Another arcade conversion, *Ghouls 'n' Ghosts* casts you as Sir Arthur whose job is simply to traverse the multi-directionally scrolling playfield, using a choice of magic and weapons to deal with the undead. The graphics and sound are very close to the coin-up and the playability isn't bad either with only a few minor glitches in the collision detection (throwing a spinner in the works).

**OVERALL** 81%

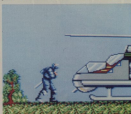


## HEAVYWEIGHT CHAMPIONSHIP BOXING

SEGA £29.99

This boxing game (converted from the coin-up of the same name) suffers from the fact that the excitement is short-lived. With two players you only have one fight together, and in one-player mode there are only five boxes to confront. The action is a tad repetitive after a while as well. Not a complete disaster, but a little thought could have made it a lot better.

**OVERALL** 69%



## CYBER SHINOBI

SEGA £29.99

It's Joe Musashi versus the evil Cyber Zeed in this 21st Century version of *Shinobi*. This is actually inferior to its progenitor and though the graphics might look fine in a static state, they move jerkily. What's worse is that *Cyber Shinobi* is seriously lacking in challenge - I completed it on my second attempt, so *Shinobi* fans should stick with the original.

**OVERALL** 46%

## DYNAMITE DUKE

SEGA £29.99

Contending with *Op Wolf* for the title of top Sega Mow 'em Down is this conversion which is remarkably similar to the coin-up. The graphics and sounds are both polished and the game play, though limited, is very entertaining with there plenty of power-ups spicing up the action.

The only problem is that the game is too easy to complete and you may even do it on your first go, so if possible try before you buy.

**OVERALL** 78%

## ...NEWS FLASH...

Out and about soon on the Master System is Joe Montanari's *Football* - another American Football game for the Master System. This is a conversion of the Megadrive game that's available now on import (which has been overshadowed rightly by the superlative John Madden Football) and we should have a copy available for review next month...

...Just in case last month's Sega Moonwalker news piece didn't make it obvious, we'd better point out that you only get the Moonwalker game and video when you buy a Master System or Megadrive, and you can't buy the pack separately...

...Microsoft are set to release *Xenos 2* on the Master System! According to people who've seen the game in action, it's taking a tad on the good side with some incredible visuals! Microsoft have also got games like *Back to the Future 2* lined up for release. Apparently this game follows a similar theme to the average computer games released last year...

Yet more budget re-release malarkey makes up the Speczy scene this month, and there's not really that much worthy of note, apart from HITec's latest cartoon tie-in. Armed with a fistful of new games, Richard Leadbetter puts on his technician's reviewing hat and comes back with these reports.

## PASSING SHOT

### ENCORE

£3.99

Time to strike on down to the tennis court and attack some yellow balls about in this Speczy adaptation of the unknown Sega coin-op. Switching between top-down and 3D views, this isn't an awful Tennis game, but aspiring Elbergs should look elsewhere. Come to think of it, Atari's antique Match Point offered superior playability so look around for that instead.

### OVERALL

68%

## SCOOBY AND SCRAPPY DOO

### HITEC

£2.99

Take control of Scrappy Doo in search of Scooby and the wingy Shaggy in this horizontally scrolling platform romp. There are four pretty large levels to conquer and the game itself is good, solid entertainment. The graphics (through microchromatic) capture the incoherent atmosphere of the cartoon and there is a nice variation in the backgrounds and sprites. The gameplay, although simple, is very entertaining. Cheer for Speczy fans to keep their eyes peeled for.

### OVERALL

88%

## CONTINENTAL CIRCUS

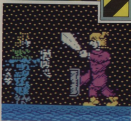
### MASTERTRONIC PLUS

£2.99

Ready yourself for plenty of high-speed thrills, spills 'n' automobiles in this re-release of the Gates Curve's version of the 3D Taito coin-op. Obviously, the "real" 3D and the superb graphics are missing, but this game is still pretty playable and ranks as one of the better road racers that we've seen of late. Check it out.

### OVERALL

80%



## GREAT GURIANOS

### ENCORE

£2.99

"Previously unreleased on its own" reveals the packaging and once loaded in you can see why. The sprites are hideously animated with obscene colour schemes, and the sword-slabbing playability is non-existent due to dodgy response and tedious gameplay. The coin-op featured banal gameplay and the conversion captures that aspect perfectly. Save your doh for something different.

### OVERALL

39%



## ...NEWS FLASH...

...Grimin's awesome writing Super Sprint escape effort, Super Cars has finally been released on the Spectrum. Of course, the graphics aren't quite as brilliant as the Amiga, but they're still pretty good and all the road racing action has been packed in. Keep your eyes peeled for this one...

...More Grimin news comes in the form of Lotus Esprit Turbo Challenge! This cracking game scored 84% in these hallowed pages when the Amiga version was first reviewed. We've had a good look at the Speczy version and although all of the features of the 16-bit game have been retained, the game does play a little on the slow side...

...Did hat on the 16-bit machines but brand new on the Spectrum is North and South, Tetragram's strategy game based on a French comic. From what we've seen, the game looks remarkably similar to the Amiga game and even the sound is close too! If you're into this sort of thing then this is a must...

This month's Megadrive Bytesize has a distinctly American sporty feel to it, as Robert Swan found out, but as per usual, a shoot 'em up manages to work its way in...

## JOE MONTANA FOOTBALL

SEGA

£37.00

I'm no big fan of American football (good ol' soccer's more my thing), but I know enough to realise that Joe Montana is nowhere near as thrilling or entertaining as the superlative John Madden. So, if gridiron is your bag, go for that instead.

**OVERALL**

**77%**



## SUPER REAL VOLLEYBALL

SEGA

£37.00

Unfortunately, this conversion of the US beach-sport isn't nearly as fun as it could have been. The graphics are rather poor - flat, horizontally-scrolling court and the animation isn't particularly eye-catching. Sound is ok, but it hardly stretches the Megadrive's capabilities and yep, I'm afraid to say, gameplay is basic and ultimately dull. It may appeal to die-hard volleyball freaks - is there any such person?

**OVERALL**

**52%**

## ULTIMATE TIGER

TRECO

£37.00

Having enjoyed the quite addictive PC Engine version of this vertical shooter, I was rather disappointed to find that the Megadrive version falls down drastically, both in audio-visual and playability aspects. In the end, it's "just another blast", and not a very good one at that.

**OVERALL**

**66%**



## SUPER LEAGUE BASEBALL

SEGA

£37.00

All the fan of a silly American pastime, the base of which they pinched off us British anyway, in the form of this lovely Megadrive release. Featuring everything you'd expect to find in a Baseball sim, such as throwing balls, hitting balls, etc. Super League has a much more accurate feel to it than most other games of this type, and for that it comes up trumps.

**OVERALL**

**86%**

## ...NEWS-FLASH...

...Coming soon to a Megadrive near you: *Pin Fighters*, courtesy of Teenage, Fantasy, based upon the awesome Disney movie starring Mickey Mouse. The Amazing Spider-Man, and a conversion of the cracking Sega coin op, *Alien Storm*...

...An update on the eagerly-awaited CD-ROM wall for the Megadrive - all would-be mega-memory fanatics are going to have to wait until the end of the year (at least) before the hardware even sees the light of day - then you'll have to wait even longer for the games...



**AMIGA**

**£24.99**

BY OCEAN

As he's breaking loose down in the jungle! One minute, busy thing's normal, the next, an evil witch has spirited away her lovely Milo, and turned her bespectacled boyfriend Taki into an ape! So, rather than monkey about, or go bananas, Taki is out to find his girl, and regain his manhood.

This entails leaping around numerous platform-strewn levels, climbing vines, spitting deadly monkey pee! at myriad nasties, and, gibbon half a chance (y-uh!), peeing up the cover-ups and bonuses that lie scattered about. Also in the offing is an American Football-style helmet, with which you can nut (monkey nut - gibbon nut? Oh, never mind.) Any creepy-crawly stupid enough to get too close for comfort!



# TAKI

▼ *Plenty of monkey business (and awful giggling)*



▼ *Taki faces up to the final end-of-level boss.*



## PARLEZ VOUS OCEAN?

Ocean France are certainly no newcomers to the coin-op conversation scene - their past credits include Operation Wolf (the 16 bit version of Platform), and the excellent Pang. Currently in production is a conversion of Taki's cracking Snow Bros - for the full lowdown, check out the exclusive preview on page 100!

## ROB SEZ...



Taki was a fun coin-op to play, but suffered from a severe difficulty problem: the whole thing was dead tough, and overly frustrating to say the least. The Amiga conversion is stunning in its audio-visual aspects, but unfortunately suffers from a similar problem. The

graphics are little short of coin-op perfect, and the jolly, boppy jungle-style track is a treat to the ears. But after about half an hour of play, you just want to sling the joystick through the nearest window! All credit to Ocean France for a spot-on conversion, it's simply that the arcade original is too frustrating to be entertaining for any great length of time. More experienced arcadesters may well enjoy Taki, but your average joystick journey will be pulling their hair out by the roots before long.

**ROBERT SWAN**

## RICH SEZ...



Toki uses the Amiga's superior colour palette to the max. You get a great 3D cut-out picture here with some excellent shading on all of the sprites and brilliant parallax on the backgrounds. The sound is similarly cool, with get-up-and-boogie tones and adequate effects. So,

technically speaking, Toki is a great conversion in that it emulates the coin-op pretty well. Unfortunately, as Rob said, the solitaire was annoyingly difficult in places. It's a game of learning, not skill. Just as you think that you've doing well something'll drop on you without warning and you're dead. That's a shame really as it's only this aspect that makes the game unappealing. Credit where credit's due for making such a technically excellent game, but I don't think you'll get twenty-five guide's worth of entertainment for this one.

**RICHARD LEADBETTER**



▲ Get that Toki, Fook!

▼ Toki gets injured!



## AMIGA

|             |    |
|-------------|----|
| GRAPHICS    | 89 |
| SOUNDS      | 86 |
| PLAYABILITY | 79 |
| LASTABILITY | 75 |

**OVERALL 82**

## UPDATE

Toki should be swinging onto the ST (£19.95), GK-4000 cart (£24.95), C64 cart (£24.95) and Spectrum (£10.95). How the other versions bear up will be revealed in future Bytesize sections - hopefully, the level of difficulty will be a heck of a lot easier!



▲ More guardians threaten our hero!



## RUMBLE IN THE JUNGLE

Toki's not exactly referenceless, but there are times when his firepower just isn't enough. To aid our hapless hero in his quest, power-ups have been doled around, which bestow the following abilities:

**POWERUP** Increases the size and speed of Toki's fireballs.

**SPIN BLAST** The shots from the spin out in four, a la R-Type.

**SPREAD** Two way shot, which dishes out a great deal of damage.

**FLAME THROAT** Equipped to drinking half a gallon of paraffin, and setting light to it.

**HELMET** Allows Toki to headbutt any nasties that venture too close, but only for a short period of time.

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| 1144 | 1145 | 1146 | 1147 | 1148 | 1149 | 1150 | 1151 | 1152 | 1153 | 1154 | 1155 | 1156 | 1157 | 1158 | 1159 | 1160 | 1161 | 1162 | 1163 | 1164 | 1165 | 1166 | 1167 | 1168 | 1169 | 1170 | 1171 | 1172 | 1173 | 1174 | 1175 | 1176 | 1177 | 1178 | 1179 | 1180 | 1181 | 1182 | 1183 | 1184 | 1185 | 1186 | 1187 | 1188 | 1189 | 1190 | 1191 | 1192 | 1193 | 1194 | 1195 | 1196 | 1197 | 1198 | 1199 | 1200 | 1201 | 1202 | 1203 | 1204 | 1205 | 1206 | 1207 | 1208 | 1209 | 1210 | 1211 | 1212 | 1213 | 1214 | 1215 | 1216 | 1217 | 1218 | 1219 | 1220 | 1221 | 1222 | 1223 | 1224 | 1225 | 1226 | 1227 | 1228 | 1229 | 1230 | 1231 | 1232 | 1233 | 1234 | 1235 | 1236 | 1237 | 1238 | 1239 | 1240 | 1241 | 1242 | 1243 | 1244 | 1245 | 1246 | 1247 | 1248 | 1249 | 1250 | 1251 | 1252 | 1253 | 1254 | 1255 | 1256 | 1257 | 1258 | 1259 | 1260 | 1261 | 1262 | 1263 | 1264 | 1265 | 1266 | 1267 | 1268 | 1269 | 1270 | 1271 | 1272 | 1273 | 1274 | 1275 | 1276 | 1277 | 1278 | 1279 | 1280 | 1281 | 1282 | 1283 | 1284 | 1285 | 1286 | 1287 | 1288 | 1289 | 1290 | 1291 | 1292 | 1293 | 1294 | 1295 | 1296 | 1297 | 1298 | 1299 | 1300 | 1301 | 1302 | 1303 | 1304 | 1305 | 1306 | 1307 | 1308 | 1309 | 1310 | 1311 | 1312 | 1313 | 1314 | 1315 | 1316 | 1317 | 1318 | 1319 | 1320 | 1321 | 1322 | 1323 | 1324 | 1325 | 1326 | 1327 | 1328 | 1329 | 1330 | 1331 | 1332 | 1333 | 1334 | 1335 | 1336 | 1337 | 1338 | 1339 | 1340 | 1341 | 1342 | 1343 | 1344 | 1345 | 1346 | 1347 | 1348 | 1349 | 1350 | 1351 | 1352 | 1353 | 1354 | 1355 | 1356 | 1357 | 1358 | 1359 | 1360 | 1361 | 1362 | 1363 | 1364 | 1365 | 1366 | 1367 | 1368 | 1369 | 1370 | 1371 | 1372 | 1373 | 1374 | 1375 | 1376 | 1377 | 1378 | 1379 | 1380 | 1381 | 1382 | 1383 | 1384 | 1385 | 1386 | 1387 | 1388 | 1389 | 1390 | 1391 | 1392 | 1393 | 1394 | 1395 | 1396 | 1397 | 1398 | 1399 | 1400 | 1401 | 1402 | 1403 | 1404 | 1405 | 1406 | 1407 | 1408 | 1409 | 1410 | 1411 | 1412 | 1413 | 1414 | 1415 | 1416 | 1417 | 1418 | 1419 | 1420 | 1421 | 1422 | 1423 | 1424 | 1425 | 1426 | 1427 | 1428 | 1429 | 1430 | 1431 | 1432 | 1433 | 1434 | 1435 | 1436 | 1437 | 1438 | 1439 | 1440 | 1441 | 1442 | 1443 | 1444 | 1445 | 1446 | 1447 | 1448 | 1449 | 1450 | 1451 | 1452 | 1453 | 1454 | 1455 | 1456 | 1457 | 1458 | 1459 | 1460 | 1461 | 1462 | 1463 | 1464 | 1465 | 1466 | 1467 | 1468 | 1469 | 1470 | 1471 | 1472 | 1473 | 1474 | 1475 | 1476 | 1477 | 1478 | 1479 | 1480 | 1481 | 1482 | 1483 | 1484 | 1485 | 1486 | 1487 | 1488 | 1489 | 1490 | 1491 | 1492 | 1493 | 1494 | 1495 | 1496 | 1497 | 1498 | 1499 | 1500 | 1501 | 1502 | 1503 | 1504 | 1505 | 1506 | 1507 | 1508 | 1509 | 1510 | 1511 | 1512 | 1513 | 1514 | 1515 | 1516 | 1517 | 1518 | 1519 | 1520 | 1521 | 1522 | 1523 | 1524 | 1525 | 1526 | 1527 | 1528 | 1529 | 1530 | 1531 | 1532 | 1533 | 1534 | 1535 | 1536 | 1537 | 1538 | 1539 | 1540 | 1541 | 1542 | 1543 | 1544 | 1545 | 1546 | 1547 | 1548 | 1549 | 1550 | 1551 | 1552 | 1553 | 1554 | 1555 | 1556 | 1557 | 1558 | 1559 | 1560 | 1561 | 1562 | 1563 | 1564 | 1565 | 1566 | 1567 | 1568 | 1569 | 1570 | 1571 | 1572 | 1573 | 1574 | 1575 | 1576 | 1577 | 1578 | 1579 | 1580 | 1581 | 1582 | 1583 | 1584 | 1585 | 1586 | 1587 | 1588 | 1589 | 1590 | 1591 | 1592 | 1593 | 1594 | 1595 | 1596 | 1597 | 1598 | 1599 | 1600 | 1601 | 1602 | 1603 | 1604 | 1605 | 1606 | 1607 | 1608 | 1609 | 1610 | 1611 | 1612 | 1613 | 1614 | 1615 | 1616 | 1617 | 1618 | 1619 | 1620 | 1621 | 1622 | 1623 | 1624 | 1625 | 1626 | 1627 | 1628 | 1629 | 1630 | 1631 | 1632 | 1633 | 1634 | 1635 | 1636 | 1637 | 1638 | 1639 | 1640 | 1641 | 1642 | 1643 | 1644 | 1645 | 1646 | 1647 | 1648 | 1649 | 1650 | 1651 | 1652 | 1653 | 1654 | 1655 | 1656 | 1657 | 1658 | 1659 | 1660 | 1661 | 1662 | 1663 | 1664 | 1665 | 1666 | 1667 | 1668 | 1669 | 1670 | 1671 | 1672 | 1673 | 1674 | 1675 | 1676 | 1677 | 1678 | 1679 | 1680 | 1681 | 1682 | 1683 | 1684 | 1685 | 1686 | 1687 | 1688 | 1689 | 1690 | 1691 | 1692 | 1693 | 1694 | 1695 | 1696 | 1697 | 1698 | 1699 | 1700 | 1701 | 1702 | 1703 | 1704 | 1705 | 1706 | 1707 | 1708 | 1709 | 1710 | 1711 | 1712 | 1713 | 1714 | 1715 | 1716 | 1717 | 1718 | 1719 | 1720 | 1721 | 1722 | 1723 | 1724 | 1725 | 1726 | 1727 | 1728 | 1729 | 1730 | 1731 | 1732 | 1733 | 1734 | 1735 | 1736 | 1737 | 1738 | 1739 | 1740 | 1741 | 1742 | 1743 | 1744 | 1745 | 1746 | 1747 | 1748 | 1749 | 1750 | 1751 | 1752 | 1753 | 1754 | 1755 | 1756 | 1757 | 1758 | 1759 | 1760 | 1761 | 1762 | 1763 | 1764 | 1765 | 1766 | 1767 | 1768 | 1769 | 1770 | 1771 | 1772 | 1773 | 1774 | 1775 | 1776 | 1777 | 1778 | 1779 | 1780 | 1781 | 1782 | 1783 | 1784 | 1785 | 1786 | 1787 | 1788 | 1789 | 1790 | 1791 | 1792 | 1793 | 1794 | 1795 | 1796 | 1797 | 1798 | 1799 | 1800 | 1801 | 1802 | 1803 | 1804 | 1805 | 1806 | 1807 | 1808 | 1809 | 1810 | 1811 | 1812 | 1813 | 1814 | 1815 | 1816 | 1817 | 1818 | 1819 | 1820 | 1821 | 1822 | 1823 | 1824 | 1825 | 1826 | 1827 | 1828 | 1829 | 1830 | 1831 | 1832 | 1833 | 1834 | 1835 | 1836 | 1837 | 1838 | 1839 | 1840 | 1841 | 1842 | 1843 | 1844 | 1845 | 1846 | 1847 | 1848 | 1849 | 1850 | 1851 | 1852 | 1853 | 1854 | 1855 | 1856 | 1857 | 1858 | 1859 | 1860 | 1861 | 1862 | 1863 | 1864 | 1865 | 1866 | 1867 | 1868 | 1869 | 1870 | 1871 | 1872 | 1873 | 1874 | 1875 | 1876 | 1877 | 1878 | 1879 | 1880 | 1881 | 1882 | 1883 | 1884 | 1885 | 1886 | 1887 | 1888 | 1889 | 1890 | 1891 | 1892 | 1893 | 1894 | 1895 | 1896 | 1897 | 1898 | 1899 | 1900 | 1901 | 1902 | 1903 | 1904 | 1905 | 1906 | 1907 | 1908 | 1909 | 1910 | 1911 | 1912 | 1913 | 1914 | 1915 | 1916 | 1917 | 1918 | 1919 | 1920 | 1921 | 1922 | 1923 | 1924 | 1925 | 1926 | 1927 | 1928 | 1929 | 1930 | 1931 | 1932 | 1933 | 1934 | 1935 | 1936 | 1937 | 1938 | 1939 | 1940 | 1941 | 1942 | 1943 | 1944 | 1945 | 1946 | 1947 | 1948 | 1949 | 1950 | 1951 | 1952 | 1953 | 1954 | 1955 | 1956 | 1957 | 1958 | 1959 | 1960 | 1961 | 1962 | 1963 | 1964 | 1965 | 1966 | 1967 | 1968 | 1969 | 1970 | 1971 | 1972 | 1973 | 1974 | 1975 | 1976 | 1977 | 1978 | 1979 | 1980 | 1981 | 1982 | 1983 | 1984 | 1985 | 1986 | 1987 | 1988 | 1989 | 1990 | 1991 | 1992 | 1993 | 1994 | 1995 | 1996 | 1997 | 1998 | 1999 | 2000 | 2001 | 2002 | 2003 | 2004 | 2005 | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 | 2017 | 2018 | 2019 | 2020 | 2021 | 2022 | 2023 | 2024 | 2025 | 2026 | 2027 | 2028 | 2029 | 2030 | 2031 | 2032 | 2033 | 2034 | 2035 | 2036 | 2037 | 2038 | 2039 | 2040 | 2041 | 2042 | 2043 | 2044 | 2045 | 2046 | 2047 | 2048 | 2049 | 2050 | 2051 | 2052 | 2053 | 2054 | 2055 | 2056 | 2057 | 2058 | 2059 | 2060 | 2061 | 2062 | 2063 | 2064 | 2065 | 2066 | 2067 | 2068 | 2069 | 2070 | 2071 | 2072 | 2073 | 2074 | 2075 | 2076 | 2077 | 2078 | 2079 | 2080 | 2081 | 2082 | 2083 | 2084 | 2085 | 2086 | 2087 | 2088 | 2089 | 2090 | 2091 | 2092 | 2093 | 2094 | 2095 | 2096 | 2097 | 2098 | 2099 | 2100 | 2101 | 2102 | 2103 | 2104 | 2105 | 2106 | 2107 | 2108 | 2109 | 2110 | 2111 | 2112 | 2113 | 2114 | 2115 | 2116 | 2117 | 2118 | 2119 | 2120 | 2121 | 2122 | 2123 | 2124 | 2125 | 2126 | 2127 | 2128 | 2129 | 2130 | 2131 | 2132 | 2133 | 2134 | 2135 | 2136 | 2137 | 2138 | 2139 | 2140 | 2141 | 2142 | 2143 | 2144 | 2145 | 2146 | 2147 | 2148 | 2149 | 2150 | 2151 | 2152 | 2153 | 2154 | 2155 | 2156 | 2157 | 2158 | 2159 | 2160 | 2161 | 2162 | 2163 | 2164 | 2165 | 2166 | 2167 | 2168 | 2169 | 2170 | 2171 | 2172 | 2173 | 2174 | 2175 | 2176 | 2177 | 2178 | 2179 | 2180 | 2181 | 2182 | 2183 | 2184 | 2185 | 2186 | 2187 | 2188 | 2189 | 2190 | 2191 | 2192 | 2193 | 2194 | 2195 | 2196 | 2197 | 2198 | 2199 | 2200 | 2201 | 2202 | 2203 | 2204 | 2205 | 2206 | 2207 | 2208 | 2209 | 2210 | 2211 | 2212 | 2213 | 2214 | 2215 | 2216 |
|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|-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# REVIEW ▶▶

ST

£24.99

BY RENEGADE

Let us flashback back to the days of old, when the Gods themselves built a gigantic city suspended in regard - a city filled with golden temples, hidden labyrinths, and treasures beyond mortal man's wildest dreams. But when the Gods became bored with their paradise, and abandoned it to the forces of evil, it became a city of fear, a fortress of darkness filled with traps and evil creatures, and the lair of four powerful demons.

The Gods, in their weakness, laid down a challenge:

Any man may earn, through skill and courage, a single favour of the gods if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us.

One man, mighty of build and skilled in the ways of war, has taken the Gods up on their promise. His one request - should he succeed in his quest, is that he should be allowed to stand amongst the Gods as an equal. Horrified with their mortals, but unable to go back on their word, the Gods can only watch and hope that the lone warrior's battle ends in failure.



"Danger ahead!"



& The first great guardian...

## WEAPONS OF WAR

The first weapon the warrior finds is a meagre dagger but as you get further into the citadel, more powerful weapons can either be found or bought (more on that later), with which the warrior can increase his fighting potential.

**SHURIKENS:** Stronger than daggers, these weapons don't travel through platforms, but do a host of a lot of damage to any creature of the underworld that's foolish enough to get in the way!

**FIREBALLS:** A powerful weapon, fireballs can be used at the same time as conventional weapons such as the dagger or shurikens.

**ARROW:** A really hefty weapon, this not only continues on through creatures, but flies through platforms as well - any enemies out of range from shurikens or daggers will be obliterated by this!

**SPEAR:** Similar to the Arrow, the spear flies through both creatures and platforms, but does much more damage.





## POTIONS OF POWER

▲ The key to the mean world!

Like weapons, potions can be either found or purchased along the way to aid the warrior's struggle.

**HEALTH:** These come in two types, the small health restore half of your life energy, whereas the larger variety take it up to maximum.

**OBSTRUCT:** This causes all creatures to avoid you like the plague - either that or you're wasting the wrong starshade.

**ATTRACT:** The reverse of the above - this attracts all creatures to attack you on sight!

**STARBURST:** This is probably one of the most powerful items in the entire game - once used, the potion explodes into a shower of small stars. Any creature hit by one will explode into another burst of stars, and so on! Most effective if loads of creatures are on screen at once.

**SHIELD:** There are two varieties of shield. The first pro-



▲ Our hero maintains pace in a dash of light.



▲ Keys open doors. A little door!



## ROB SEZ...



Wow! Although the Grimaps have changed their label, they certainly haven't changed the amount of effort they put into their games. GDDG is definite proof of this - the sheer size of the city is enough to have any would-be hero foaming at the mouth! The graphics are brilliantly designed and animated, and packed to the hilt with colour and detail - the guardians have to be seen to be believed! The sound is also top, with a cracking title track from Nelson 18, and the spot effects enhance the overall atmosphere greatly. The puzzles and traps which have to be overcome have been designed in such a manner that players have a decent shot at completing the game - not just getting a little way into it before getting bogged down! Overall, a cracker of a game, and one that carries on the Grimap's tradition of excellent product. So forth and gain this now, or the Gods will not be too happy!

**ROBERT SWAN**



tests you from all damage, but is limited in how long it can be used. The added problem is that it can only be bought from the shop! The second can be found anywhere in the city, and lasts until the end of the level, but only reduces the amount of damage sustained.

**WISDOMT.** One of these shot-shielding items, these change the way that the current weapon travels through, spreading the shot for maximum effect. Especially useful against airborne foes.



▲ Loads of items mean BIG points



▲ Triple firepower excitement!

## UPDATE

GOODS will soon be materialising on the PC, for the same price. Sorry, it differs, but there are no versions planned for your machines.



▲ Scooping up the bonuses

## RICH SEZ...



Yeah, I agree with Rob. Gods is a bit on the busy side. For the ST (and the Amiga come to think of it), the graphics are exquisite (though our hero walks a mile strongly) and the sound is fantastic. But nice graphics and sound don't add up to much on their own without a decent game to spice up the proceedings, so it's nice to see Gods delivering the goods. The mixture of platform puzzling and arcade action combines to make a game that is very satisfying to play. Special note must go to the power-up weaponry available during the game - it's just great, and the range of items means you can choose your own favourite type of fire (accompanied by great sound effects here as well, I might add). Twenty five gold is a fat pile o' cash for a game, but Gods offers instant action and replayability too and is well worth every penny. Please have a look at this, it's one of the best 16-bit games I've played of late and a great debut for Renegade.

**RICHARD  
LEADBETTER**

## WHO'S GOING TO THE SHOP?

Money can be collected from around the city in the form of crystals and diamonds. Most of these are collected from the obvious vendors wandering about, but secret rooms can be found, and these are usually filled with all sorts of goodies. If you're lucky enough to come across the shop totem, a wandering trader appears - if you've got the money, you can now purchase all manner of waa-poo and pollow!



▲ Here's the shop, and there's the shopkeeper below!



**ST**

**GRAPHICS 92**  
**SOUNDS 93**  
**PLAYABILITY 83**  
**LASTABILITY 94**

**OVERALL 93**



# REVIEW ▶▶

AMIGA  
PC

£29.99

£29.99

BY US GOLD/SSI

As it is not set in the city of Waterdeep, it's true. Its citizens have suffered a turbulent past, what with the Last Wars and the power struggle between the Guilds, but less when they had begun to enjoy peaceful prosperity, the shadow of a evil evil has appeared in the heavens.

What evil? Where this evil is, is a question that baffles the ruling Lords Magister, and so they have sent out a plea for heroes who can seek out the source of the problem and eradicate it.

And so it is that a party of four adventurers are commissioned to search the sewer system beneath Waterdeep. But during 10% of their journey is being watched by the malevolent forces under the city, and it doesn't intend to let them live for much longer.



We commission you to find the nature of this evil, and destroy it if you are able.

T Meet Jan the pit.

A The great smelt.



## CHARACTER BUILDING

Before the game begins, you have the option of starting the quest with a ready-made party of four adventurers, or creating your own.

To do this, you first select the race each character belongs to: there are the usual Advanced Dungeons and Dragons races - Dwarves, Elves, Gnomes, Half-Elves, Halfings and Humans, and this affects the classification you can then select for them. For instance, Dwarves are not magical beings, and so cannot become Magics, but they make good fighters.

Other typical AD&D character attributes are then set by the roll of simulated dice. You can scroll as often as you like, but if you would rather, you can fix the character's strength, dexterity, intelligence and so on, manually. That done, if only remains to provide that character with a name and a face and he or she is ready to join the group.



Open! You'll be taken the present!



Give call to the forces of the land, and let us choose our champions.

A LEGN  
Fantasy Role-la

CUG  
HIT

## THE BEHOLDER



It's sticky situations...



### ANOTHER DUNGEON MASTER LOOKALIKE?

Anyone who has ever played PTL's classic *Dungeon Master* will find it very easy to accustom themselves with the workings of *Eye of the Beholder*. The whole environment is displayed in a 3D view, which updates as you take the party through the sewer. Similarly, all the creatures lurking in the corridors are displayed with large animated sprites which make monstrous noises as they attack.

*Eye of the Beholder's* control system is also similar to *Dungeon Master's* interface as you can use a mouse to click on an object from the 3D display and place it in any of the slots

### PAUL SEZ...



I'm not much of an RPG lover - all that business with calculating hit points and letting turns is a real atmosphere-killer, I think. But *Dungeon Master* was different! It was fast, you saw the fireballs whizzing at you, the monsters leapt out in front of you and screamed, and the puzzles were really clever too. So it became my all-time favourite game, and I've always been very wary of any lookalikes that tried to steal its crown. There've been some good attempts, definitely, but until now, none has really matched the original for ingenuity, quality and atmosphere. *Eye of the Beholder* is the game that has changed that. Certain aspects of this game aren't quite as good as *Dungeon Master* (I preferred DM's console-your-own-spell system and the constant problem of running out of light was novel), but there are other aspects which are better, namely the ability to interact more fully with the sewer's dangers and recruit new adventurers, and the fact that the equipment screen and the 3D window can both be visible simultaneously. The only thing *Dungeon Master* had that this doesn't have was originality, but I'm prepared to let that pass if you will. Now PTL, beat this... please!

**PAUL  
GLANCEY**



▲ Whipping up a frenzy.

GENO SERIES  
e-Playing Saga, Vol. 1



spells' inventory screens. Likewise, doors, secret buttons and interesting features are opened, activated or examined by placing the pointer over them and clicking.

The spell system is the main area where this game differs from *OD*. Instead of having to piece together spells from runes, a mage or cleric can memorize or pray for any which are within his capabilities while he rests. He will then have a "stock" of spells to use while exploring.



▲ Death lurks at every corner.

## ROB SEZ...



It's not what you'd call the greatest fan of this style of game – a good fight sim or a decent blast is more my thing – but *Dungeon Master* was definitely a title I could return to time and time again (the addictive nature and playability were enough to keep me hooked for weeks).

Now *Eye of the Beholder* has arrived, and, as Phil says, there are certain features here that improve upon the famed classic (the character interaction is absolutely excellent), but there are also a few niggling facets that leave a little to be desired, namely the delay whilst being attacked – this pause more often than not results in your taking a great deal of damage! The graphics and sound, however, are nothing short of stunning, and the sheer playability of *EOB* is enough to have the greatest adventurer frothing at the mouth. If RPGs are the thing to get your pulse racing, *Eye of the Beholder* will blow your mind. Grab it at the first opportunity, but be prepared to spend a lo-o-o-o-n-g time playing!

**ROBERT  
SWAN**

## SPELL TO GET WELL

These classifications of character have mystical powers which can be used to aid the quest. Clerics (and their associated, the Paladins) can call on the powers of the gods to heal and protect themselves and their friends. They can also use their power to cure their enemies, but Mages are most capable combatants, and even rogues can protect dangerous balls of energy at their enemies. As well as using their stock of memorised spells, Mages and Clerics can make use of any magic scrolls they find during the journey, providing an instant spell whenever it's needed.



▲ Hell, stranger!



## JOIN THE PARTY

One of the other differences between *Eye of the Beholder* and *Dungeon Master* is the fact that the size of the party is limited to six, not four. Although you start with four characters, others often appear, offering their services later in the game. It's also worth collecting any bairns you see along the route, as an accomplished cleric can usually resurrect them into a grateful adventurer! If you have a full party that come across a more capable character, it's possible to drop one of the current members to let the stronger adventurer join.

Also, the characters can be moved around within the format too, so that the stronger ones travel at the front to bear the brunt of any frontal attacks (although monsters can attack from any side).



## GETTING EQUIPPED

Each character starts the game armed and armoured pretty nicely, and it is up to you to bolster their equipment as you progress. Rings must armour efforts greater protection than leather. Dives can make very good use of a bow and arrows, and Mages and Clerics can usually cast potions and magic rings to good use. Clicking on a character's face summons his equipment screen which displays the objects he has collected on his journey so far. The backpack on the left of the screen can hold 14 items, and the other boxes indicate where an object will be carried. There is a quiver for arrows, and a belt pouch which holds three objects, particularly useful for carrying daggers or darts, as the character automatically reaches from the pouch as soon as a weapon has been chosen.

▼ A character's equipment...



## COMBAT MAN

On the main screen each character has two boxes by his name. The top one shows what is in the "primary hand" - this is the item which will be used as a weapon if any attack, so it's usually the best place to carry a sword or mace. The "secondary hand" is a good place to carry a shield.

Should a monster manage to strike one of the party, that member loses some of his health points. If his health rating goes below zero he is rendered unconscious, and cannot fight again until he has healed and been healed. If the rating reaches -12 that that character dies and plays no further part in the game unless resurrected. Watch out for poisonous monsters which strike down your he dies with venoms which occasionally saps their strength until they die or they're cured (and that can only be done by a fourth level Cleric).

▼ How do the ground stay?



▼ Hmmm... interesting!



## RIDDLE-ME-REE!

The sewers under Waterdeep are not all they appear, and even the three-level map provided with the game does not reveal many of their secrets. The creatures that wander the galleries have planned many traps to ensure their privacy. A locked door can be a frustrating obstruction, but not unless you've found the key, picked the lock or used brute force to shove it open. Also, watch out for disguised wall switches which open and close pits, or operate levers and elevator rooms. Some walls are simply illusions, so it's worth looking out for markings which could be Dwarvish runes of safe passages, as they may lead to treasure rooms... or perhaps something not so welcome!

## UPDATE

Also, there are no plans to convert Eye of the Beholder to any other formats - not even CD!

## AMIGA

|             |    |
|-------------|----|
| GRAPHICS    | 93 |
| SOUNDS      | 85 |
| PLAYABILITY | 94 |
| LASTABILITY | 95 |

OVERALL 95

## PC

|             |    |
|-------------|----|
| GRAPHICS    | 94 |
| SOUNDS      | 85 |
| PLAYABILITY | 94 |
| LASTABILITY | 95 |

OVERALL 96

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# REVIEW

MEGADRIVE

£39.99

AMIGA

£24.99

BY ELECTRONIC ARTS



**P**GA Tour Golf is a simulation of that most frustrating of pastimes, involving whacking a small rubber-coated sphere over a certain distance using clubs with either metal or wooden heads. The aim of the game is to get the ball into a cup embedded in a lawn using as few shots as possible. The less shots the hole takes, the more points you score. The player who took the fewest shots to finish the game (be it over nine or eighteen holes) wins - simple, yes?

PGA Tour Golf can have up to four players participating at once over four different courses, and there's even a battery-backed RAM option to save your tournaments to continue at a later date. Right, everyone ready now? Fore! (Cut the sack of ball closely followed by sound of breaking glass...)

The latest  
T Backs from Parcs.



# PGA TOUR GOLF

Hole #3 162 yards Par 3



## HOME, HOME ON THE RANGE

PGA Tour Golf has two practice ranges to help novice players perfect their stroke - the driving range for teeing-off, and the putting green for those short-range taps. Diving off using a 1 floored at full power may result in the ball veering off erratically to one side - simply try aiming for the other side of the range, and watch the ball fly back on screen!

TPC at Sawgrass

Distance: 150 yards

**WIND STRENGTH:** It's quite a blustery day! This 17 mph breeze could send your 10 yard patch onto the green a few feet off to the right.

**DISTANCE POTENTIAL:** At full whack, this club can take the ball 25 yards.

4 Get a quick look at your entry energy the course!

The first  
T hole.

Spot the  
tee-computer!

**THE OVERSWING AREA:** Let the stroke bar rove this far left and you get extra stroke power. BUT! Unless you hit the ball dead straight it's liable to slip off at a wild angle, so use with care!

Hole #1 380 yards Par 4



TPC at Sawgrass

Distance: 170 yards



Hole #1 Par 4  
Distance: 380  
tee-computer  
tee 1 hole

## A MATTER OF COURSE

PGA Tour Golf has a grand total of four different courses, each with their own tricks and traps. The first is the standard course, to give new players a chance to get used to the game, but the other three are a bit more difficult to get in shape with. The Tournament Players Club (or TPC) at Sawgrass in Florida is where the main tournament takes place, and is renowned for its difficult 17th hole. The PGA West Stadium Course at La Quinta consists of thin fairways and massive bunkers, making play that bit more difficult, whereas the TPC at Austin is the most difficult of all, with multi-level greens and driving cross-winds.

Hole #2 511 yards Par 5



TPC at Sawgrass

Distance: 587 yards

## UPDATE

PGA Tour Golf is already out and about for the PC (€29.99), and is remarkably similar to the version reviewed here. No other versions are planned for the moment, but if anything crops up, you'll be the first to know.

**THE INFO BOX:** Which hole is this? What par is it? How many strokes have you had? Is that over, under or on par? How far from the cup are you? And which club are you holding? The info box holds all this information.

## SEVVY WHO?

The Professional Golfer's Association Championships are amongst the biggest golf tournaments of the year, with some players managing to grab in excess of well over a million (pound) tens dollars in winner's prizes! Here's a list of the winners of the PGA Tournament from 1980 to 1999.

| YEAR | WINNER        |
|------|---------------|
| 1980 | Jack Nicklaus |
| 1981 | Larry Nelson  |
| 1982 | Ray Floyd     |
| 1983 | Hal Sutton    |
| 1984 | Lee Trevino   |
| 1985 | Hubert Green  |
| 1986 | Bob Tway      |
| 1987 | Larry Nelson  |
| 1988 | Jeff Sluman   |
| 1989 | Payne Stewart |



Hole #1 Par 5  
Stroke 5  
Distance: 42 yds.  
Club: P Wedge

**THE STROKE BAR:** Once you've set the shot up, hit the button to start your backswing and watch the stroke bar expand leftward. Press the button again and it stops. Stop it on 50% in this case and the ball will be reloaded with enough power to take it about 13 yards.

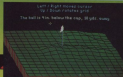
**THE ACCURACY POINT:** Accuracy is all down to timing. Stop the moving bar on this line and the ball is hit straight towards the aiming area-hair. But stop it on the left of the accuracy point and the ball is hooked left, and stopping it on the right slices it to the right!

## ROB SEZ...



Although golf isn't one of my favourite sports, I have a great deal of admiration for players of the game - the amount of skill involved would have most people pulling their hair out in minutes! Golf games are a popular enough subject these days, but there've been enough of them, but few are either accurate or playable enough to grab the attention for long. PGA Tour Golf is not only an accurate and playable golf game, but it has to rank as one of the best simulations of any sport, in practically every respect. PGA is excellent - the game itself is very addictive indeed, with some excellent graphics and sound, and the number of options will have any golf freak foaming at the mouth!

**ROBERT SWAN**



Left: Right moved course  
Right: Bush catches ball

The ball is in, below the cup, 81 yds. long



4 So near and yet so far...

▼ A classic putt!



Hole #2 Par 5  
Stroke 7 +8  
Distance 3 ft.  
Club: Putter

## THE PGA TOUR - A BRIEF HISTORY

The first developments of the PGA Tour began back in the 1890s, and were held on the West Coast of America, Texas and Florida. By the middle of the decade, the Tour was offering a whopping \$77,000 in total purses! By the thirties, despite the Depression, golf tournaments were attracting large crowds, with such names as Paul Haneyan (the leading money winner of 1934's tournaments) taking a total of \$6,787 (it's interesting to note that 1980's top money winners, Tom Kite and Payne Stewart, each earned well in excess of a million dollars!)

After World War II, the Tour grew in size, and as the potential television audience increased in the late Fifties and early Sixties, so did the amount of interest in the game. Thanks to advertising revenues, the prize purses went (giving it an enormous rise, and between 1974 and 1988, PGA Tour assets have risen from \$130,080 to an incredible \$80 million!



Hole #1 Par 5  
Stroke 3 0  
Distance 8 ft 6 in  
Club: F Wedge

▲ All that ball!

## RICH SEZ...



PGA Tour Golf was one of the finest golf games ever when it was first released on the PC, and it's nice to see that Electronic Arts have both the Amiga and Megadrive versions ready for almost simultaneous release. It's even more of a pleasure to find that both games are

of an extremely high-quality, indeed, I might venture to say that PGA Tour Golf is the best golfing game you can get for either the Megadrive or the Amiga, encompassing just about every aspect of golf imaginable (and you don't even have to dress up in silly clothes and hang out with party). The vast amount of options, coupled with the brilliant graphics and sexy songs (this Hubbard strikes again!) make for a complete all-rounder in the quality stakes. Each hole is exceptionally challenging and there's a great sense of competition evoked should you go for the multi-play game. PGA Tour Golf is starting to have the same effect as John Madden Football did in the office at the moment (people tend to "disappear" for a quick round) and weighs in as one of the best sports games available on the Megadrive - take a look!

**RICHARD  
LEADBETTER**

4 'Politely' scores okay!

| MEGADRIVE      |           |
|----------------|-----------|
| GRAPHICS       | 89        |
| SOUNDS         | 85        |
| PLAYABILITY    | 93        |
| LASTABILITY    | 95        |
| <b>OVERALL</b> | <b>91</b> |

| AMIGA          |           |
|----------------|-----------|
| GRAPHICS       | 90        |
| SOUNDS         | 86        |
| PLAYABILITY    | 93        |
| LASTABILITY    | 95        |
| <b>OVERALL</b> | <b>91</b> |

# FLAMES OF FREEDOM



**TOTAL FREEDOM**

# FLAMES OF



Daylight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarines' in which to achieve it.

Screenshots shown are taken from the Atari ST version. Actual screens may vary by format.

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

**TOTAL FREEDOM- FROM RAIB**

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 miles. 1



# OF FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard!



A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, *Midwinter I*.



Fly the skies above the forty-one islands by helicopter, zoppella, parachute, rocket pack, or, as seen here, biplane and balloons, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.



FLAMES OF FREEDOM MASTERS OF STRATEGY

(with a total of 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

# REVIEW ▶▶

PC ENGINE £34.00

BY HUMAN

It's time to grab those balls and make a right old racket (ah?), with Final Match Tennis for the PC Engine. Viewed in pseudo-3D, either one, two, three or four players (via a multi-tap) can participate in an exhibition match or compete in a multi-tournament, in either one or three sets.

Novice players (that's anyone in the British squad to the rest of us) can practice swinging the old racket against a number of computer-controlled opponents, including a training machine which blasts balls towards you like there's no tomorrow! If things get a little hairy, two players can team up against the computer, and give it a taste of its own medicine!

You can play either on a grass, clay or hard court, each affecting the ball's trajectory in their own fashion. Apart from that, the usual rules of tennis apply.

The score says it all (sort of). ▶

Some four-player action!



Practise your back-hand with the training machine. ▶

## JAZ SEZ...



Computer tennis might not sound like fun, but in this case you'd be a bit mad not to get straight into the action! Its appreciative playability gives instant addiction from the word go. The control method is superb; incredibly easy to get to grips with, but with

huge scope to develop some killer shots. It's also very competitive, with one to four-player action (two-player mode is best, though!) The computer opponents are great, and there's a wealth of different game options to add plenty of lasting appeal. Final Match Tennis is a truly stunning game, and ranks alongside *King Of The Hill* and *John Madden's Football* as an example of one of the finest computer sports simulations available on any machine.

**JULIAN  
RIGNALL**



# FINAL MATCH TENNIS

## TENNIS TOMPOOLERY

The highlight of the tennis season is obviously Wimbledon - large crowds, centre courts, astronomical prices for season-tickets and cream, the fabled touts and the like. Here's a list of the winners of this prestigious tournament over the last ten years, and the defeated finalists.

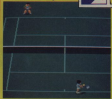
| YEAR | CHAMPION      | FINAL OPPONENT |
|------|---------------|----------------|
| 1981 | John McEnroe  | Bjorn Borg     |
| 1982 | Jimmy Connors | John McEnroe   |
| 1983 | John McEnroe  | Chris Lewis    |
| 1984 | John McEnroe  | Jimmy Connors  |
| 1985 | Boris Becker  | Kevin Curnan   |
| 1986 | Boris Becker  | Ivan Lendl     |
| 1987 | Pat Cash      | Ivan Lendl     |
| 1988 | Stefan Edberg | Boris Becker   |
| 1989 | Boris Becker  | Stefan Edberg  |
| 1990 | Stefan Edberg | Boris Becker   |

# FINAL MATCH TENNIS

▼ Choose the type of court here.



▼ That court sure is big!



## YOU CANNOT BE SERIOUS, MAN!

Final Match Tennis is one of the more realistic tennis games about, with a wide variety of moves, lobs and smashes. Not only do the players race around the court at a great rate of knots, but if the ball's just about out of reach, the player will dive to one side in an attempt to knock the ball back up in the air.

## RICH SEZ...



I reckon that Final Match Tennis ranks as the best PC Engine game I've seen since the classic Bomber Man. It's one of those games where your skill dictates the action rather than the other way around. Although the controls are remarkably simple, control of the ball is actually a real sod to successfully master. But after a while, the controls become second nature and you'll be diving around the court for an hour or more, with a digital momentum that would amaze Messrs Lendl and Eisinger. The ball action is the most realistic I've ever seen in a tennis game too - even the ricochets off the net seem stunningly realistic. I agree with Flop in the game that lastability is perhaps questionable, but the playability of this tennis game is unrivalled on any other system. The game must be good, as members of the editorial and ad teams crowd the games room at lunchtime for a gal! There haven't been that many decent Engine games of late, but I strongly recommend it.

**RICHARD LEADBETTER**



▼ A two-player game...



▼ Playing doubles can be fun!



## PC ENGINE

|                    |           |
|--------------------|-----------|
| <b>GRAPHICS</b>    | <b>88</b> |
| <b>SOUNDS</b>      | <b>80</b> |
| <b>PLAYABILITY</b> | <b>93</b> |
| <b>LASTABILITY</b> | <b>86</b> |
| <b>OVERALL</b>     | <b>90</b> |

THE

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# One

FOR AMIGA, ATARI ST AND PC GAMES



## HOT STUFF!

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With Switchblade 2



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Origin's Wing  
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More!



## CHILD'S PLAY

Image Works  
Unleashes  
The Anti-Orts

## NO KIDDING!

- A Complete Playable Trainer
- Level of Brat - it's "infant-tastic"
- See Page 8 for Full Details

If There's  
Consult Your  
Imm

**OUT  
NOW!**





# A R C A C T



After seeing his billionth new Japanese shoot 'em up down the scales, Julian Rignall was getting a bit cheesed off... until he started playing Atari's Ramparts, and then nothing else would do!



# RAMPT

JAZ SEZ



The idea of cannon-based action mightn't sound like the recipe for an action-packed game, and Ramparts looks and sounds pretty rubbish. However, in practice Ramparts is tense and challenging, requiring razor-sharp reflexes and forward planning to survive.

On later levels there are massive fleets of ships to destroy, and if they reach your coast, they spawn out little tanks (although what they're doing in the 17th century is a mystery to me) which make wall-building very difficult if it gets incredibly frantic - especially when you're trying to complete a wall and the timer has virtually run out. I thoroughly enjoyed playing the game - it's really different, and it's a breath of fresh air after months and months of dull space shoot 'em ups and boring beam 'em ups.

**JULIAN  
RIGNALL**

Atari's three-player Ramparts is a brilliant new coin-op - although you wouldn't think so when you first see it. The game is set in the 17th century and is based around an enemy invasion of your coast by sea-borne forces. So it's all cannons and Armada-like fleets of attacking boats instead of the usual lasers and spaceships.

At the start of a one-player game, you choose a castle to defend, a wall is built around it by the computer and you place your few cannons inside. Then the enemy boats sail into the action, firing their cannons at your walls. What you've got to do is destroy the ships using a baseball-controlled crosshair sight to aim your own guns. It's pretty tricky, since the cannon shots take a while to reach their target, so you've got to plan ahead.

Once the attack is over you have a limited period of time in which to rebuild your castle walls using a variety of Tetris-like shapes which you can rotate and slot together to enclose your castle. If your castle isn't completely sealed in at the end of the time period, it's Game Over. Succeeded, and you get extra cannons with which to repel the next onslaught.

# TADE



## THREE-PLAYER DESTRUCTION

The two- or three-player mode is a very different game to playing solo. Here, each player must destroy the other castles using their cannons. During the rebuilding sequence, the player who fails to rebuild his wall loses!



# PARTS

## BUILD, BUILD, BUILD A BIG FAT CASTLE

If you're a good player, during the building period you should not only be able to wall in your own Castle, but also enclose a couple of the other ones dotted around the landscape. As well as giving extra scores, you also get extra cannons to use against the enemy!



## COIN-OP

|             |    |
|-------------|----|
| GRAPHICS    | 69 |
| SOUNDS      | 70 |
| PLAYABILITY | 95 |
| LASTABILITY | 88 |

**OVERALL 93**







# PREVIEW

## SNOW BROS OCEAN

What's the difference between snowmen and snow-women? Snowballs! Okay, okay, crap puns aside, that wet white substance that seems to give British Rail so much bother is the subject of this, Ocean's latest in a long line of cutesy coin-op conversions. Taken from the totally brilliant but surprisingly little-known Taitopian coin-op, *Snow Bros* puts you in the shoes of a cutesy snowman, whose task in life is to travel through 90 platform levels, *Bubble Bobble* style. As you'd expect, myriad nit-ties are out to put the heat on, so to speak, but our sub-zero hero has the ability to blast 'em with his snowgun -



### END-OF-LEVEL ICINESS!

Even if you get so far, making it through to the next series of levels is no easy matter - a massive guardian blocks your way, and the only way to get past him is to blast him - into little pieces! These whacked-out monsters include a shiny blue head that shoots out bolts of energy, and a crazy giant lizard with a yellow mohican!



the effect of which turns any nasty into a giant snowball, which can be smashed into a wall for points!

We've had a look at a pre-production version (programmed by Ocean France, previously responsible for the superlative conversions of Peng), and to be totally frank, we reckon this could be this year's *Rainbow Islands* - it's looking that good, with graphics (and sound) probably identical to the coin-op! How everything hangs together in the final version will be revealed in the full review in next month's CVG - don't miss it!





## THERE'S NO POWER LIKE SNOW POWER

Our frosty friend isn't lacking in the power-up department - if he hits another monster with one already encapsulated in a snowball, it leaves behind a lantern or food. The lanterns come in red, blue or green, and either empower the snowman with a speed-up, enhanced fire-power, or inflate him to five times normal size, giving him the ability to float around the screen, blasting nixies on contact.



| VERSION      | DATE | PRICE   |
|--------------|------|---------|
| AMIGA        | TBA  | £ 24.99 |
| ST           | TBA  | £ 19.99 |
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# PREVIEW



## GAUNTLET III

US GOLD

**P**review! There can't be any gameplayer out there who doesn't know what playing *Gauntlet* involves - racing around all manner of mazes, blasting evil monsters whilst collecting keys, potions and food and avoiding all sorts of devious traps. *Gauntlet II* was more of the same, but with more monsters (including the IT monster and a very large, fire-breathing dragon) and even more devilish traps. Now *Gauntlet III* is here, and things are more than a little different...

Now everything is seen from a forced perspective viewpoint, and involves not four heroes, but eight! Now



There the Warrior, There the Valkyrie, Merlin the Wizard and Questor the Elf are joined by four brave new adventurers, Petrus the Rockman, Reptana the Merman, Dracolla the Lizard and Blitzard the Iceman! Set in the mystical world of Cepes, two of the eight heroes must battle through eight kingdoms, blasting and collecting as they go, clearing all eight lands of the demonic forces that dwell within before going on to face the Demon King himself (po-er!)

The first two *Gauntlet* games (especially the topper *Gauntlet II*) were not only excellent in the graphics and sound departments, but were also immensely playable, especially the 16 bit versions. Now it only remains to see if the third chapter is as entertaining and addictive as its two older brothers. Read a future issue of CVG to find out

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## ARMOUR-GEDDON

### PSYGNOSIS

Coming soon to an Amiga near you is *Armour-Geddon*, a futuristic 3D extravaganza which puts you at the controls of six different types of vehicle, each with their own strengths, weaknesses, and types of firepower and equipment. Your mission (should you choose to accept it) is to collect five sections of an ancient neutron bomb, in order to destroy an orbiting laser satellite. This isn't as straightforward as it sounds, as all manner of ground and air based adversaries are out to put a stop to your bomb-collecting buffoonery - with lethal force! It certainly looks rather flash, and the ray-traced intro at the start of the game is even more stunning than the usual Psygnosis three-minute wonderland. The only question left to answer is: will the rest of the game match up to the intro, or will it be another case of "nice graphics, shame about the gameplay"? Watch out for a full review over the next few months to find out!



THE REAL ADVENTURES OF BRAT, THE ART CITY, ARE AVAILABLE. EACH FRODO IMAGE WORKS ON AMIGA AND ST.

# PREVIEW

## R-TYPE IREM

After what seems like an eternity of waiting, the Game Boy conversion of the outstanding space blast is ready to be unleashed! For those of you that don't know - shame on you! - R-Type puts you at the controls of the ultimate in space combat fighters, the R-9. Your task is to travel into the heart of the malevolent Bydo Empire, and literally blast seven belts out of everything in sight. Power-ups and additional weapons are there for the taking, but out to stop you are some of the biggest and deadliest end-of-level guardians ever conceived!

As you can see, the graphics are absolutely cracking, and are remarkably similar to those of the coin-op - no



mean feat, considering the Game Boy's graphical limitations. If the programmers have managed to retain the arcade machine's awesome playability as well, then this could be one of the Game Boy's biggest releases for some time! Check out next month's C+G for the full review!

VERSION  
GAME BOY

DATE  
APRIL

PRICE  
£ TBA

## SKULL AND CROSSBONES

TENGEN

Har, har, me hearties, pin back yer leg 'oles, and pay attention! This, another in Demark's long line of Atari coin-op conversions, puts one or two players in the shoes of One Eye and Red Dog, two scurvy sea-dogs out on a mission to retrieve their ill-gotten bounty from the clutches of the "Evil Sorcerer" (whod?). Not that the guy's going to take this lying down - ah, no, he's throwing everything he has at you in the form of all manner of cut-throat villains, all out for your blood!

As you can imagine, this involves all sorts of swash-buckling adventures across eight levels, whilst rescuing wenches, collecting food and rum, and grabbing loot by the sackful. How does all this measure up in the game-play stakes? Well, you'd better check out this next issue of C+G to find out! All together now, fifteen men on a dead man's chest, yo ho ho and a bottle of Tequila...



VERSION  
AMIGA  
ST  
C64  
AMSTRAD  
SPECTRUM

DATE  
APRIL  
APRIL  
APRIL  
APRIL  
APRIL

PRICE  
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## ARACHNOPHOBIA

DISNEYSOFT

Based upon the recent Spielberg movie featuring thousands of arachnids (that's spiders to you lot) *Arachnophobia* is centered around a deadly South American spider, which ends up in a densely populated area of the United States. Here, this massive monster mates with local spiders, creating a killer breed of unstoppable poisonous creepy-crawlers! Bad news, ah? Anyway, the US Department of Agriculture, having tried almost everything to destroy this scourge, calls in the MacClintock Investigation Management Company, patent holders of Toxic



Max - the only insecticide spray powerful enough to kill the spiders without burning a hole to the very core of the earth!

Your task, as fumigation's finest, is to hunt down the deadly South American spider, and put an end to the plague by investigating houses, schools, buildings, farms and cemeteries, battling thousands of killer arachnids, and rescuing trapped civilians! All in a day's work for your usual Fumigant bug-basher, wouldn't you say? Anyway, if Disneysoft can manage to retain part of the film's level of suspense, and mix it with a game that looks good and plays well, they could well have a smash on their hands. Check out *CrV3* over the coming months for a review.

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| ST       | MAY  | £ TBA |
| PC       | MAY  | £ TBA |
| SPECTRUM | MAY  | £ TBA |
| CDI      | MAY  | £ TBA |
| AMSTRAD  | MAY  | £ TBA |

## BIG RUN

JALECO

Developers are certainly beginning to move into high gear as far as the Super Famicom is concerned, and Jaleco continue the tradition with the conversion of their Paris-Dakar rally racing coin-op. The aim of the game is simple enough - race from stage to stage against the clock and other drivers, in order to come in first at the end. Run out of time, however, and that's your lot!

It certainly looks good, but the coin-op wasn't exactly the best thing going - just another racer with fancy graphics. Whether Jaleco have managed to improve on

the gameplay remains to be seen, but having seen the likes of *F-Zero*, we reckon *Big Run*'s gonna have to be something really special. For the full, unadulterated review, grab the June issue of *CVG*.



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# GO WILD!



No ugly wart-owes is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits. I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Niho (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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