

**FREE!**  
HOLOGRAM No.2  
PLUS LOADS OF PRIZES TO WIN!

UK'S BEST SELLING COMPUTER MAG!

NOVEMBER NO 98

DM 7.00 SP \$7.20 3.50PTA HFL 6.75

**£1.20**

# COMPUTER

+video

# GAMES

**EXCLUSIVE!!!  
POWER DRIFT**

**EXCLUSIVE!  
M1 TANK  
WORLD  
WAR III  
STARTS  
HERE!!!**

**EXCLUSIVE!  
BATMAN  
16 BIT  
IT'S  
AMAZING**

**FREE INCREDIBLE HOLOGRAM!**

SOME JOKER'S WALKED  
OFF WITH YOUR AMAZING  
HOLOGRAM. TELL YOUR  
NEWSAGENT IMMEDIATELY.

AMAZING C+VG POWER DRIFT HOLOGRAMS!!!  
TWO TO COLLECT - WHICH ONE HAVE YOU GOT?

**EXCLUSIVE GAME BOY AND SEGA REVIEWS**  
**INSIDE! EXCLUSIVE!**  
**US MEGA COIN-OPS EXPOSED**  
**NINJA WARRIORS • TOOBIN' • LOOM**  
**DOUBLE DRAGON II •**





A TITANIUM BLADE

# SHARD

TM







**CAPCOM™**

© 1989. CAPCOM CO., LTD. Manufactured under license from CAPCOM CO., LTD., JAPAN. STRIDER™ and Capcom™ are trademarks of Capcom Co., Ltd. Manufactured and distributed under license by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel 021 625 3388.

Available on:  
**CBM 64/128 & AMSTRAD**  
 Cassette & Disk  
**SPECTRUM 48/128K** Cassette  
**ATARI ST, CBM AMIGA &**  
**IBM PC & COMPATIBLES**

**ONE MAN — ONE SWORD — ONE FREE WORLD!**



# C CONTENTS

## REVIEWED THIS MONTH NOV 1989 No.96

POWER DRIFT	16
PRO TENNIS TOUR	44
CONTINENTAL CIRCUS	48
OOZE	52
BATMAN 16 BIT	54
UNTOUCHABLES	58
CONTACT	62
GAMES: SUMMER EDITION	71
STORM WARRIOR	74
ALIEN SYNDROME	74
SPOOKED	75
CRYSTAL CASTLES	75
KOKOTONI WILF	75
SIGMA SEVEN	75
DEEP STRIKE	78
GREGORY LOSES HIS CLOCK	78
KENO WARRIOR	78
TURBO ESPRIT	79
COBRA	79
COSMIC PIRATE	79
ALTERED BEAST	80
M1 TANK	90
WANTED	112
CASINO GAMES	113
ROCK ON	116
SUPER MARIOLAND	119
SOKO BAN	119
TETRIS	119



## I'D LIKE TO LIVE IN AMERICA 100

C+VG goes to the Las Vegas Arcade Fair and reports on the hottest new arcade machines on the scene - and there are some amazing developments, including the first PC Engine coin-op, 3D Tetris and an incredible new 3D road racing game from Atari.



**EDITOR: JULIAN "JAZ" RIGNALL**  
Usually found knocking up some unfeasibly huge score on a video game or pinball table in one of Southend's many arcades - if he's not there, he'll be at home doing the same on one of his computers or consoles... Sometimes he stops to eat and sleep, but only occasionally!



**ART EDITOR: ANDREA "HEADINGS" WALKER**  
When Arty Andrea's not screaming at Paul for more captions, she's usually at her desk slapping down C+VG's pages and making them look all lovely and colourful. And if she ever has a few spare moments, she nips into the games room to have a crack at the latest PC Engine game...

## CREDITS

**THIS MONTH'S COVER:** Jerry Paris. **EDITOR** Julian Rignall **ART EDITOR:** Andrea Walker **STAFF WRITERS:** Paul Glancey Paul Rand **ART ASSISTANT:** Osmond Browne **ADVERTISING MANAGER:** Nigel Taylor **DEP ADS**



## MEGA COMPS THE ULTIMATE QUESTION- 83 NAIRE

There's £1000 worth of software prizes on offer in this easy-to-enter comp. All you have to do is answer the questions about yourself and you could win one of ten software megapacks worth £100 for your machine.

## THE HOTLINES 86

The C+VG Hotlines are bulging with a veritable goodie bag of prizes this month, with a PC Engine, 10 limited edition SAM Coupe T-Shirts, 10 copies of Xenon II, 10 Xenon II T-shirts, £150 worth of software and 15 utterly amazing brand new C+VG Strider T-shirts up for grabs. Get dialling!

## ARCADE ACTION 96

Four new coin-ops are unveiled this month, including a massive simultaneous two-player Quad bike racing game, Four Trax, which features two moving motorcycles mounted on the front of the machine, a great one-on-one combat game, Street Smart, and Sega's latest release, Cyber Police.



## THE OTHER STUFF

NEWS	8
REVIEWS INDEX	15
MAILBAG	20
BUG REPORT	24
CHARTS	65
BUDGET ROUND-UP	74
ADVENTURE	108
NEXT MONTH	128

## WHO OR WHAT IS SAM? 8

Is this brand new Spectrum-compatible computer released too late? Or is it destined to become a massive seller? We take an in-depth look at this brand new addition to the computer market.



## PLAYMASTERS 27

This month's tips section is chock-a-block full of hints and cheats for all computers and consoles, and there's also an incredible screen-by-screen guide to the most amazing arcade race game yet seen, Sega's Super Monaco Grand Prix. And is your name up on the Official UK Highscore Table?



## MEAN MACHINES 108

There's plenty happening on the consoles scene at the moment, with exclusive reviews of the two latest Sega titles, Wanted and Casino Games, the latest PC Engine shoot 'em up, Rock-On, and three Game Boy titles, Soko Ban, Tetris and Super Marioland.

## PREVIEWS 122

Wow! We've got pictures and information about a whole bunch of red-hot new games, including the conversions of Double Dragon II, Ninja Warriors, Toobin' and Hard Drivin', Novagen's massive 3D exploration game, Damocles, Lucasfilm's two newest games, Battle of Britain and Loom, Microsoft's stunning Interphase and... er... the Saint and Greavsie Game.



STAFF WRITER: PAUL "BUST PC" GLANCEY

Paul's been a busy bod this month, rushing around like a blue-ar... er bot-tomed fly doing all sorts of horribly complicated things with his PC computer, which keeps on breaking down at the most inopportune moments. But he's nevertheless managed to squeeze in quite a few playing hours on the Indy Adventure game...



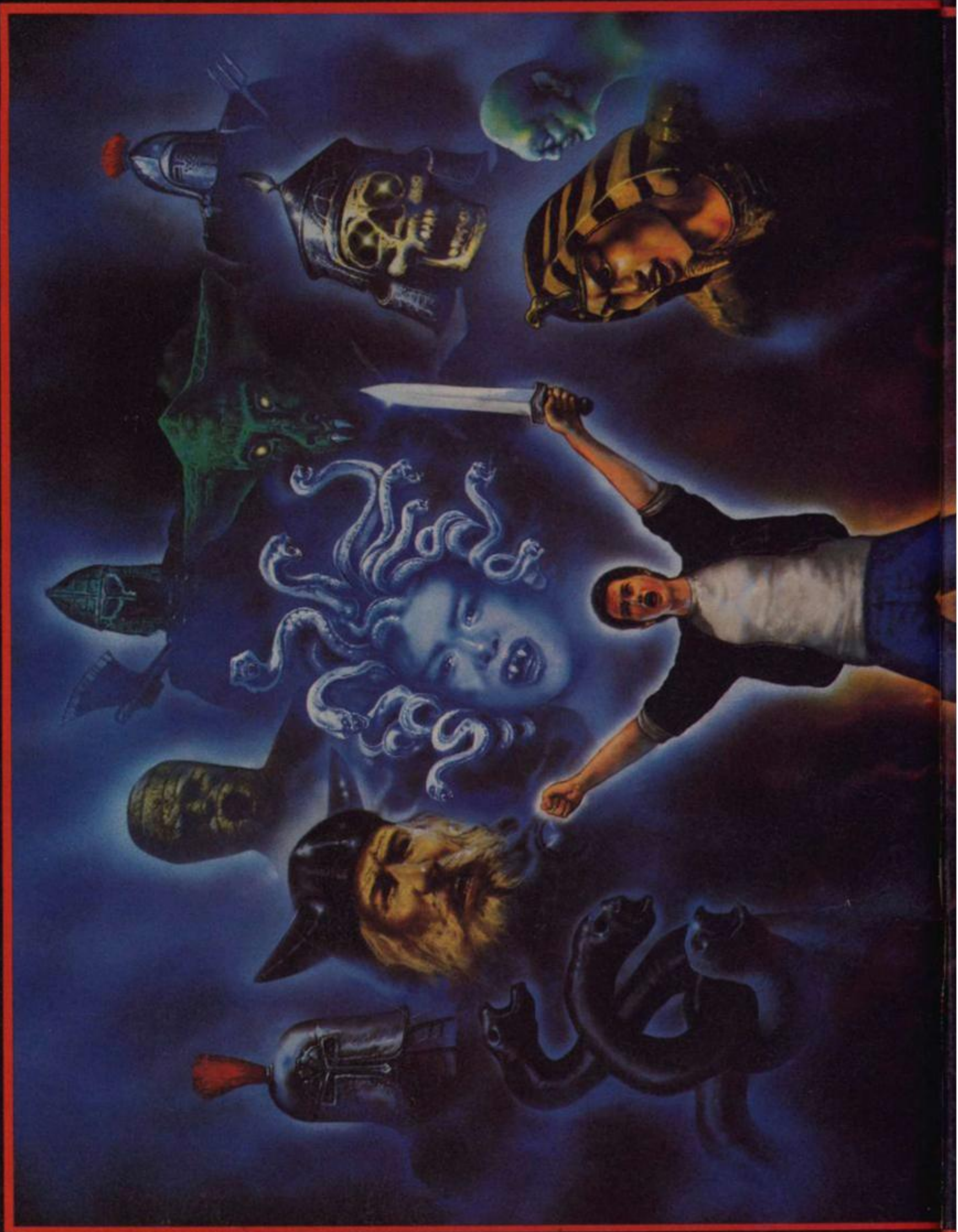
STAFF WRITER: PAUL "RANDY" RAND

A new addition to the team, Paul has moved from boring old ZZAP! 64 magazine to write for us upwardly-mobile high fliers at C+VG. He's was a C64 and Amiga lover before he arrived, but has found that gaming can be a whole heap of fun whether you own a Spectrum, Megadrive or whatever!

MANAGER Joanna Cooke SALES EXEC Tina Zanelli PRODUCTION ASSISTANT Glenys Powell PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterbo-

rough PE1 2RP. TEL: 0733 555161. FAX: 0733 62788. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222. FAX 01 490 1095.







# ARCADE

## HISTORY IN THE MAKING

Actual C.64 Screenshots



S Y S T E M . 3

SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG  
 Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM AMSTRAD CPC C.64 AMIGA ATARI ST



# SAM... BEYOND THE SPEC

There's a new computer in town - a Spectrum compatible which goes by the unassuming name of SAM. Will it set the world on fire - or will it be consumed by the impending flood of Japanese consoles? Eugene Lacey takes a peek...

## READ ALL ABOUT IT

Outwardly, the SAM coupe is not unlike most recent 8 bit computers on the market, with its Z80 processor, natty grey/blue casing, typewriter-style keyboard and low price of £150. And if all that sounds vaguely Spectrumsque, you'll be even more surprised to find out that almost all Spectrum software is compatible with MGT's new computer.

This may sound a rather silly idea at first - but there's a LOT of Speccy software out there. Christmas shoppers, searching for a cheap, well catered-for computer for their kids seem to be MGT's target audience at the moment, with that strategy probably changing totally once a respectable number of units have been offloaded onto unsuspecting buyers. For Spectrum compatibility is only the tip of the SAM iceberg.

## SAM MODES

There are four SAM modes, the first being, of course, the ability to use 95% of available Spectrum software. Running at a slightly faster rate than the real thing, it will be possible to do tricks such as change the in-game colours if you're not too keen on the originals. Mode two is the graphics mode, aimed at budding computer artists who don't feel the need to splash out £300+ for decent pixel resolution, while Mode three caters for small business/home accounts bods, with an 80-column screen display (handy for word processor packages and the like).

Then there's Mode four, or SAM mode as it's been labelled. In this mode, graphic and sound quality soars far above that of every 8-bit computer available, rivalling even the power of

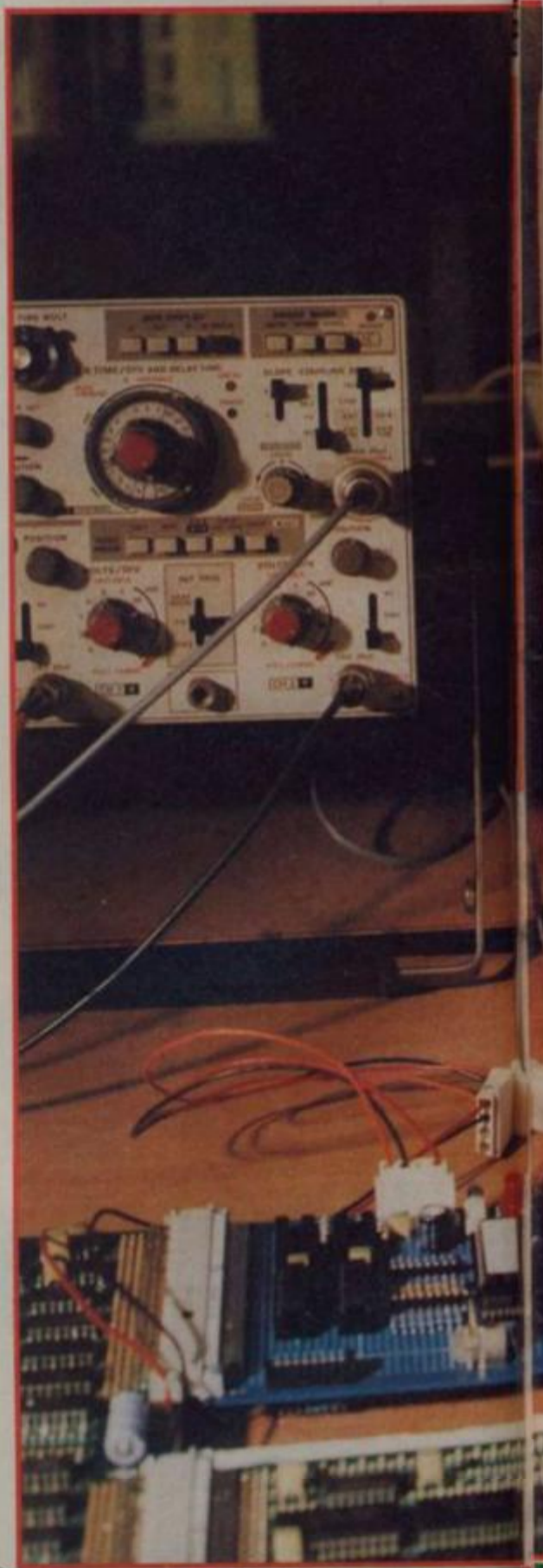
the likes of the ST and Amiga! All this is made possible by the use of a specially constructed controlling chip, designed by MGT themselves, which offers outstanding 8 bit power at an outrageously low price. In a recent graphic demonstration MGT displayed a picture of the Tutankhamen mask so familiar to Amiga owners, and differences between that and the 16-bit version were negligible. Sound is produced by the unusual yet very powerful Philips SAA 1099, offering six channels, eight octaves and stereo capability to give programmers the ability to produce near-synthesiser quality music and effects.

## WHAT ABOUT GAMES?

All this technology would be useless without software to take advantage of it, so MGT have set up their own mini software house and commissioned a host of big names, including Fairlight coder Bo Jangeborg and tunesmith Dave Whittaker, to firstly create a range of impressive programming tools to complement the machine and then to assist in the production of SAM mode games software when the excitement of Spectrum compatibility finally wears off.

At the moment, SAM is being offered only on a first-come, first-served mail order basis, but when the machine hits the high-streets nearer to the festive season it will be promoted by a cute cartoon robot called, unsurprisingly, Sam, who's springy-limbed form shall appear in the windows of SAM stockists across the country. Not only that, but Sam will also pop up in the manual offered with the computer.

The SAM Coupe is certainly the hot-





# SPECTRUM

test development in 8 bit computer technology for years. While other, wealthier companies are stuffing extra memory into new cases containing old hardware, MGT have come up with a computer which not only mimics Britain's most popular micro, but also offers a plethora of powerful extras to suit a wide range of uses and users. As ever, it's the software support that makes or breaks a machine - as soon

as we find out who's programming SAM-specific games we'll be bringing you an update in a later issue. Until then you'll just have to make do with Spectrum games.

SAM will be officially launched on November 20. In the meantime, if you want more info, or wish to put in an order for one of the first machines off the production line, ring the SAM Hot-line on (0792) 791275.





FROM

£9.99

# THRILL

## COMPUTER

	CASSETTES			DISKS		
	SPEC	COMM	AMS	COMM	AMS	
GOLD 1	9.99	9.99	9.99	14.99	—	—
GOLD 2	9.99	9.99	9.99	14.99	—	—
PLAT 1	12.99	12.99	12.99	14.99	19.99	—
PLAT 2	—	—	—	—	—	—
					AMIGA	ST
					24.99	24.99



Elite

GOLD

Collection

PLATINUM

Collection



**SPECIAL LEISURE WEAR OFFER**  
SEE PACK FOR DETAILS



# THRILLTIME

## GAMES FROM

**GOLD 2**



**PLATINUM 1**



**PLATINUM 2**



ite  
LD  
ection

INUM  
ction

**Q: WHERE CAN YOU FIND:  
28 first class, specially selected titles,  
including 6, state-of-the-art coin-op  
conversions, THE world's greatest boxing  
simulation, 4 hit film and television  
inspired games, the computer version of  
the most played board game, the longest  
running chart entry to date, 8 Gallup chart  
number one's and, just for good measure,  
2 of the very best driving simulations ever  
released??**

**A: IN THE "THRILLTIME" COLLECTION  
OF COURSE!!**

Probably the most attractive buy this year, the "THRILLTIME" collections are lavishly packaged in unique collector boxes and mastered onto premium quality Gold and Platinum cassettes. Each title is recorded on to its own, individual cassette/disk side (for maximum reliability and longevity) and is fully documented in the detailed instruction booklet enclosed in each package. And, if this was not enough, every "THRILLTIME" collection contains a special leisurewear offer (see opposite for details).

ELITE SYSTEMS LTD., ANCHOR HOUSE, ANCHOR ROAD,  
ALDRIDGE, WALSALL, WEST MIDLANDS, ENGLAND WS9 8PW.

CONSUMER HOTLINE: (0922) 743408



## HEWSON' CHRISTMAS BOXES

Hewson are all set for the run-in to Chrimbo with an impressive list of new titles.

Ones to watch out for are The Christmas Collection, an 8 bit compilation of a huge range of top games including Uridium, Cybernoid II, Sanxion (64 only) and Hydrofool (Spectrum only). At £12.99, The Christmas Collection represents superb value for money and a break for mums and dads while Wizard of Oz is on again.

Keep an eye out too for the follow-up to hit game Nebulus. With the imaginative title of Nebulus II, Pogo the Green, Bouncy Thing bounds his way through sixteen towers of hassle including slides, teleports, collapsing ports and swinging ropes.

But perhaps the most exciting prospect is the post-January sales release of Paradroid on the 16 bits. With game-play designed with the ST and Amiga in mind, as well as a huge graphic and sound overhaul, Andrew Braybrook, the game's programmer, expects big things from Paradroid. And with his reputation for quality, so do we.



## BRANSON'S BARGAINS

They said it couldn't be done. "It's impossible at those prices", they declared. But Mastertronic have taken the bold step of launching 16 Blitz, a range of true budget games for the ST, Amiga and PC.

On offer at the staggeringly low price of £4.99 are Knight Games, Little Computer People, Roadwars (Road-

wars II on Amiga, with souped-up graphics, sound and gameplay), Sorcery Plus and World Darts to name but a few.

Will the new price policy pay off? Do 16 bit owners actually WANT cheap software? Or will they be all hoity-toity, stick their noses in the air and say "We paid enough for the machine, so why buy budget?" Let's hope the move works, for it may begin to bring prices down across the board.



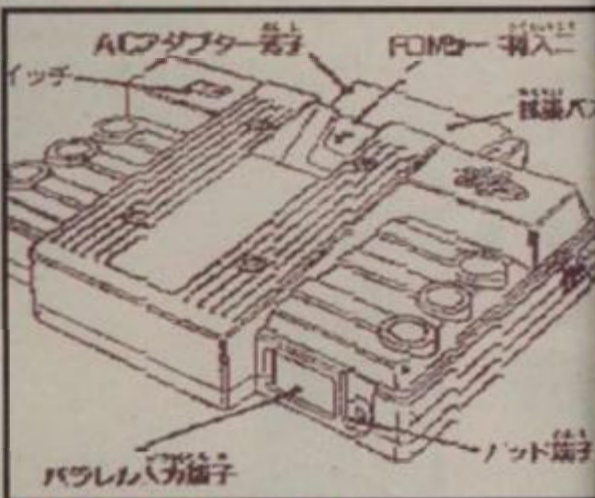
## CALL THAT A STICK?

Spectravideo inform us that this isn't a joystick, but a game controller. Whatever it is, it's called the (take a deep breath) Spectravideo Quickshot QS 129 Flight Controller (breathe normally again) and it's been described as "the controller for the 1990's" (by Spectravideo, conspicuously). It certainly looks a bit swish, perhaps taking just a hint of an idea from Konix's Multisystem controller, Spectravideo reckon that it will "enable the player to almost forget it is there and appear to play his favourite arcade games by thought alone." The Flight Controller will retail at £12.50, with their old faithful Quickshot II Turbo dropping to £10.50. So what next? A true thought-controlled joystick? We shudder to think about the length of its name!



## PC ENGINE III!

As C+VG was going to press this month, all was silent except for the clatter of keyboards. Then came the whirring of a distant fax machine, churning out news from Japan which came as quite a shock - specifications and diagrams of the PC Engine III! Unfortunately most of the text was in Japanese, but we did find out that the machine's central processor will run at a staggering 16 Mhz - so it has about three times the processing power of the original PC Engine. We're having the text translated as you read this, so if you want the whole story, read next month's issue.



## MEGADRIVIN'

News from the States is that the Genesis (which is the name of the US versions of Sega's Megadrive) is soon to be accompanied by a range of hardware add-ons. We've already told you about the modem, which lets you play certain games against a friend over the phone lines. As well as this, though, there's going to be a plug-in disk drive, a computer keyboard and a graphics tablet so you can use the machine's graphics capabilities in your own on-screen masterpieces. Expect them to appear over here (officially), soon after the (official) British launch of the Megadrive next Easter.

Also coming from stateside softco Spectrum Holobyte is a Megadrive conversion of top-selling flight sim, Falcon! Cool!





# High Scoring- Kixx

## Energise!

Shampoos without frontiers, put you in a league of your own, each one a fun experience. Get to know the players – Rugged Herbal – Cool Mint – Hot Tropics and Ritzy. They are frequent wash 'energising' shampoos, they come in big 200ml flip-top tubes and they are from Fabergé.

Score with a header! Get your Kixx!

# Kixx

## ENERGISING SHAMPOO



FABERGÉ



# COMMANDO

NOW AVAILABLE FOR:

**AMIGA**  
£19.99 TM Amiga is a trademark of the Commodore Computer Corporation

**ATARI ST** TM

£19.99 TM © 1987, Atari Corporation Sunnyvale, CA 94086. All rights reserved

Commodore Amiga screenshot



Commodore Amiga screenshot



© Capcom U.S.A. Inc. 1989

© 1989, Elite Systems Ltd.

**RELEASE DATE:  
29th NOV. '89**

EUROPEAN RELEASE DATE  
15TH NOV. '89



Also, just released Steve Bak's 'Dogs of War'.

Steve Bak, author of the highly acclaimed 'Goldrunner' and 'Leatherneck', has joined forces with Elite, publishers of the definitive arcade war games: 'Ikari Warriors' and 'Commando', to produce the ultimate game in this classic genre. Drawing on the comments made by thousands of 'Ikari/Commando' enthusiasts, Steve has designed a totally new action-war game incorporating features that these classics SHOULD have had:

- Simultaneous 2-player action.
- Extensive mission/weapon/ammo selection options.
- Blistering, arcade action.
- Flawless multi-directional scrolling.
- Totally designed to utilise the capabilities of advanced 16-bit computers—no 8-bit limitations.

# Steve Bak's DOGS OF WAR



Release dates: Europe 16th Oct.  
UK 1st Nov.

£19.99 ST/Amiga

© 1989, Elite Systems Ltd.

Elite Systems Limited,  
Anchor House, Anchor Road,  
Aldridge, Walsall, West Midlands  
WS9 8PW, England.  
Consumer Hot Line: (0922) 743408.

# elite



# REVIEWS INDEX

## THE RATINGS

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

### GRAPHICS

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

### SOUND

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

### VALUE

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

### PLAYABILITY

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

### OVERALL

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

## THE MARKS

### 85+

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

### 70-85

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

### 55-69

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

### 40-55

Below average to average. Generally a disappointment.

### 15-39

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

### 14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

## THE REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

### GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

### PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.



## REVIEWS

### SPECTRUM

CONTINENTAL CIRCUS	48
UNTOUCHABLES	58
ALIEN SYNDROME	74
CRYSTAL CASTLES	75
SIGMA SEVEN	75
SPOOKED	75
KENDO WARRIOR	78
GREGORY LOSES CLOCK	78
COBRA	79
TURBO ESPRIT	79
COSMIC PIRATE	79

### C64

CONTINENTAL CIRCUS	48
UNTOUCHABLES	58
STORM WARRIOR	74
ALIEN SYNDROME	74
KOKOTONI WILF	75

SIGMA SEVEN	75
CRYSTAL CASTLES	75
DEEP STRIKE	78
KENDO WARRIOR	78
COBRA	79
TURBO ESPRIT	79
COSMIC PIRATE	79
ALTERED BEAST	80
<b>AMSTRAD</b>	
ALIEN SYNDROME	74
SIGMA SEVEN	75
GREGORY LOSES CLOCK	78
COBRA	79

### ATARI ST

CONTINENTAL CIRCUS	48
CONTACT	62
GAMES SUMMER EDITION	71
ALIEN SYNDROME	74
ALTERED BEAST	80



## C+VG HIT! REVIEWS

### BATMAN 54

Ocean's 16 bit versions of the film are astonishing - check out those amazing screen shots!

### UNTOUCHABLES 58

Another brilliant game-of-the-film - this one involving cops and gangsters!

### M1 TANK 90

Trundle your platoon of Abrams tanks into the warzone and take on the Warsaw Pact in this stunning combat simulation.

### MARIOLAND 119

Mario rides again in this utterly superb arcade adventure for the Game Boy.

### SOKO BAN 119

Pushing crates in a warehouse has never been such fun in this highly addictive Game Boy title.

### TETRIS 119

The best Game Boy title yet - this puzzle game is simply incredible.



### AMIGA

POWER DRIFT	16
PRO TENNIS TOUR	44
CONTINENTAL CIRCUS	48
OOZE	52
BATMAN	54
GAMES SUMMER EDITION	71
ALTERED BEAST	80

### PC

M1 TANK	90
---------	----

### PC ENGINE

ROCK ON	116
---------	-----

### SEGA

WANTED	112
CASINO GAMES	113

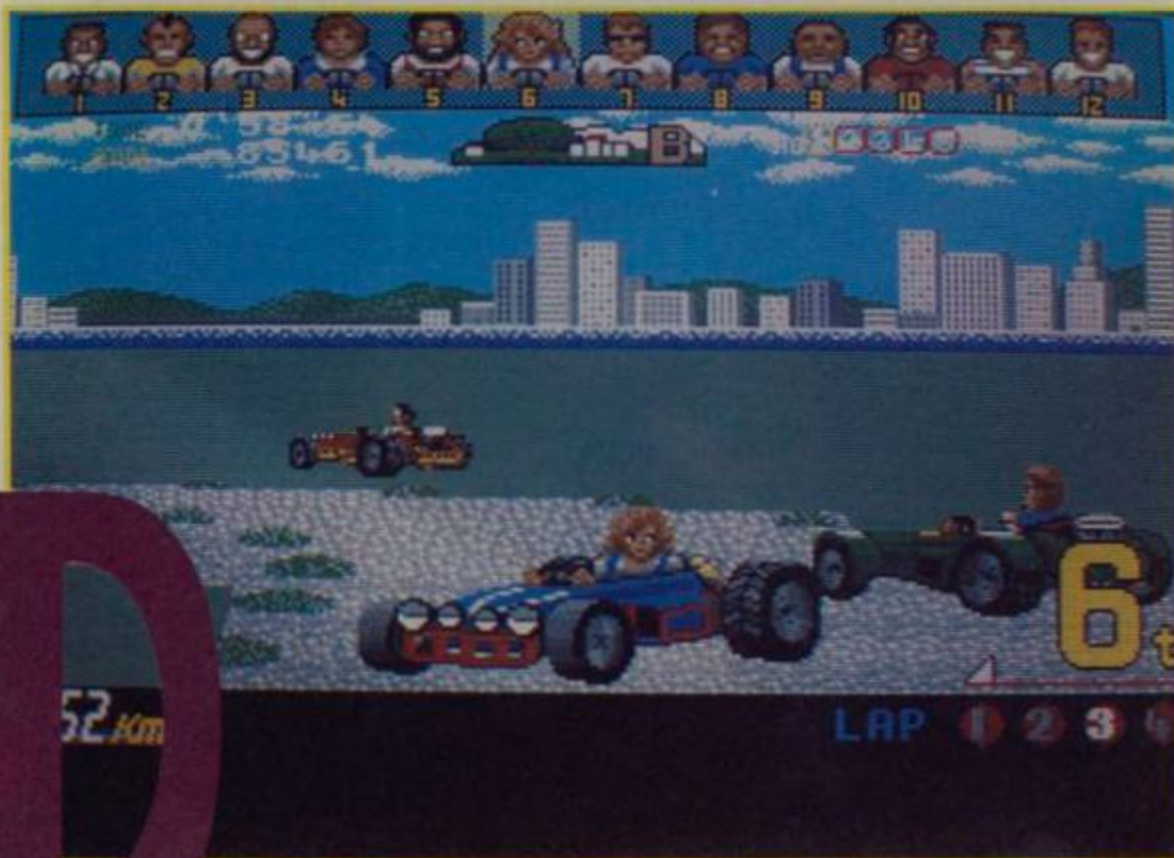
### GAME BOY

TETRIS	119
MARIOLAND	119
SOKO BAN	119

### ARCADES

CYBER POLICE	96
OMEGA FIGHTER	96
STREET SMART	97
FOUR TRAX	98





▲ Woohoo! Emily spins off!

Hang On. The nine months' work he has spent on the game have resulted in what is undeniably a very creditable conversion of the coin-op.

As in the arcade game, you get a choice of drivers and five sets of five courses to drive. After making your selections, you're shown the first track spinning around in 3D, then you zoom up behind your racer who's revving up on the start line. The time-keeper's voice counts you down, the green light appears and you're off! Now all you have to do is get ahead of a pack of twelve other racers and remain somewhere among the front three for four laps.

The tracks feature the usual hairpin bends, and there are ramps which take you high off the ground, so plummeting off the road in such places can cost you several positions. There are also jumps in the roads, some

# POWER DRIFT

## BY ACTIVISION

Every few months since they released Space Harrier into the arcades, Sega have startled arcadesters with the latest of their super-speedy 3D gaming experiences. Earlier this year, the game wowing the crowds was Power Drift, an exhilarating buggy race over 25 tracks which are like tarmac roller coasters.

Activision saw the potential kilobucks that home conversions of this mega machine could earn and quickly signed up the licence, much to the derision of a sceptical press. They're hoping this will be the Christmas number one, and I'm happy to report that their faith isn't as misplaced as everyone thought it would be.

The ST and Amiga programming is by Zareh, the guy behind Activision's masterly Sega 16 bit conversion, Super

▼ Whizzing under a ramp in first place!



▼ Emily's buggy takes to the air!





even at crossroads, so you can actually have a mid-air collision with a car travelling at right angles to you!

The buggy is under joystick or keyboard control, but the best way to play is on the mouse, with the two buttons acting as accelerator and gear shift, and the joystick or keyboard providing brake controls. Inconvenient? Not really. Power Drift fans will know that on the rare occasions when you want to slow down, you use engine braking, not the foot pedal. That's not the only instance of the conversion being totally faithful to the original game.

The tracks are perfect copies of the coin-op and the logic which drives the other cars is



▲ Spectacular aerobatics after colliding in mid-jump.

much the same, so you can actually use arcade tactics to win races. Zareh has also included a

couple of the arcade game's secret effects which I won't reveal here, but you racing aces will

know the ones I mean.

Naturally the Amiga can't hope to copy the coin-op's graphics perfectly, and if you're just watching someone else play, the conversion looks a bit too jerky to be very convincing. When you actually sit down and play, though, the effect is great, certainly captivating enough to have you swaying around in your seat (who needs hydraulic chairs, eh?).

The test for a good racing game is whether it induces a feeling of speed and how intense the competition is to get to the front. This conversion is strong on both criteria, so if you're at all keen on the coin-op, this is a game you should get your mitts on at the first opportunity.

**PAUL GLANCEY**



## UPDATE

The ST version will run about as fast as the Amiga version, at the expense of a little graphical smoothness. Also, it won't feature music or speech while you're actually driving. Chris Butler (Space Harrier, Thunderblade) is converting Power Drift to the C64, and the last we saw of it, it was looking very good indeed with a very fast 3D road effect. Spectrum and Amstrad conversions are coming along nicely, and should also be very impressive indeed.

**AMIGA £24.99**

**GRAPHICS 82%**

**SOUND 86%**

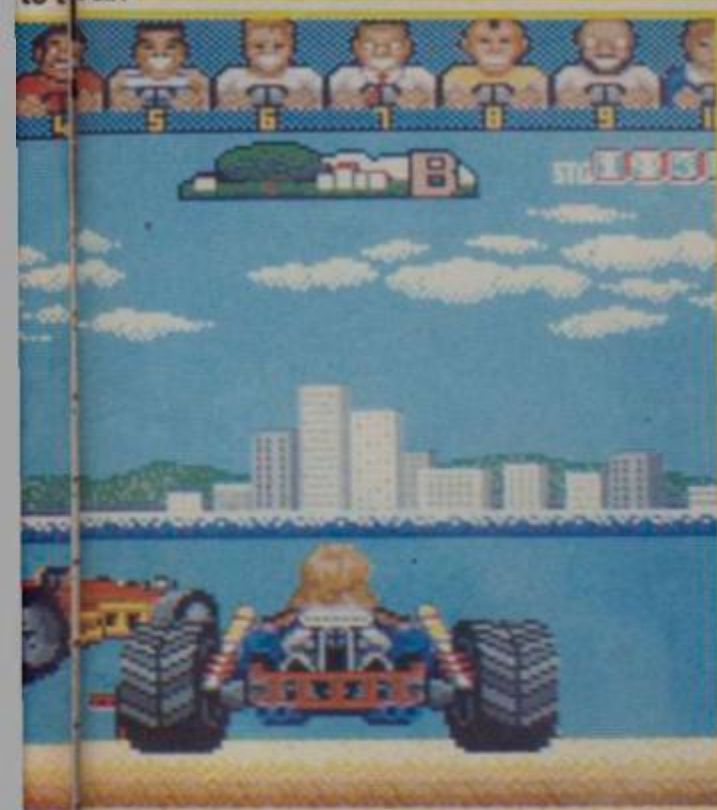
**VALUE 81%**

**PLAYABILITY 83%**

Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of.

**OVERALL 83%**

to the air.





WISIKER







ONE MAN'S DESTINY

S Y S T E M · 3





# Mail Bag



Wotcha! Yer ole mate Yob's back for another monthful of missives and I must say it's been a right laff reading through some of your letters this month. Some of you guys obviously aren't taking the tablets, and are sending in some weeeeird words!! But, hey, variety is the spice of Heinz (or summat) so if you've got anything you want to tell me and the rest of the readers - a question, complaint or a seedy personal problem - get it down on paper, grab a postman and threaten to chin him if he doesn't take it to this address: **YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

and take you to a hospital with lots of warm blankets and all the benefits of a fully-functioning central heating system.  
Yours dubiously,  
*Arthur Strange, Nantwich.*  
**YOB:** Remember kids, Arthur is a professionally trained maniac, and his suggestion is not to be attempted unless you are several sandwiches short of a picnic.

## THANKS FOR THE MEMORY

Dear Yob,  
Reading the October issue of C+VG, I came across a review for the Amiga game, Sim City. John Cook made it sound brilliant!  
I'm thinking of getting an Amiga anyway, and so Sim City will be high on my games list. But getting back to the review, John said "If you've ever wanted a very good reason to go out and buy a half megabyte upgrade, here it is - Sim city". Does this mean you have to buy an extra RAM cartridge to actually load and play the game? I'm new to this 16 bit business so would you please tell me.  
Yours puzzled,  
*David Salter, Paignton.*  
**YOB:** Would Cookie lie to you? Sim City is one of those dead sophiss games (the only other one at present being the fab Dungeon Master) that needs the half-meg silver wedge jammed

in the Amiga's bum, so if you want to play it on your new machine, expect to have to shell out an extra hundred sovs or so for the upgrade.

## CRAZEEE!!

Dear Yob,  
I would like to say two things about your brilliant mag. Firstly the back cover on issue 95 is absolutely ace! I'm into grenades and UZIs. Secondly, when are you going to review games for the Commodore 16?  
Yours sincerely,  
*Ryan H, Wakefield.*  
**YOB:** Uh... Is there a psychiatrist in the house?

## NO CONSOLE-ATION

Dear Yob,  
Before I start, what kind of a name is Yob?!? I think Yob is far too sensible a name for someone with the intelligence

## HANDY HINTS I

Dear Yob,  
I'm writing in with some tips for IK+ on the Amiga. First, load up the game, then beat everyone up to win the game. Good, eh?  
I've also got a bug to report in Operation Wolf which I discovered six months ago. I'd never heard of Operation Wolf at the time, but a friend explained that you shoot men on the screen with an UZI machine gun and that he'd just bought it for his C64. So I went around to his house with the necessary artillery and started shooting. Imagine my surprise when the TV exploded and shards of glass several inches long embedded themselves in my friend's face and upper torso. How can a reputable company like Ocean get away with leaving such glaring bugs in production copies of their games?  
By the way, have you ever

played Captain Blood? How come the only alien you can find is on the first planet and why does he keep going on about John Lennon's wife and his dad having something to do with genetics? And what's "Pop sob! Sob!" supposed to mean?  
Yours thickly,  
*A Thick Git.*

**YOB:** It's nice to hear from someone who lives up to their name so faithfully.

## HANDY HINTS II

Dear Yob,  
Feeling the cold as those winter nights close in? Here's a handy hint to keep you warm on dark November evenings. First boil a kettle, then pour the scalding water over yourself. Quickly find a telephone and call an ambulance (it's a good idea to keep the 'phone near the kettle). When the ambulance arrives, the attendants will probably diagnose third degree burns



of a tree! In case no-one has noticed, Yob is Boy spelt backwards. Clever, eh? (Not really - Yob)

Now down to serious business. I recently got a console (Taiwan made) from the Far East, accepting games that come on cartridge. In fact I think it's a ripoff of the Nintendo. The only trouble is that the \*#@\*ing thing wouldn't work on any British TV when I hooked it up. I know for a fact that it has a PAL output, but that's as far as my technical abilities go. I figured it had something to do with the UHF or VHF or whatnot. I only get blurred graphics on the TV at best. Any ideas?

Yours inscrutably,  
*Charlie Chan's Number Three Son, Kettering*

**YOB:** Ha! Sounds like you've been stitched up like a kipper, old son. I've heard of these machines before and they are indeed pirate versions of the NES manufactured with inferior components and packaged with a load of hacked games on a single cart. Seems whoever sold you this one was either telling you porkies about it's compatibility with British TV or the NTSC to PAL conversion circuitry is well ropey. Someone at your local TV repair shop may be qualified to help out but I wouldn't be surprised if you've bought yourself a plastic doorstop. See what you let yourself in for when you buy dodgy gear?

## ENGINE TROUBLE

Dear Yob,  
I am thinking of buying a PC Engine, but I've heard you can't buy or use an unmodified Engine in Europe. Is that really true? If so what drawback would buying a modified PC Engine over here present? Also, what's the difference between PAL and SCART?

One last question - what's the likelihood of NEC marketing the Engine in the UK by the end of next year?

Yours inquisitively,  
*James Taylor, Bracknell.*

**YOB:** No, you can't use an unmodified Engine over here because the power input and TV output are de-

signed for Japanese electricity supply and TV signal format. PAL is the British TV signal format so if you want to run a PC Engine off a telly, get a PAL converted one. SCART Engines provide a pin-sharp picture, but to use one you have to have either a monitor or a TV with a SCART/Euroconnector (it's a long D-shaped plug), so check the back of your TV before you send off your cheque. NEC aren't giving any date for an official UK Engine launch, but it's just hit the shops in the USA, so Europe should be next on the agenda. I'll lay a pint of prawns to a pinch of salt it won't be out before the end of 1990, though.

## JAZ IS YOB SHOCKER!

Dear Yob,  
I think you are really Julian Rignall. After extensive research I have discovered that if you rearrange the letters in the word Yob you get Jaz!! Am I right??

Yours anagrammatically  
*David Hague, Sancton.*

**YOB:** WHAAATT!! 'Course I'm not Julian Rignall! Yob is what it says on my birth certificate, and Yob is who I am! By the way, after extensive research, I've discovered that if you take some letter away from David Hague, then mix the remaining letters around a bit you get A DIV. Am I right??

## CRAZEEEE!!! TWO

Dear Yob,  
Even though I'm a fourteen year old schoolboy, I am sure that I am the Queen of England and Mother of the Commonwealth. What can I do? Regally Yours  
*Elizabeth R.*  
**YOB:** I think I can feel one of my heads coming on.

## MISSING MATMAN OF MICROPROSE

Dear Yob,  
I am writing to you to ask whether you could help me find a game. About six months ago I saw a computer game called Micro League Wrestling advertised for the Commodore 64, but I've never been able to find it in

my local computer shops. I was wondering whether you could print an address where I could get it.

Violently yours,  
*Andrew Reeves, Stevenage.*

**YOB:** Microprose were the company behind Micro League Wrestling, and you can contact them on 0666 504326. Beats me why you're so keen to hunt it down - it was a pretty crappy game.

## WE HAVE A WINNER

Dear Yob,  
After many long hours of play I've just finished Jet Set Willy on my 48K Spectrum. Now, I just have to know, am I the first?

Yours very foolishly,  
*Tony Patricks, Staleybridge.*  
**YOB:** No, but whatever happened to Matthew Smith?

## CRAZEEEE!!! PART THREE

Dear Yob'll Fix It,  
I'm an ST owner and I really love games which feature sampled sound effects, because they make everything seem so realistic. Please, please, please could you fix it for me to be a sampled sound effect for a day. Thank you,  
*Candy Bar, Aberdeen.*  
**YOB:** Now then, now then, as it 'appens, Doctor Sound Sampler, come and sit on my magic chair...

## PC ENGINE vs AMIGA

Dear YOB,  
I'm confused about Hudson's Gunhed on the PC Engine and the Bitmap Brothers' Xenon II on the Amiga - which is the better? They both got the same rating (96%). I think Xenon II looks much better and sounds better but you're always putting the Amiga down. You can't play games like Dungeon Master and Elite on the PC Engine, you know!  
Yours mildly outraged,  
*R Crampton, Hayes.*  
**YOB:** Xenon II is one of the very best Amiga shoot 'em ups around, which is why it got the mark it did, but in overall cosmic terms, Gunhed is the better game but a tiny margin - if our re-

views went to ten decimal places it would have scored ever so slightly higher. That's not to say the Amiga is crap, it's just that the PC Engine's hardware is near enough dedicated to fast arcade games like Gunhed. The Amiga's hardware is designed for a much wider range of uses so it excels in other gameplaying areas. So griping about how "the Amiga is better than the PC Engine" is pretty pointless, isn't it? Anyway, does it flippin' matter?

## TINA'S TITTERS

When lovely Tina joined our ad team last month, we asked you to send in some jokes about her Lada. These are just some of the best. Thanks to one and all, but Leslie Ross' induced the biggest laffs, so he gets the T-shirt, signed with a very rare fibre-tip pen by Tina herself.

Q: How do you make a Lada look good?

A: Park it in the showroom of a used Skoda dealer.

Q: How do you double the value of a Lada?

A: Fill it up with petrol.

Q: Why do Ladas have heated rear windows?

A: To keep your hands warm when you're pushing it.  
*Leslie Ross, Evanton.*

Q: What do you call a Lada on top of a hill?

A: A miracle.

Q: Why does a Lada need a five speed gearbox?

A: So it can overtake milk-floats.

*Clara Massa, Inverclyde.*

Q: What do you call an open-top Lada?

A: A skip.

Q: What do you call a Lada with twin exhausts?

A: A wheelbarrow.

Q: What do you call a Lada with a sun-roof and all the windows open?

A: A climbing frame.

*David Frank, Huddersfield.*

THE  
YOB!



# CU

## AMIGA-64

### CONTINENTAL CIRCUS



**DYNAMITE DUX**



# BEASTLY BUSINESS

OCTOBER 1989  
AN EMAP PUBLICATION



**£1.20**  
HFL 6.75  
DM 6.50  
355 pta

**THE No1 AMIGA MAG**

## SHUFFLEPUCK CAFE

### MONEYGOROUND ARE SOFTCOS RIPPING YOU OFF?

### ALTERED BEAST WIN THE COIN OP



### SHADOW OF THE BEAST





From the people who brought you Test Drive™

# The Duel

## TEST DRIVE II™



**The Ferrari F40. The Porsche 959.**  
The rarest birds on the road.  
You could live a lifetime and never see one — let alone drive one.  
Or you could race them, right now, on your personal computer.

**The Duel: Test Drive II™** puts you behind the wheel of the world's fastest production cars —

the Ferrari F40 and the Porsche 959 — rocketing down roadways that are as eye catching and dangerous as the cars themselves.  
**Test Drive™** defined speed, power and performance against the clock. Now **The Duel: Test Drive II™** sets a new standard in racing. Head-to-head racing at 200 mph down desert straightways, through lush forests, or up winding mountain roads.



Real roads — where loose gravel, oil slicks, strewn rocks and head on traffic are as intent on beating you as the competition and the cops.  
There are optional car and scenery disks available.  
**The Duel: Test Drive II™**, Accolade's new top speed shoot out.

Available on —  
IBM PC + compatibles, Amiga, CBM 64 disk.  
Coming soon on CBM 64 cassette, Amstrad, Spectrum, and Atari ST.

Accessory Disks —  
California Challenge:  
IBM PC, Amiga, CMB 64, Coming soon on Atari ST.  
The Supercars:  
IBM PC, Amiga, CBM 64 disk, Coming soon on Atari ST.

European Challenge:  
Coming soon on IBM PC, Amiga, CBM 64 and Atari ST.  
Muscle Cars:  
Coming soon for IBM PC, Amiga, CBM 64 and Atari ST.

# ACCOLADE™

The best in entertainment software™  
Contact Accolade Europe Ltd  
Unit 14, The Lombard Business Centre,  
50 Lombard Road, London SW11 3SU.

**C+VG  
HIT!**



# BUG REPORT

**Plagued with bugs? Here's the opportunity to tell us all about any quirks or problems you're having with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a crap artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: BUG REPORT, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

## ST ◆◆◆◆◆ RED HEAT

**SPOTTED BY:** Ross Alexander, Peterborough  
**WHAT HAPPENS:** Whenever you get an extra life from level three onwards the game crashes.  
**REPORTS SO FAR:** 1

## C64 ◆◆◆◆◆ FORGOTTEN WORLDS

**SPOTTED BY:** Tommy Matthews, Eastbourne  
**WHAT HAPPENS:** All aliens go after player one, and when you select multi-directional fire in the shop, it always says "ZENNY SHORT".  
**REPORTS SO FAR:** 2

## ROBOCOP

**SPOTTED BY:** Martin Panell, Slough  
**WHAT HAPPENS:** The baddies walk about in mid-air and you can't walk down the stairs, so when the time runs out, you die.  
**REPORTS SO FAR:** 2

## AMIGA ◆◆◆◆◆ ROBOCOP

**SPOTTED BY:** Adrian Vaughan, South Croydon  
**WHAT HAPPENS:** Jump over the baby food and no more baddies come, leaving you stuck on that level until you run out of time.  
**REPORTS SO FAR:** 1

## DRAGON NINJA

**SPOTTED BY:** Martyn Allsod, Burton-on-Trent  
**WHAT HAPPENS:** In one-player mode the screen stops scrolling half way through level five.  
**REPORTS SO FAR:** 1

## SPECTRUM RENEGADE

**SPOTTED BY:** Mike Rin, Plymouth  
**WHAT HAPPENS:** If you kill the boss on the last level, then get knifed by the last henchman, the henchman's head and shoulders appear

three times on the screen, and Renegade's top half disappears. Then the game crashes.

## TARGET RENEGADE

**SPOTTED BY:** Ryan Humphreys, East Durkar  
**WHAT HAPPENS:** Entering numbers into the highscore table results in the game crashing.  
**REPORTS SO FAR:** 2

## OPERATION WOLF

**SPOTTED BY:** Joey Garner, Bradford  
**WHAT HAPPENS:** On level four, an enemy soldier comes on without a head, shoots, then the machine crashes.  
**REPORTS SO FAR:** 3

## AMSTRAD ◆◆◆◆◆ INDY ACTION GAME

**SPOTTED BY:** Andrew Dol-

aghan, Leigh-on-Sea, and Brendan Reilly, Armagh  
**WHAT HAPPENS:** If you leave the controls alone for a couple of seconds then try to move Indy, the game freezes and the computer starts humming.  
**REPORTS SO FAR:** 2

## MICROPROSE SOCCER

**SPOTTED BY:** Danny Lindop, Nantwich  
**WHAT HAPPENS:** If you score 14 goals on the six-a-side game, your next goal doesn't get counted.  
**REPORTS SO FAR:** 1

## OPERATION WOLF

**SPOTTED BY:** Craig Mackay, Shrewsbury  
**WHAT HAPPENS:** When you finish level four, you're put back to the start of that same level.  
**REPORTS SO FAR:** 1

**SEGA MEGADRIVE**  
**PAL £199.95 SCART £179.95**  
INCLUDES FREE GAME (ALEX KIDD, ALTERED BEAST, SPACE HARRIER II, SUPER THUNDERBLADE).

**PLEASE NOTE**

ONLY MENTION MEGADRIVES CAN CURRENTLY RUN THE GENESIS RANGE OF AMERICAN SOFTWARE AND THE FUTURE UK RELEASES.

**PAL MEGADRIVES**

ONLY MENTION PAL MEGADRIVES OFFER COMPOSITE PAL OUTPUT AND DO NOT HAVE A "FIXED RF LEAD". DO NOT BUY OTHER COMPANIES' VERSIONS WHERE THE EXTENSION PORT CANNOT BE USED. THEY ALSO HAVE ENGLISH INSTRUCTIONS AND A FULL 1 YR GUARANTEE.

### PC ENGINE

THE NEW TV & SCART VERSIONS ARE NOW IN STOCK. RING FOR DETAILS.

**0436-78827**  
**0803-606146**

PLEASE NOTE:- ALL MENTION MACHINES WORK WITH MOST MONITORS EG. AMSTRAD CPC RANGE, ATARI ST RANGE ETC.

**MENTION, PO BOX 18, HELENSBURGH, DUNBARTONSHIRE, G84 7DQ.**

### I'VE GOT A BUG TO REPORT

**NAME** .....

**ADDRESS** .....

**NAME OF GAME** .....

**MACHINE** .....

**LEVEL BUG OCCURRED** .....

**WHAT HAPPENED** .....





# CHAMBERS OF OF

# Shaolin



Chambers of Shaolin is an exceptional 1-2 player Martial Arts Game featuring stunning graphics, special sound effects and full player participation.

To win THE FINAL COMBAT LEVELS requires commitment, hard work and dedication during the 10 intensive training levels necessary to acquire your skills, agility and strength. Four enemies are formidable and already have an awesome range of skills. One weakness means DEFEAT.

Are you good enough to survive THE FINAL COMBAT?

©1989 Grandslam Entertainment Ltd.  
Grandslam House  
56 Leslie Park Road  
Croydon  
Surrey CRO 6TP  
Tel: 01 - 655 3494



## AVAILABLE ON:

- ATARI ST £19.99
- AMIGA £24.99
- COMMODORE C64 CASSETTE £9.99
- C64 DISC £14.99



# OKAY TENNIS ACE

NOW'S YOUR CHANCE  
TO COMPETE WITH THE BEST.

Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64<sup>th</sup> amongst the best tennis players in the world.

Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open.

Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



**Warm up** on one of six practice programs containing three levels of increasing difficulty. **Put away shots** like a Pro! **Master** back-hand volleys, passing shots, and other winning tennis strokes.



**Rush the net** with confidence, knowing you can strategically place your next return. **Feel the excitement** build as you challenge your next opponent and **make your way to the top!**



- IBM
- AMIGA
- ATARI ST
- C 64 TO COME SOON



# PRO TENNIS TOUR

Blue Byte

THE  
ULTIMATE  
TENNIS  
SIMULATION

**UBI SOFT**

1, voie Félix Eboué  
94021 CRETEIL CEDEX  
Tél. 33 1 48 98 99 00

**UBI SOFT**

Entertainment Software





# PLAYMASTERS



It's tips city this month, with a heap of lovely cheats and things for all sorts of machines, and of course that fabbo screen-by-screen racing guide to Sega's amazing coin-op, Super Monaco GP. If you've got anything fab 'n' groovy in the way of hints, tips or maps, send them in to me at: PLAYMASTERS, C+VG, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And don't forget there's over £100 worth of software on offer for the best tips of the



month - J Theodore of Byfleet, Surrey gets the goodies this month for his Voyager tips... Get writing - next month you could be a winner!



## ST VOYAGER

J Theodore from Byfleet, Surrey has spent a goodly amount of hours hunting down this cheat mode and compiling a list of tips for those who want to play properly.

When the game has loaded and the music is playing, press the fire button. On the options screen (the one with the radar thingy) type WHEN THE SWEET SHOWERS OF APRIL FALL (complete with spaces). A new menu will appear, from which you can access the cheat screen, to get infinite fuel and shields (use F1 and F2 to top up present levels) and all of the equipment. Also, pressing Enter on the numeric keypad lets you access a Sprite Manipulator. Use the arrow keys to rotate the sprites, 7 and 4 to increase/decrease size and HELP to flick through all of the game's objects.

So there's the cheat, what about the tips?

- Use the computer, cameras and decoys to learn enemy behaviour patterns. Hide in a group of 2-5 objects for

all-round cover.

- Drop cameras for protection when stuck in gaps or you're exposed - you can shoot through these.
- Travel at full speed when searching for pods - a moving target is harder to hit. When attacked, reverse at full speed - it's easier to dodge fire and you will be moving out of range of your assailant. When you have fired, don't hang around to see if you have hit - sounds or radar will indicate a hit and you will be out of range of retaliative fire should you miss. Use an atomic bomb or a decoy when being attacked from all sides.

- When you drop a decoy, wait around and watch the enemy behaviour patterns when they go to collect it, then fire on them - they're sitting ducks.
- When there are only a few airborne ships remaining, find some decent cover, launch a camera and use it to pick off the targets instead of risking attack yourself.
- When there are only a couple of ships left, collect all of your cameras and find the portal before attacking. Keep out of the way of volcanoes.

## FORGOTTEN WORLDS

When the title screen appears, hold down the SHIFT key and type in ARC. Re-

lease the SHIFT key and press HELP to start the game. If the going gets too tough, pressing S advances you straight to the shop, while hitting N takes you straight to the next level. That short snippet of usefulness from Adrian Davies.

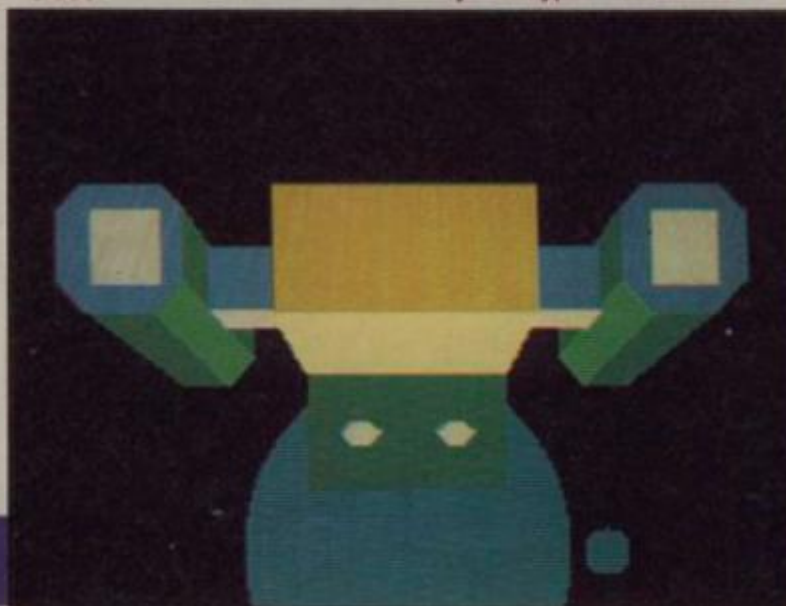
## AMIGA ROBOCOP

Mirror, mirror on the wall, who's not going to get killed at all? You, because this infinite energy cheat is yours for the taking if you pause the game and type BEST KEPT SECRET (complete with spaces).

## HELTER SKELTER

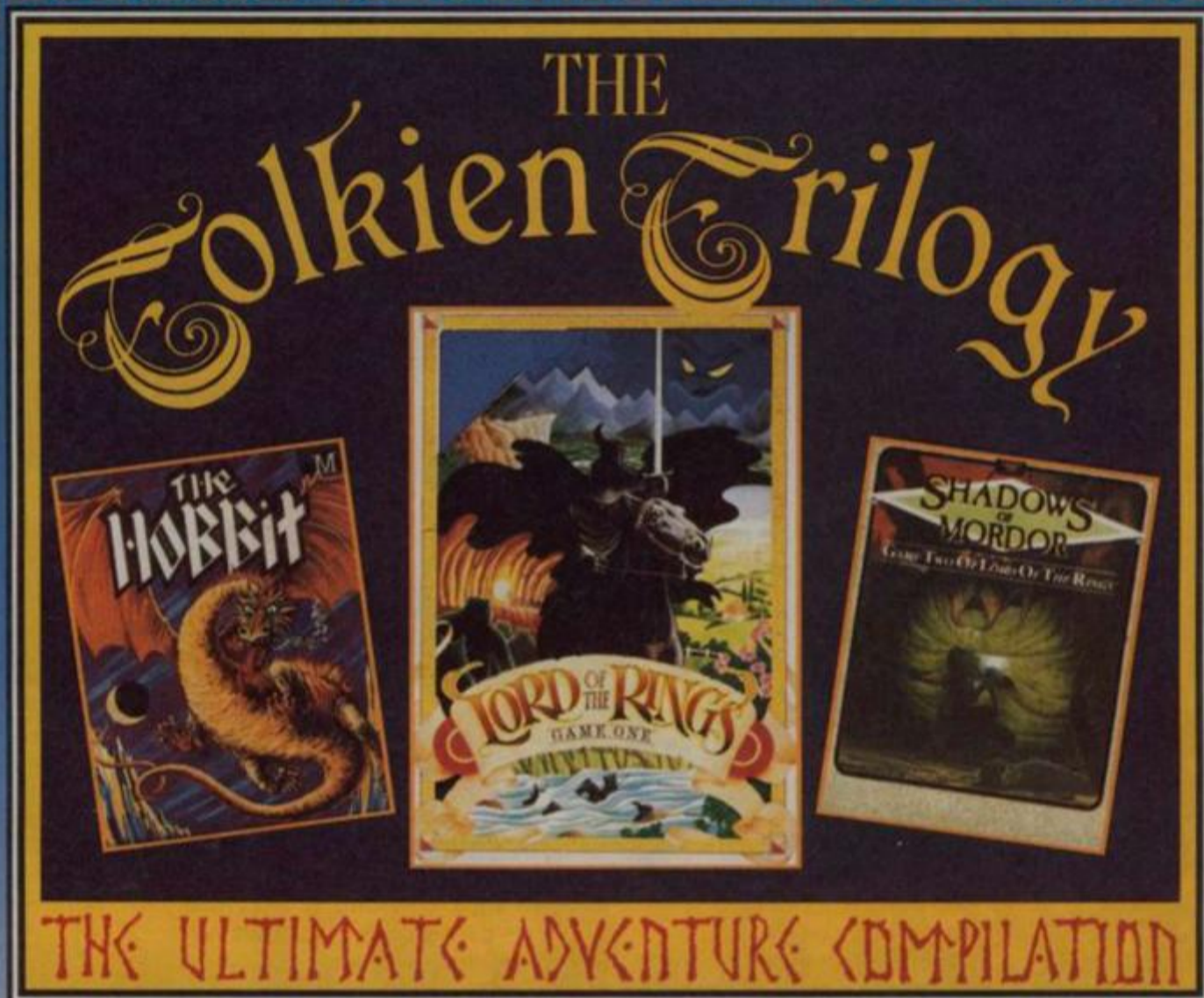
Follow these instructions, from Adam Chapman of Milton Keynes, carefully - they tell you how to get a load of lives in this fun platform game.

In a two-player game, player one must firstly get an extra life. Then, both players must lose all of their lives. Player two will return with 99 lives and, when he loses only one life, player one will receive 99 lives too!





# The ULTIMATE ADVENTURE COMPILATION



## THE HOBBIT

*"Brilliant, Amusing and Incurably Addictive"*

... COMMODORE USER

## LORD OF THE RINGS

*"Adventure Game of the Year"*

... POPULAR COMPUTING WEEKLY

## SHADOWS OF MORDOR

*"A Totally Irresistible Addition to the Ranks of All Time Adventure Classics"*

... COMMODORE USER

A MUST FOR ALL ADVENTURE GAME PLAYERS

COMMODORE / SPECTRUM / AMSTRAD *Cassette* £12.99  
COMMODORE / AMSTRAD *Disc* £17.99

Another Great Value Pack From



**THE NAME BEHIND THE GREAT GAMES**

If you are unable to obtain this pack from your software dealer, send a cheque/postal order

for £12.99 (cassette) or £17.99 (disc) made payable to BEAU JOLLY and send to:

29A Bell Street, Reigate, Surrey, RH2 7AD



## CYBERNOID II

Dirk Vael from Belgium is a very nice chap, because he's let us know the infinite lives cheat for this well-addictive Hewson arcade shoot-and-collect-lots-of-stuff romp. When the title screen appears, type NECRONOMICON to ward off death. Also, if you pause the game and press N you will proceed to the next level. Alternatively, press L to restart the current stage.

## SPHERICAL

Here are the passwords to let you progress to the later levels, courtesy of Belgian bloke Dirk Vael.

RADAGAST  
YARMAK  
ORCSLAYER  
SKYFIRE  
MIRGAL  
GHANIMA  
GLIEF  
MOURNBLADE  
JADAWIN  
GUMBA  
CHACHMAL

## KULT

For a game of its size this solution is pretty titchy. Anyway, here it is and it's been sent in by Belgium resident Fabrice Marchal - it works on all versions of the game.

Go to the ring, then go to the Passage of Faithful to kill the Protozorq which is preventing you from entering. Pick up his Zapstick. Go to the Noose and use the Solar Eyes. Take the left rope. Push the lever and press the eye underneath the lever. Pass through the trapdoor and wait in the pink gallery until 1:02. Return to the Noose and use the Solar Eyes. Go to the Master's Orbit and enter the Master's Eye. Inspect the Master and search his body. Take the whistle and use it. Take the egg in the cavity and return to the Passage of Faithful. Enter and turn left twice. Pull the bolt and pass the bars. Use extreme violence to tame Deilos then dive. Zone scan. Enter the pas-

sage then go straight ahead, turn left and follow the passage. Talk to Normajeen and Ash and tell the truth. Zone scan. Lift the stone slab and take the flask (the bean is not needed). Left gallery, then trapdoor. Go to the Threshold of Truth and kill the priestess. Put the egg in the open mouth. Inspect the Lectern. Psi shift on the top-left statuette. Exit and go to In

the trapdoor. Wait until they reach the top of the ladder and throw your blade at Harssk. And that's it!

## WICKED

Make this game a little less wicked with these helpful hints from Lois in Lancs.

- It's vitally important to get rid of all of Darkness's spores.

mini-sun and take out the red spores before they fly off to spawn.

- If things aren't looking too hot, keep calm and try to maintain a spore stronghold in at least one part of the playing area, as it's no use having small bunches of easily-attacked spores dotted around.

## NEW ZEALAND STORY

Ting Lee of Totnes, Devon has sent in a list of some of the level warps in Ocean's brill arcade conversion.

Take it away, Tiki!

**LEVEL 1.1:** At the end of the level to the left of the cage are three long platforms. Go to the top platform then walk as far to the left as possible without falling off, jump up and shoot to the left. A warp symbol will appear when you've shot enough times. Jump into the symbol to be transported to level 1.4.

**LEVEL 1.2:** Go up the two platforms at the start of the level, then go to the far left and shoot. A warp will appear which will take you to a special place in 1.2.

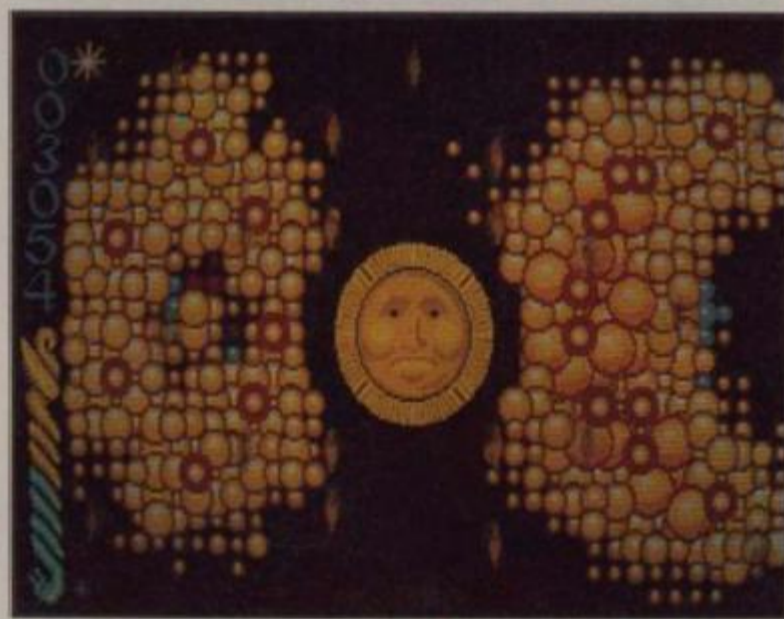
**LEVEL 1.3:** At the start go up to the very top and get a balloon then drop down, keep next to the right side of the wall. When you are near to the bottom shoot to the right and a warp will appear for 2.1

**LEVEL 1.4:** You have to use the warp on level 1.1. At the start go up until you reach a platform with the letters N and D. On this platform is a warp going to 2.4.

**LEVEL 2.1:** Get a balloon near the end of the level and instead of opening the cage, go a round it and get off the balloon then go up the squares on the far right. You will find a place with two green fruits, in which there is a warp to 3.4. Shoot around the place to find it.

**LEVEL 2.2:** At the start, go up as normal then go to the far right to a place with bears on balloons. Near the corner is a warp which, when revealed, takes you to the end of the level.

**LEVEL 2.3:** Go up as normal and keep going right until you



The Presence Of God. Go to the Placating Powers. Kill the first priestess after the ceremony. Brainwarp the second one then give her the flask to drink from. Get the sacrificial blade and the mask. Go to Presence Of God then Saura's Repose. Put the statuette into the niche and the monkey in the tunnel. Go to Presence Of God and count the stars on the starry wall. Enter the passage and wait until THEY come. Use extreme violence on His Sainliness Zorq. Use Brainwarp on Harssk and Psi Shift on

- For safety, keep your growths spreading by planting spores at the edges of your territory or in large groups.

- Any enemy spores which find their way deep into your territory must be disposed of quickly. Pick up the sun icon and fix it to the guardian in the Day phase - he'll disappear five seconds later.

- It's better to collect the two mini-sun multiples rather than anything else as they triple your firepower.

- Whenever possible, use the



# 1000%

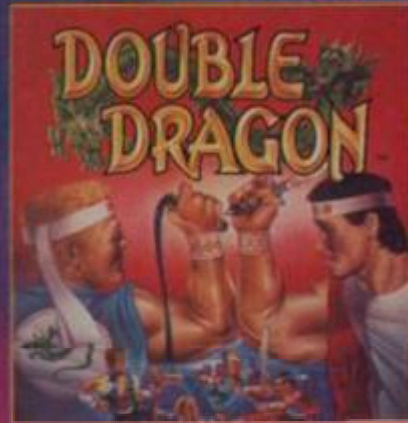
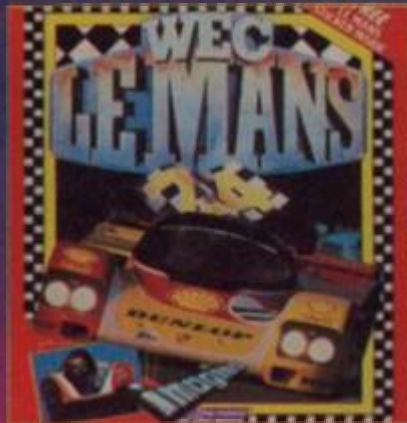
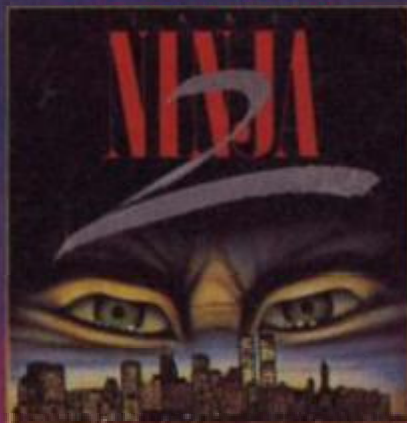
## DYNAMITE

**AFTER BURNER**

**LAST NINJA 2**

**WEC LE MANS**

**DOUBLE DRAGON**



SHAKE... RATTLE... ROLL IT

**AFTERBURNER** — You've played the arcade smash — now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw... scan with your radar, lock on your target and FIRE!

AFTERBURNER™ SEGA © are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd., Japan.

Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

© System Three Software Ltd. All rights reserved.

The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

© Konami

Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

©1988 Mastertronic International, Inc.

# FOUR EXPLOSIVE HITS IN ONE SPECIAL COMPILATION

SPECTRUM  
COMMODORE  
AMSTRAD

**£14.99**

CASSETTE

FROM



ALSO AVAILABLE  
ON DISK

**£17.99**

Ocean Software Limited - 6 Central Street  
Manchester - M2 5NS - Telephone: 061 832 6631  
Telex: 669977 OCEANS G - Fax: 061 834 0650



reach the water. At the end of the water is a place with three spikes at the bottom. Stand next to it and shoot and a warp will appear to take you to the end of the level.

**LEVEL 4.1:** Near the end of the level is a passage with lots of caves, with a letter inside each of them. Above them you will find a warp to 4.2.

**LEVEL 4.4:** At the very end, shoot just underneath the cage and a warp to 5.1 will appear.

## C64

### NEW ZEALAND STORY

Brian Docherty of Cathkin, Glasgow reckons that if you hold down the CTRL and LEFT-ARROW you can advance through the levels, but you must still fight the end of level baddy. Good, eh?

### INDIANA JONES AND THE LAST CRUSADE

How would you like to play any of levels 1 to 4 at any time you so desire? Simply hold down keys F, I, S and H to activate the cheat mode, then press one of keys 1 to 4 to jump to the corresponding stage. Thanks again to Brian Docherty.



### BATMAN - THE MOVIE

Crumbs! One month we run the review, the next we print the cheat mode! How's that for speed!

Play through level one, then load up the Batmobile stage. Lose all of your lives and when you are asked to re-wind the tape, DON'T! Just start the tape to load up the last sections with infinite lives! You could also reload the Batmobile level, for which you will also receive unlimited Bruce Waynes. Congratulate Mark Stuttard from Fallowfield, Manchester for that sterling piece of info.

### MR HELI

Mark Stuttard comes to the rescue of all you hassled chopper freaks who can't

get off the first level, with the passwords for stages two and three.

Level 2: CACG-FAAAAUAEDIADCKGY  
Level 3: DACIHAFAAUAI-GAADCDBR

### NINTENDO SUPER MARIO BROS II

If you go through the underground passage on world 1-1 you will find a waterfall and a beanstalk. Climb all the way up to the top of the beanstalk and go left. Blow down the wall with a bomb and walk through the door. Go across the rocky landscape to find Ostro.

On world 4-3 choose Luigi. You will see Ostro go to the right of him. When he shoots an egg, jump on it and let it take you across the sea, where you will see a green brick wall. Instead of going through the doors jump over the platform and go through the last door.

On world 7-1 choose Luigi. Climb up the ladder and walk slightly to the right. You will see an albatross,

onto whose back you must jump. Jump over the pillars and land back onto the albatross and let it take you across to the end of the screen where a rocket is waiting to take you to the next level. Go right until you come to the end of the screen. You will see a small pillar - climb onto it, do a power squat jump and push right to get over the larger pillar. Climb up the ladder to the next level. Remember to jump onto the backs of creatures and vehicles to take you across spikes and other difficult situations.



### CHOPLIFTER

To select any level move the control pad UP, DOWN, LEFT and RIGHT then press button 1 on the title screen. Repeat this on the player selection screen - the words SELECT ROUND 1 will appear. Choose the level you want and press start. Timing is everything, so have another go if it doesn't work first time.



# C&VG AND U.S.

**OUT RUN™** "Take the wheel of a Ferrari Testarossa and test your driving skills on some of the meanest roads this side of the M25! And there's no speed limit..."



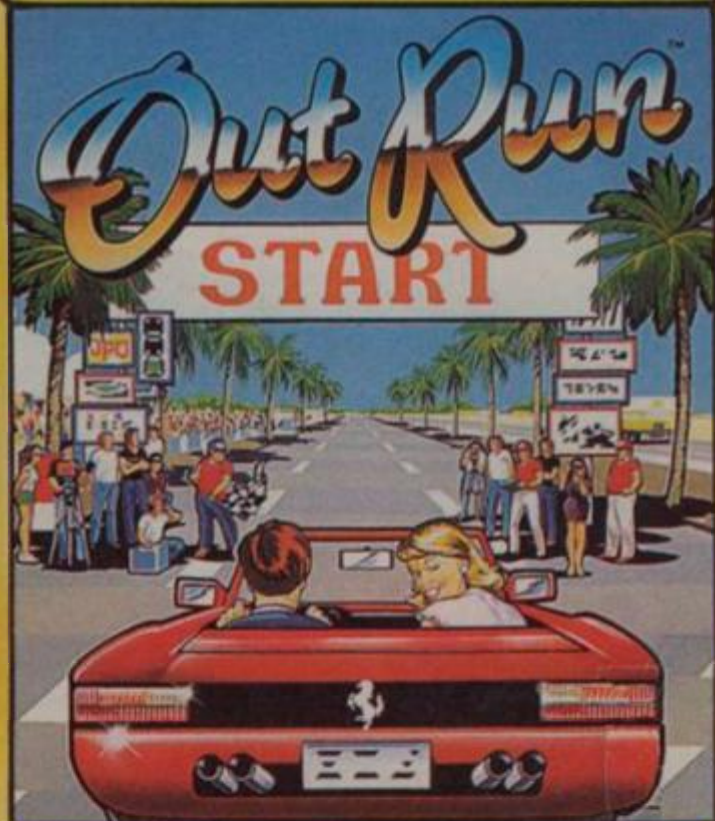
**ROAD BLASTERS™** "Not only do you get to burn up the opposition, you also get the chance to nuke the \*\*\*\*ers off the road!"



**SPY HUNTER™** "Classic bumpin', crashin', smashin', road burnin', enemy trashin' action as you carve up the freeway in this conversion of the classic horizontally scrolling shoot 'em up."



**COMPUTER**  
+video  
**GAMES**



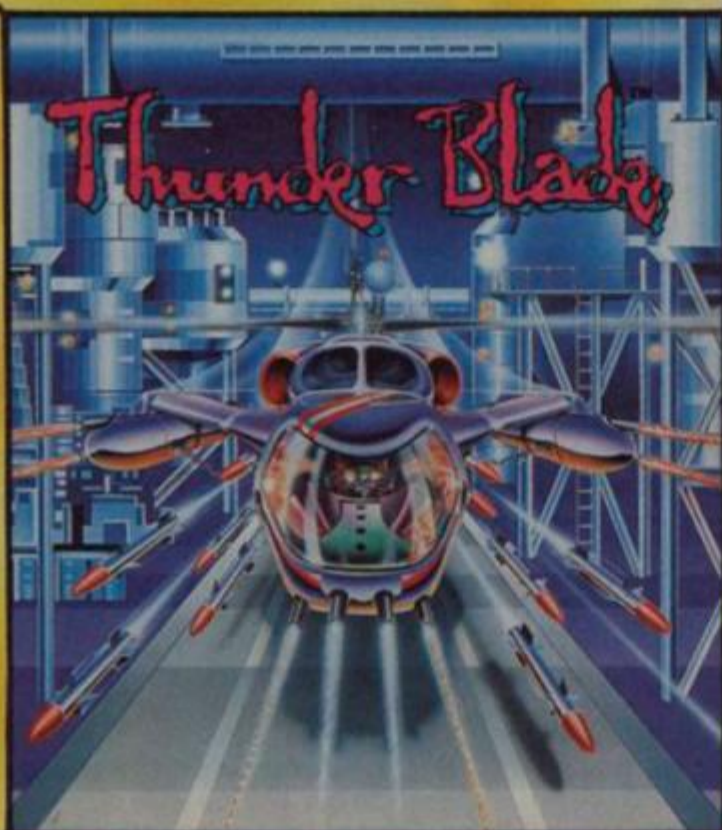
**U.S. GOLD®**

**A FIVESOME OF ARCADE ACT**

A collection of five of the best selling arcade titles of all time, now available in one action



# GOLD PRESENT...



**THUNDERBLADE™** "Take control of an advanced helicopter gunship and blow up hordes of enemy tanks and aircraft in this thrilling conversion of the massive Sega coin-op."



**BIONIC COMMANDO™** "Swing into action with your bionic arm as you leap, run and climb through five hazardous packed levels in this brilliant cult arcade game conversion."



CBM 64/128 Cassette & Disk.  
Spectrum 48/128K Cassette.  
Amstrad CPC Cassette & Disk.

Reviews by Julian Rignall  
Editor of C & VG.

SCREEN SHOTS FROM VARIOUS SYSTEMS



CT ION ... FOR YOUR COMPUTER

smash pack that'll send your heartbeat into convulsions and your head into orbit.



U.S. GOLD LTD., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388



## CASTLE VANIA

On stage 2, go down the stairs to find an impassable square block of bricks. Smash two parts of it away to find a pork chop. Go left to the staircase, go down the stairs and walk right until the end of the screen. Climb down the stairs and go right until you fall onto a small platform. Smash out one of the bricks with your whip to climb down to another platform. Crouch down on the platform and a secret money bag worth one thousand points will appear.

On stage three, the axe is the best weapon to defeat the phantom bat.

At the beginning of stage four go up the stairs in front of you and smash two bricks out of the wall on the right hand side. Crawl through the hole you have made and a crown, worth two thousand points, will appear. Go up the stairs on the top platform and you will see four candles, a vampire bat and a black knight. Drop down to the platform below the bat, turn around and smash the platform to your right to find a double shot.

On stage five, keep going left past the medusas until you come to a small platform in between two larger platforms. Jump onto the small one and wait until a treasure chest worth two thousand points appears. Go left again and up the stairs, then walk right until you see two black knights. To the right of the knight on the higher platform is a platform with two bricks on it. Smash one of the two to reveal a pork chop.

At the start of stage six, fall from the first small ledge you come to and smash one of the four bricks to your right - a pork chop will appear. Go left until you come to a bat with a two-brick platform underneath it. Smash one of the blocks and a double shot

will appear. When you reach the queen medusa make sure you have plenty of hearts and the clock which you will have found at the end of stage five. Use the clock to freeze her then kill her with your whip, using the clock again every time she awakens.

At the beginning of stage seven are platforms with hunchbacks on them. Jump up when you reach the second platform and strike it with your whip - a pork chop will fall from it. Keep going left and climb the stairs at the end. Go right until you come to a staircase with no platform underneath. Go to the edge of the platform at the very bottom of the screen and crouch down to reveal a money bag worth one thousand points.

On stage eight go right, avoiding the medusas and climb the stairs to the next level, where you will see two candles and a two-brick platform. Go over it and duck down - a money bag worth a thousand points will appear to the left of you.

When you reach the mummyman room on stage nine, go down to the bottom platform where the mummies are and smash the one-brick platform to the left to find a pork chop. Ducking down and hitting the mummies with your whip hits the wrappings they throw at you as well as the creatures themselves.

On stage twelve walk right and kill the first skeledragon. Jump onto the platform in front of you, duck down and hit the top platform to uncover a pork chop. Kill the second skeledragon and whip the top brick of the wall it was attached to - a large heart will appear. When fighting Frankenstein and Igor, it's best to use a combination of whipping and throwing axes.

Go to the top of the stairs



on stage thirteen until you come to the very top level of the stage. Keep going right and climb down four steps of the staircase in front of you. Whip to the right and a double shot will fall to the floor. Continue right and kill the two red skeletons and two hunchbacks. You will see a platform in front of you which, if whipped while standing up, will deposit a pork chop.

At the very top level of stage fourteen, keep going left until you see a red skeleton, an axeman and a staircase leading up. Go up it and onto the platform, jump to the right and smash two bricks out of the six-brick wall; a double shot will appear. Continue left and climb the staircase. Jump onto the platform on the right and, once there, move right and jump onto the platform below to find a money bag worth one thousand points.

Go left on stage fifteen, up the staircase then right until you reach the end of the screen. Smash two bricks out of the end wall and a pork chop will appear. When fighting the Grim Reaper, use the axe or boomerang (it is also

useful to have either a double or triple shot as this allows you to get more hits in).

On stage seventeen kill the first white skeleton, then go up the two staircases in front of you. Kill the next two skeletons and climb the next two staircases. Proceed to the left and drop off the ledge, keeping an eye open for any stray hunchbacks. Go right and fall from the next ledge, and uncover a pork chop by smashing two blocks out of the wall to the right.

When you confront Dracula on stage eighteen, wait until he shoots fireballs at you; jump over them and, while you are in the air, hit him in the face (you need to be fairly close to him to do this). Repeat this process of jumping the fireballs and hitting in mid-air until his First Form dies. Be careful when he materialises over you. There is a firebomb in the candle to the extreme left of the screen which you need to throw at the creature which comes out of Dracula. This stuns it for a while, giving you time to hit it in the face with your whip. Repeat this process until the creature is dead. You have completed the game!



# NOW THERE ARE 16-BIT GAMES FOR UNDER A FIVER



KELLY X



ROADWARS



SPEEDBOAT ASSASSINS



CALIFORNIA GOLF

CALIFORNIA GOLF	IBM
ENTERPRISE	IBM
KELLY X	AMIGA • ATARI ST
ROADWARS	AMIGA • ATARI ST
SORCERY +	AMIGA • ATARI ST
SPEEDBOAT ASSASSINS	AMIGA • ATARI ST
WORLD DARTS	IBM

ATARI ST  
AMIGA  
IBM

£4.99

16

BLITZ

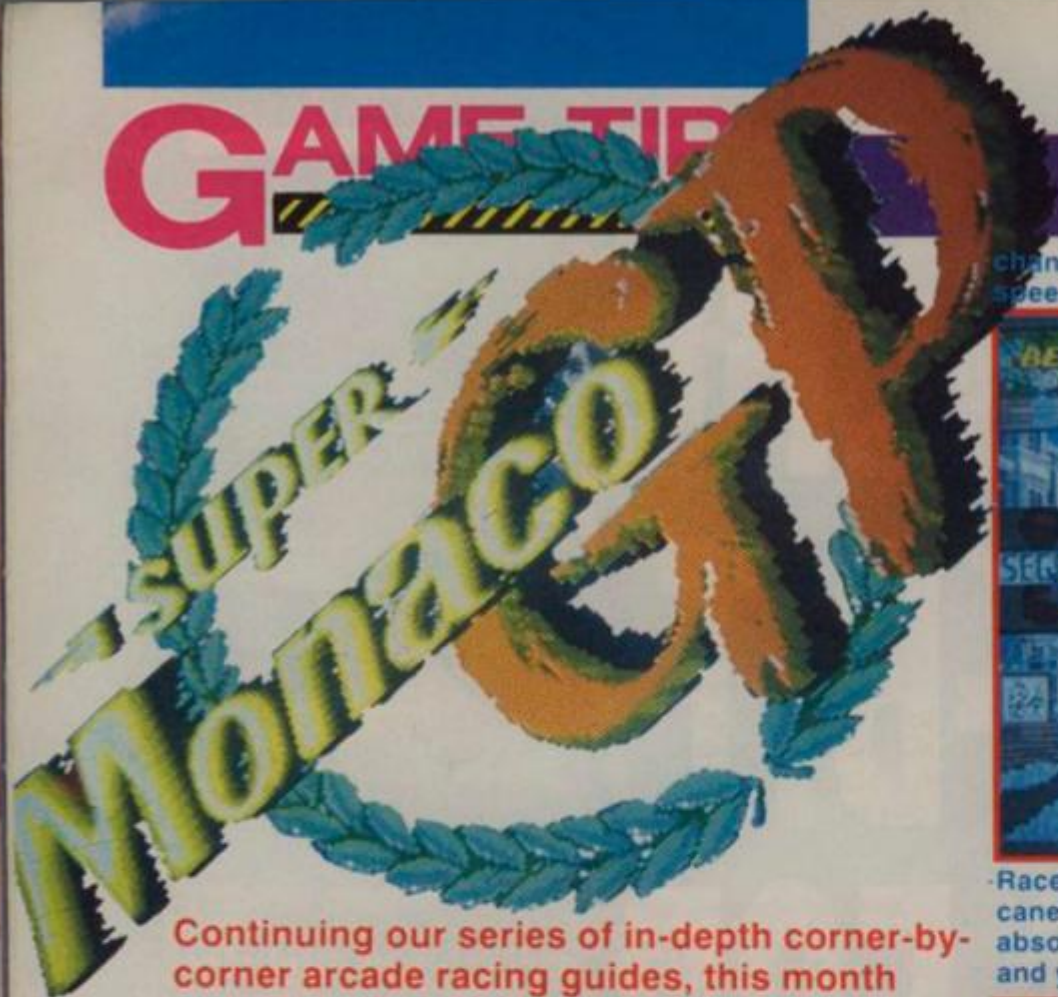


MASTERTRONIC

MASTERTRONIC • 2-4 VERNON YARD • 119 PORTOBELLO ROAD • LONDON W11 2DX



# GAME TIP



Continuing our series of in-depth corner-by-corner arcade racing guides, this month we've got the low-down on Sega's wonderful Super Monaco Grand Prix - the fastest, most exhilarating race game yet seen in the arcades! Julian Rignall has the tactics which will help you win...

## THE CARS

There are three cars to choose from: auto, four-speed and seven-speed.

### AUTO

Low-powered, but recommended to beginners. Lets you concentrate more on racing, rather than having to watch your revs all the time.

### FOUR-SPEED

Medium-powered, and worth trying once you've mastered Auto - but be careful, not all the corners that you can take flat out in auto can be taken at top speed in this car.

### SEVEN-SPEED

High-powered, and only for true experts. You really need to practice at this if you're going to get anywhere. All corners require nifty gear-changing to remain at top speed. Once mastered, though, you'll be able to burn off the opposition very easily and notch up record scores.

change down to third on four-speed, and to fifth on seven-speed.



Race at top speed along the straights and through the chicanes until you reach the final bend. Getting this right is absolutely crucial to get a high grid position - cock it up and you'll end up 11th or 12th on the grid.



As soon as you see the multiple arrow signs (not the corner warning signs in the picture, the ones that are actually ON the bend) brake very hard and change down to keep your revs high (in auto mode, just concentrate on braking). Aim the nose of the car to skim the right hand barrier of the corner, then just as you enter the bend put the accelerator to the floor, put the steering wheel in full lock and exit the bend with full revs. Change up as quickly as possible.



## QUALIFYING LAP

First you have to race a short qualifying lap. Put your foot to the floor - the first corner can be taken at top speed in all cars. The second can be taken flat out in auto mode -





# GAME TIPS



It takes practice to master this manoeuvre, but a useful tip if you're a novice is to pump the accelerator through the bend so that you don't accelerate out of the bend too fast and hit the wall on the left hand side of



## THE RACE

The first two corners have already been explained in the instructions for the qualifying lap.

lock in auto. Four-speed, drop down a gear and use full lock; seven-speed, drop to fifth and use full lock. The following corner is a breeze and can be taken at full speed in both auto and four-gear; on seven-gear you have to drop to sixth. Be careful not to over-steer - the corner looks sharp, but it isn't.

Once through the tunnel you've got a fast race to the hair-pin bend, which should be taken as explained in the Qualifying Lap tips above.



After those the course changes. Between here and the next checkpoint, all the corners can be taken flat out. Don't over-steer - just take it easy on the wheel and you can whizz through the shallow corners and chicanes with the minimum of steering wheel movements.



Once through that it's pedal to the metal and roar to the finishing line.

## GENERALLY

Super Monaco GP is a tough race game, but with these tactics you should be able to finish in the top three. If you do, you get the chance to race again on the same course, but in wet weather. The best tactics here are to take the corners slower, and be prepared to countersteer through chicanes and slow bends, as the roads are very slippery.



Once through the first checkpoint, you'll have to endure two fairly sharp corners and the tunnel.

The first corner should be taken at full speed and with full steering wheel





X EPYX EPYX EPYX EP

# 5 ACTION PACKED GAMES. 1 ACTION PACKED COMPILATION

- IMPOSSIBLE MISSION II™
- CALIFORNIA GAMES™
- STREET SPORTS BASKETBALL™
- 4 X 4 OFF-ROAD RACING™
- THE GAMES WINTER EDITION™

A combination of heart-stopping action and breathtaking athleticism that will leave you wondering ...  
*IS IT REAL ...  
OR IS IT EPYX?*

AVAILABLE ON:-  
CBM 64/128 Cassette.  
SPECTRUM 48/128K,+2  
Cassette.  
AMSTRAD CPC  
Cassette/Disk.

EPYX EPYX EPYX EPYX EPYX  
**EPYX ACTION**

U.S. GOLD 5 ALL-ACTION GAMES U.S. GOLD



X EPYX EPYX EPYX EPYX EA

U.S. Gold Ltd,  
Units 2/3 Holford Way,  
Holford,  
Birmingham B6 7AX.  
Tel: 021 625 3388.



Epyx is a registered trademark reference 1195270.  
All rights reserved.

X EPYX EPYX EPYX EPYX



# SOFTWARE CITY

CALL US ON:  
0785 41899  
0922 24821  
0902 25304  
ACCESS  
VISA

We welcome customers at  
**SOFTWARE CITY**  
1 GOODALL STREET  
WALSALL  
Tel. 0922 24821

**SOFTWARE CITY**  
59 FOREGATE STREET  
STAFFORD  
Tel. 0785 41899

**SOFTWARE CITY**  
3 LICHFIELD PASSAGE  
WOLVERHAMPTON  
Tel. 0902 25304

**16 BIT SELLERS**

	ST	AG
3-D POOL	13.99	13.99
ACTION FIGHTER	16.99	16.99
ADIDAS GOLDEN SHOE	13.99	16.99
A P B	13.99	13.99
ARCHPELAGOS	16.99	16.99
ASHTON ANGEL OF		
BALANCE OF POWER 1990	16.99	16.99
BARBARIAN 2	16.99	N/A
BARBARIAN 2 (PSYGNOSIS)	N/A	16.99
BATMAN THE MOVIE	13.99	16.99
BATTLE CHESS	16.99	16.99
BEACH VOLLEY	13.99	16.99
BLOODWYCH	16.99	16.99
BOMBER	16.99	16.99
BRIAN CLOUGH'S CALIFORNIA CHALLENGE (U.K.)	N/A	9.50
CARRIER COMMAND	16.99	16.99
CHICAGO 90	13.99	13.99
CONFLICTS EUROPE	16.99	16.99
CRAZY CARS 2	13.99	16.99
DAILY DOUBLE HORSE RACING	13.99	16.99
DELUXE PAINT 3	N/A	54.99
DEMING TOMS	13.99	13.99
DOUBLE DRAGON	13.99	13.99
DR PLUMMET HOUSE OF FLUX	N/A	13.99
DRAGON SPIRIT	13.99	13.99
DUNGEON MASTER	16.99	16.99
DUNGEON MASTER EDITOR	6.99	6.99
DYNAMITE DUX	16.99	13.99
ELITE	16.99	16.99
EMPEROR OF THE MINES	16.99	16.99
F16 COMBAT PILOT	16.99	16.99
F16 FALCON	16.99	13.99
FABRY TALE	N/A	13.99
FALCON MISSION DISK	13.99	13.99
FANTAVISION	N/A	29.99
FAST BREAK	16.99	16.99
FEDERATION OF FREE TRADERS	19.99	19.99
FRENCH FREDDY'S BIG TOP OF FUN	19.99	19.99
FIRE BRIGADE (1 MEG AMIGA)	N/A	19.99
FOOTBALL DIRECTOR 2	13.99	13.99
FOOTBALL MANAGER 2	13.99	13.99
FOOTBALL MANAGER 2 EXPANSION KIT	8.99	8.99
FUTURE WARS	16.99	16.99
GAUNTLET 2	13.99	16.99
GEMINI WINGS	13.99	13.99
GRAND PRIX CIRCUIT	N/A	16.99
GUNSHIP	16.99	16.99
HIGHWAY PATROL	16.99	16.99
HOLLYWOOD POKER PRO	13.99	13.99
HONDA RVT 750	16.99	16.99
INFESTATION	16.99	16.99
IRON TRACKER	13.99	13.99
IRON TRUCKER	13.99	13.99
IRISH	N/A	16.99
KNEES THE THIEF	16.99	16.99
KENNY DALGLISH	13.99	13.99
KENNY DALGLISH	13.99	13.99
KICK OFF	16.99	16.99
KNIGHTFORCE	16.99	16.99
KUAT	16.99	16.99
LANCASTER	N/A	13.99
LAST NINJA 2	16.99	16.99
LAZER SQUAD	13.99	13.99
LEADERBOARD COLLECTION	13.99	16.99
LEICURE SUIT LARRY	13.99	13.99
LEICURE SUIT LARRY LOOK FOR LOVE	19.99	N/A
LICENCE TO KILL	13.99	13.99
LIFE AND DEATH	N/A	19.99
LOMBARD R.A.C. RALLY	16.99	16.99
LORDS OF THE RISING SUN	N/A	19.99
MATRIX MARAUDERS	13.99	13.99
MICROPROSE SOCCER	16.99	16.99
MILLENNIUM 2 2	16.99	16.99
MR. HELI	13.99	16.99
NAVY MOVIES	N/A	16.99
NEURONMAN	13.99	13.99
NEVER MIND	13.99	13.99
NEW ZEALAND STORY	13.99	16.99
NORTH AND SOUTH	16.99	16.99
OPERATION WOLF	13.99	16.99
PASSING SHOT	16.99	16.99
PAUL GAGGONE SUPER SOCCER	16.99	13.99
POPULOUS	16.99	16.99
POPULOUS NEW WORLDS	6.99	6.99
POWERDRONE	16.99	16.99
PREDATOR	N/A	16.99
QUARTERBACK	13.99	13.99
QUARTERBACK	13.99	13.99
QUESTION OF SPORT	13.99	13.99
R-TYPE	13.99	16.99
RAINBOW ISLAND	16.99	16.99
RED LIGHTNING	16.99	16.99
RICK DANGEROUS	16.99	16.99
RISK	13.99	13.99
ROBOCOP	13.99	16.99
ROCKET RANGER	16.99	16.99
RUNNING MAN	16.99	16.99
SHADOW OF THE BEAST	N/A	24.99
SHINOBI	13.99	13.99
SHOOT 'EM UP		
CONSTRUCTION KIT	N/A	19.99
SHUFFLE PACK CAFE	13.99	13.99
SILKWORM	13.99	13.99
SILKWORM	19.99	19.99
SOCCER	16.99	16.99
STARGLIDER 2	16.99	16.99
STARWARS TRILOGY	13.99	13.99
STEVEN	13.99	13.99
STUNT CAR	16.99	16.99

SUPER WONDER BOY	16.99	16.99
SWORD OF SOOAN	N/A	16.99
SWORDS OF TWILIGHT	N/A	16.99
T.V. SPORTS FOOTBALL	16.99	19.99
TEST DRIVE 2	N/A	16.99
THUNDERBIRDS	16.99	16.99
TIMES OF LORE	16.99	16.99
TRACKSUIT MANAGER	13.99	13.99
U.M.S.	16.99	16.99
VIGILANTE	13.99	13.99
VULCAN	13.99	13.99
WAR IN MIDDLE EARTH	13.99	13.99
WAYNE BRETZKY HOCKEY	N/A	16.99
WATERLOO	N/A	16.99
WEIRD DREAMS	16.99	16.99
XENON 2 MEGALAST	16.99	16.99
XENOPHORE	16.99	16.99

**SOFTWARE CITY SPECIALS**

	ST	AG
1243	6.99	N/A
ACADEMY	4.99	N/A
ACTION SERVICE	4.99	N/A
AFTERBURNER	9.99	N/A
ARCHON COLLECTION	N/A	6.99
ARCTIC FOX	6.99	6.99
ART PARTS 1 OR 2	N/A	6.99
BARO'S TALE	6.99	6.99
BIONIC COMMANDO	6.99	6.99
CAPTAIN BLOOD	N/A	9.99
CUSTODIAN	N/A	4.99
DANGER FREAK	N/A	9.99
DESOLATOR	4.99	N/A
ELIMINATOR	6.99	6.99
FOUNDATION WASTE	6.99	6.99
GOLD RINGER 2	3.99	N/A
GOLDRUNNER 2	6.99	6.99
MARBLE MADNESS	6.99	N/A
MICKEY MOUSE	N/A	4.99
NEBULUS	6.99	6.99
OUTRUN	6.99	6.99
PHOBA	N/A	9.99
RAMBO 3	9.99	N/A
REALM OF THE TROLLS	9.99	5.99
ROGER RABBIT	N/A	4.99
RICK LIND THUNDER	N/A	6.99
SIDEARMS	N/A	6.99
SKYCHASE	N/A	4.99
SKYFOX 2	6.99	6.99
SOLDIER OF LIGHT	N/A	9.99
SPEEDBALL	9.99	9.99
STAR RAY	N/A	9.99
STREET FIGHTER	6.99	6.99
THREE STROGES	N/A	5.99
WORLD CLASS LEADERBOARD	6.99	6.99
WORLD TOUR GOLF	6.99	6.99
ZYNAPS	4.99	N/A

**EIGHT BIT SELLERS**

	SP	CO	AMS
3-D POOL	6.99	4.99	6.99
ACTION FIGHTER	6.99	6.99	6.99
A P B	6.99	6.99	6.99
BATMAN THE MOVIE	6.99	6.99	6.99
BEACH VOLLEY	6.50	6.99	6.99
BLOOD MONEY	N/A	6.99	N/A
BLOODWYCH	6.99	6.99	6.99
BOMBER	6.99	6.99	6.99
CABAL	6.99	6.99	6.99
CARRIER COMMAND	6.99	6.99	6.99
CHAMPIONSHIP GOLF	6.99	6.99	6.99
CRAZY CARS 2	6.50	N/A	6.99
DENARIS	6.99	6.99	6.99
DOMINATOR	6.99	6.99	6.99
DRAGON NINJA	6.99	6.99	6.99
DRAGON SPIRIT	6.99	6.99	6.99
DYNAMITE DUX	6.99	6.99	6.99
EMLYN HUGHES SOCCER	6.99	6.99	6.99
FIRE POWER	N/A	6.99	N/A
FIRST STRIKE	N/A	6.99	N/A
FOOTBALL DIRECTOR	6.99	6.99	6.99
FOOTBALL MANAGER 2	6.99	6.99	6.99
FOOTBALL MANAGER 2 EXP KIT	5.99	5.99	5.99
FORGOTTEN WORLDS	6.50	6.99	6.99
FOUR SOCCER SIM	6.99	6.99	6.99
FUN SCHOOL 2 (8-8)	6.99	6.99	6.99
KENNY DALGLISH	6.50	6.99	6.99
GEMINI WINGS	6.99	6.99	6.99
HITCHHIKERS	N/A	6.99	N/A
INDIANA JONES LAST CRUSADE	6.50	6.99	6.99
KICK OFF	N/A	6.99	N/A
LAZER SQUAD	6.99	6.99	6.99
LICENCE TO KILL	6.99	6.99	6.99
MR. HELI	6.99	6.99	6.99
MICROPROSE SOCCER	6.99	6.99	6.99
NEW ZEALAND STORY	6.99	6.99	6.99
OPERATION WOLF	6.50	6.99	6.99
PASSING SHOT	6.99	6.99	6.99
PAUL GAGGONE SUPER SOCCER	6.99	6.99	6.99
QUARTERBACK	6.99	6.99	6.99
QUARTERBACK	6.99	6.99	6.99
RAINBOW WARRIOR	N/A	6.99	N/A
ROBOCOP	6.99	6.99	6.99
RUNNING MAN	6.50	6.99	6.99
RED HEAT	6.50	6.99	6.99
RICK DANGEROUS	6.99	6.99	6.99
ROCK STAR	6.99	6.99	6.99
RUN THE GAUNTLET	6.99	6.99	6.99
SHINOBI	6.99	6.99	6.99
SILKWORM	6.99	6.99	6.99
SPEEDBALL	N/A	3.99	N/A
STARGLIDER 2	9.99	N/A	N/A
STAR TREK	N/A	6.99	N/A
STARWARS TRILOGY	8.99	8.99	8.99
STEALTH FIGHTER 128k	6.99	9.99	N/A

STUNT CAR	9.99	9.99	9.99
SUPERHEROBOY	6.99	6.99	6.99
THUNDERBIRDS	6.99	6.99	6.99
TIMES OF LORE	6.99	6.99	6.99
TRACKSUIT MANAGER	6.99	6.99	6.99
TREBLE CHAMPIONS	6.99	6.99	6.99
VIGILANTE	6.99	6.99	6.99
XENOPHORE	6.99	6.99	6.99
X Y BOTS	6.99	6.99	6.99

**EIGHT BIT DISC**

	SP	CO	AMS
A P B	9.99	9.99	9.99
ACTION FIGHTER	9.99	9.99	9.99
ARCADE MUSCLE	11.99	11.99	11.99
BALLISTIX	N/A	8.99	N/A
BARO'S TALE	4.99	4.99	4.99
BATMAN THE MOVIE	9.99	9.99	9.99
BEACH VOLLEY	N/A	2.99	N/A
BIG 4 VOL 2	N/A	2.99	N/A
CAPTAIN FUZZ	N/A	6.99	N/A
CARRIER COMMAND	11.99	9.99	11.99
CHESSMASTER 2100	N/A	9.99	N/A
CHUCK YEAGER	9.99	9.99	9.99
CRACKER	9.99	9.99	9.99
DYNAMITE DUX	9.99	9.99	9.99
EMLYN HUGHES	9.99	9.99	9.99
FIREPOWER	N/A	9.99	N/A
FOOTBALL DIRECTOR 2	13.99	N/A	13.99
FOOTBALL MANAGER 2	9.99	9.99	9.99
FOOTBALL MANAGER 2 EXPANSION	4.99	6.99	6.99
GEMINI WINGS	9.99	9.99	9.99
INDIANA JONES LAST CRUSADE	9.99	9.99	9.99
JACK NICKLAUS (U.K.)	N/A	11.99	N/A
KAYDEN GARTH	N/A	9.99	N/A
KINGS OF THE BEACH	N/A	9.99	N/A
LAZER SQUAD	9.99	9.99	9.99
LEADERBOARD COLLECTION	11.99	11.99	11.99
LEE ENFIELD-AMAZON	N/A	N/A	2.99
LEE ENFIELD-TOURNAMENT	N/A	N/A	2.99
MICROPROSE SOCCER	9.99	13.99	13.99
MR. HELI	9.99	9.99	9.99
NEW ZEALAND STORY	9.99	9.99	9.99
OPERATION NEPTUNE	N/A	9.99	N/A
PASSING SHOT	9.99	9.99	9.99
PAUL GAGGONE SUPER SOCCER	9.99	9.99	9.99
POOL OF RADIANCE	N/A	16.99	N/A
REALM SPACED OUT	N/A	N/A	2.99
RED HEAT	9.99	9.99	9.99
RICK DANGEROUS	9.99	9.99	9.99
RINGSIDE	N/A	9.99	N/A
ROBOCOP	9.99	9.99	9.99
ROCKSTAR	9.99	9.99	9.99
RUNNING MAN	9.99	9.99	9.99
SHINOBI	9.99	9.99	9.99
SPECIAL ACTION	12.99	12.99	12.99
SPEEDBALL	N/A	8.99	N/A
STARGLIDER 2	12.99	12.99	12.99
STARWARS TRILOGY	13.99	13.99	13.99
STEALTH FIGHTER	9.99	9.99	9.99
STUNT CAR	16.99	13.99	N/A
SUPER WONDERBOY	9.99	9.99	9.99
TASK 3	N/A	2.99	N/A
TEST DRIVE 2 (THE DUEL)	N/A	11.99	N/A
THUNDERZONE	9.99	9.99	9.99
THUNDERBIRDS/THINK	N/A	N/A	2.99
STEVE DAVIS SNOOKER	N/A	2.99	N/A
STRIFE	N/A	N/A	2.99
SYDNEY AFFAIR	N/A	N/A	2.99
ULTIMA RATIO GUNSTAR	N/A	N/A	2.99
VIGILANTE	9.99	9.99	9.99
WEIRD DREAMS	9.99	9.99	9.99
WICKED	N/A	9.99	N/A
XENOPHORE	9.99	9.99	9.99
XOR	N/A	2.99	N/A
X-TERMINATOR	N/A	2.99	N/A
BEST OF ELITE (COMMANDO, BOMBLACK, AIRWOLF & FRANK BRUNG)	N/A	2.99	N/A
FOUR TOP GAMES			
NEMESIS THE WARLOCK			
SLAINE, CATCH 23 & PULSATOR	2.99	N/A	N/A
SIDEARMS	2.99	2.99	N/A
MARAUDER	N/A	2.99	N/A
NORTH STAR	N/A	2.99	N/A
SKATE CRAZY	N/A	2.99	N/A
GUNSLINGER	N/A	2.99	N/A
HELLFIRE ATTACK	N/A	2.99	N/A
HYPERSPORTS	N/A	3.99	N/A
LAST NINJA	N/A	2.99	N/A
TRACK AND FIELD	N/A	2.99	N/A
LEGEND OF KAGE	N/A	2.99	N/A
SHORT CIRCUIT	N/A	2.99	N/A
MEAN STRIKER	N/A	2.99	N/A
MASTERS OF THE UNIVERSE	N/A	2.99	N/A
PAPERBOY	N/A	2.99	N/A
RAMPAGE	N/A	2.99	N/A
SUPERSTAR PING PONG	N/A	2.99	N/A
TIME TUNNEL	N/A	2.99	N/A
BLOOD BROTHERS	N/A	2.99	N/A
RIM RUNNER	N/A	2.99	N/A
THROUGH THE TRAP DOOR	N/A	2.99	N/A
REBOUNDER	N/A	2.99	N/A



# HIGH SCORES

Okay gamesplaying aces. Here's the place to display your top scores - The Official UK Computer Highscore Table, the definitive record table for all top scores on all machines. If you've got some record-breaking scores, why not put them on the back of a postcard or sealed-down envelope and post it off to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And get ready for instant fame...

## SEGA ● ● ●

**ACTION FIGHTER**  
8,763,400 Jay Brown, Banbury, Oxfordshire

**AFTERBURNER**  
17,404,100 Kenneth Rorie, Craigshill, Livingston

**ALEX KIDD (LOST STARS)**  
128,300 Neil Kelly, Isleworth, Middlesex

**ALTERED BEAST**  
503,600 Ryan Hillhouse, Prestwick

**ASTRO WARRIOR**  
1,125,400 Paul Cayzer, Widnes

**AZTEC ADVENTURE**  
256,400 Peter Ramdine, Stafford

**BANK PANIC**  
938,800 Tony Holdford, Colchester

**BLACK BELT**  
1,197,700 Darren Louch, Bromsgrove, Worcs

**BOMBER RAID**  
802,700 Jason Mara, London

**CALIFORNIA GAMES**

**HALFPIPE: 6000** Jason Wheddon, Southampton

**FOOTBAG: 44,780** Julian Rignall, C+VG

**SURFING: 6.6** Jason Wheddon, Southampton

**SKATING: 3000** Jason Wheddon, Southampton

**BMX: 16,400** Jason Wheddon, Southampton

**FLYING DISK 1500:** James Wheddon, Southampton

**CHOPLIFTER**  
1,400,000 Kenneth Rorie, Craigshill, Livingston

**DOUBLE DRAGON**  
511,980 Ben Malik, S Woodford, London

**FANTASY ZONE**  
72,865,100 Peter Ramdine, Stafford

**FANTASY ZONE II**  
9,541,980 Jon Evans, Walsall

**GANGSTER TOWN**  
167,900 Neil Kelly, Isleworth, Middlesex

**GLOBAL DEFENCE**  
541,160 Anthony Hoult, Walsall

**GHOST HOUSE**  
1,175,650 James Denham, London

**HANG-ON**  
8,553,264 Euan Matheson, Rosshire

**KENSEIDEN**  
168,500 J Blank, Epsom, Surrey

**MY HERO**  
11,773,030 Sean Hanna, Newry, Co Down

**OUT RUN**  
53,730,420 Allan Black, Desborough, N Hants

**POWER STRIKE**  
65,242,300 Paul Stokes, Aberdare

**QUARTET**  
2,894,010 Jon Evans, Walsall, W Mids

**RAMBO III**  
86,050 Neil Kelly, Isleworth, Middlesex

**RAMPAGE**  
851,600 David Barden, Norwich

**RASTAN**  
1,330,400 Ben Addison, St Austell

**RESCUE MISSION**  
571,400 Paul Stokes, Aberdare, Wales

**R-TYPE**  
4,308,500 John Bristow, Erith, Kent

**SAFARI HUNT**  
5,284,000 Martin Jarvis, Stourbridge

**SECRET COMMAND**  
3,285,400 Paul Stokes, Aberdare, Wales

**SHINOBI**  
957,740 Graeme Little, Carlisle

**SPACE HARRIER**  
29,998,720 Jon Evans, Walsall, W Mids

**SPACE HARRIER 3D**  
12,035,670 Allan Black, Desborough

**THUNDERBLADE**  
2,608,000 David Henderson, Peterlee, Durham

**VIGILANTE**  
122,300 Steven Evans, Southsea

**WONDERBOY (MONSTERLAND)**  
8,944,890 Andrew Ambrose, Borehamwood

**WORLD SOCCER**  
23-0 Steven Gemmel, Harefield, Middlesex

**ZILLION II**  
575,700 Bobby Reddy, Wickford, Essex

## NINTENDO ●

**BALLOON FIGHT**  
431,050 Sherif Salama, Egypt

**CASTLEVANIA**  
999,999 Lee Watkins, Bristol

**DUCK HUNT**  
1,058,500 Aaron Pearson, Forth

**GOLF**  
71 Damien Moriarty, Queensland, Australia

**ICE CLIMBER**  
671,350 Paul Stokes, Aberdare

**KUNG-FU**  
854,300 Paul Stokes, Aberdare

**GRADIUS**  
12,670,000 Julian Rignall, C+VG

**OPERATION WOLF**  
983,029 Roy Gay, Brixton, London

**PRO-AM RACING**  
265,388 Mike Carless, Exeter

**RUSH 'N' ATTACK**  
302,459 Theo Orphanoo, London

**SUPER MARIO BROS**  
9,999,990 David Hillhouse, Workington

**TOP GUN**  
151,000 Leigh Baigent, London

## PC ENGINE ●

**ALIEN CRUSH**  
110,301,300 Steve Creasey, Dorking, Surrey

**CHAN AND CHAN**  
1,229,350 Mark Carter, Peterborough, Cambs

**DRUNKEN MASTER**  
999,999 Tony Lorenzo, London

**DRAGON SPIRIT**

726,300 Christopher Swainson, Newport, Gwent

**FANTASY ZONE**  
2,408,700 Julian Rignall, C+VG

**GALAGA 88**  
1,319,740 Julian Rignall, C+VG

**GUNHED**  
3,985,400 Julian Rignall, C+VG

**LEGENDARY AXE**  
3,676,260 Dave Rose, Boreham Wood

**NINJA WARRIORS**  
91,540 Satnam Bains, Southall, Middlesex

**P-47**  
867,300 Steve Creasey, Dorking, Surrey

**R-TYPE**  
973,300 Onn Lee, Nottingham

**PACLAND**  
1,100,900 Julian Rignall, C+VG

**SIDEARMS**  
459,700 Jasper Roberts, W Croydon

**SON SON II**  
598,600 Andrew Sandle, Clacton-On-Sea, Essex

**SPACE HARRIER**  
26,850,000 Martin Harris, Burton-on-Trent

**SUPER WONDERBOY**  
165,600 Lee Mallett, Danbury, Essex

**TWIN HELI**  
981,100 Martin Banks, Leyland

**VIGILANTE**  
99,990 Anthony Bennett, Worksworth, Derbyshire

## MEGADRIVE

**ALTERED BEAST**  
2,209,900 Joel Cullen, Hants

**SPACE HARRIER**  
20,815,100 Steve Creasey, Dorking

**THUNDERFORCE**  
1,099,100 Julian Rignall, C+VG

## C64 ● ● ●

**ARKANOID**  
564,900 Graham Gurgan, Co. Down, N Ireland

**ARMALYTE**  
30,367,400 Danny Gleghorn, Worksop

**BOMBUZAL**  
158,010 David Pautsch, Waltham Abbey, Essex

**BLASTEROIDS**  
3,562,950 Graham Gurgan, Co. Down, N Ireland

**BUBBLE BOBBLE**  
5,360,280 Jens Schroder, Suhlendorf, Germany

**DALEY THOMSON'S CHAL-**



# HIGH SCORES

## AMIGA ● ● SPECTRUM ●

**LENGE**  
10,670 Tony Repo, Helsinki

**DENARIS**  
173,800 Niko Rissanen, Finland

**DRAGON NINJA**  
89,950 Philip Steventon, Stafford

**GREAT GIANNA SISTERS**  
101,010 Jukka Piira, Finland

**IK+**  
588,000 Ste Markey, Liverpool

**LAST NINJA II**  
999,810 Tim Pickup, Darwen, Lancs

**MICKEY MOUSE**  
567,650 Daniel King, Manchester

**NEW ZEALAND STORY**  
3,415,600 Luke Hetherington, Yeovil

**OPERATION WOLF**  
927,500 Jukka Piira, Finland

**PACMANIA**  
768,410 Daniel King, Manchester

**RAMBO III**  
68,450 Andrew Roberts, Walsall, W Midlands

**RENEGADE III**  
79,995 Jukka Piira, Finland

**R-TYPE**  
678,360 Luca Ceccarelli, Tirli, Italy

**SALAMANDER**  
303,400 David Leitch, Milton, Glasgow

**SILKWORM**  
1,024,600 Ste Markey, Liverpool

**THUNDERBLADE**  
1,549,040 Paul Turton, Bottesford, Notts

## ST ● ● ● ●

**AFTERBURNER**  
31,540,000 Louis Moloney, Birmingham

**ALIEN SYNDROME**  
936,800 Andrew Stamp, Portsmouth, Hants

**ARKANOID**  
730,390 Julian Rignall, C+VG

**ARKANOID II**  
370,600 Steven Gorvin, Cardiff

**BAAL**  
163,450 Stephen Simpson, Otley

**BACKLASH**  
1,450,800 James Boyd, London

**BEYOND THE ICE PALACE**  
59,980 Stephen Raggett, Guildford

**BLASTEROIDS**  
7,473,325 Richard Halton, Horwich, Bolton

**BUBBLE BOBBLE**  
6,345,720 Colin Tracey, Colchester

**BUGGY BOY**  
107,340 Colin Tracey, Colchester

**DRAGON NINJA**  
102,300 Neil Oberoi, Horley

**ELIMINATOR**  
642,564 Horness Spencer, Redditch, Worcs

**EMPIRE STRIKES BACK**  
550,166 Ian Pinder, Pudsey

**FLYING SHARK**  
3,072,600 Conrad Rodzaj, Bristol

**FORGOTTEN WORLDS**  
59,300 Timothy Hodges, Peterborough, Cambs

**IK+**  
205,100 Niklas Aronsson, Sweden

**IKARI WARRIORS**  
61,300 Martin Woolmington, Bristol

**INDIANA JONES ARCADE**  
9,350 Richard Coward, Newthorpe, Nottingham

**LED STORM**  
806,950 Richard Davis, London

**LICENCE TO KILL**  
82,430 Timothy Hodges, Peterborough, Cambs

**NEW ZEALAND STORY**  
409,797 Stephen Simpson, Otley, W Yorks

**OPERATION WOLF**  
305,250 Aaron Kramer, Morayshire

**OUTRUN**  
54,877,900 Gerallt Evans, Machynlleth, Dyfed

**PACLAND**  
217,526 A Redfearn, Huddersfield, Yorkshire

**RED HEAT**  
77,823 Timothy Hodges, Peterborough, Cambs

**RETURN OF THE JEDI**  
126,955 Ian Pinder, Pudsey

**ROBOCOP**  
401,220 Aaron Kramer, Morayshire

**R-TYPE**  
523,220 Horness Spencer, Redditch, Worcs

**SIDE ARMS**  
2,050,800 Stu, Melton Mowbray, Leics

**SPACE HARRIER**  
6,073,791 Peter Sorbon, Uppsala, Sweden

**STARGLIDER II**  
529,599 Stephen Simpson, Otley

**STAR WARS**  
2,479,100 James Tarbey, Liverpool

**SUPER HANG-ON**  
32,194,312 Aaron Van Praet, Victoria, Australia

**THUNDERBLADE**  
618,510 Richard Davis, London

**VINDICATORS**  
496,100 Stephen Simpson, Otley

**XENON**  
1,755,890 Andrew Stamp, Portsmouth, Hants

**AFTERBURNER**  
12,475,430 Martin Allsop, Derby

**BARBARIAN II**  
676,753 Daniel Sprangers, Gressendam, Holland

**BLOOD MONEY**  
177,550 Tim Lehane, Co Cork, N Ireland

**CASTLE WARRIOR**  
805,261 Lior Meiry, Israel

**DATASTORM**  
667,370 Mark Schokker, Wintersburgh, Holland

**DENARIS**  
75,310 Gary Maxam, Colchester, Sussex

**DOMINATOR**  
219,947 Daniel Sprangers, Gressendam, Holland

**FORGOTTEN WORLDS**  
638,500 Justin Edwards, Bristol

**GUNSHIP**  
39,834 Andrew Aldridge, Erlestone, Wiltshire

**HYBRIS**  
2,171,775 Miguel Lima, Portugal

**INDIANA JONES ARCADE**  
33,550 Casey Gallacher, Reading, Berkshire

**LED STORM**  
560,838 Steven Howard, Lowestoft

**LICENCE TO KILL**  
39,573 Lior Meiry, Israel

**NEW ZEALAND STORY**  
256,821 Mark Blackie, Brockley, London

**OPERATION WOLF**  
1,021,122 Jegi Rahi, Crayford, Kent

**PACMANIA**  
4,550,430 Allan Black, Desborough, N Hants

**RICK DANGEROUS**  
744,550 Casey Gallacher, Reading, Berkshire

**ROADBLASTERS**  
1,912,824 Allan Black, Desborough, N Hants

**ROBOCOP**  
355,810 Richard Carter, Cannock, Staffs

**SILKWORM**  
2,338,800 Pedro Lima, Portugal

**SPACE HARRIER**  
7,566,980 Allan Black, Desborough, N Hants

**STARGLIDER II**  
385,492 Kevin Griffiths, Wolverhampton

**SUPER HANG-ON**  
22,118,682 Richard Shaw, Keyworth, Notts

**SWORD OF SODAN**  
379,450 Avtiart Johore, Abingdon, Oxon

**TEST DRIVE**  
62,470 Asim B, Gants Hill, Essex

**AFTERBURNER**  
59,555,000 John Bristow, Erith, Kent

**DOUBLE DRAGON**  
112,040 Robert Preston, Warley, W Mids

**DRAGON NINJA**  
1,044,000 Daniel Bethell, Girton, Cambs

**FIREFLY**  
1,643,290 Robert Preston, Warley, W Mids

**FORGOTTEN WORLDS**  
52,600 Roger Booth, Wollaton, Nottingham

**LAST NINJA II**  
379,190 Fraser Spears, Birmingham

**NEW ZEALAND STORY**  
309,150 Christopher Ayriss, Bletchley

**OPERATION WOLF**  
614,376 Christopher Ayriss, Bletchley

**OUT RUN**  
20,754,240 Robert Preston, Warley, W Mids

**ROBOCOP**  
1,899,002 Shaun Gomm, Rickleton, Tyne and Wear

**ROLLING THUNDER**  
156,620 Neil Haylett, Sunbury, Middlesex

**THUNDERBLADE**  
1,944,000 John Bristow, Erith, Kent

**WEC LE MANS**  
333,960 Christopher Ayriss, Bletchley

## AMSTRAD ●

**AFTERBURNER**  
22,312,020 David Crosby, Isle of Wight

**BARBARIAN II**  
23,570 Neil Franklin, Swanley

**BLASTEROIDS**  
106,850 Tim Goldsby, Cheltenham, Glos

**BUGGY BOY**  
124,730 Stephen Kingston, Crewe, Cheshire

**CRAZY CARS**  
9,409,350 Karl Rudolf, Redditch, Worcs

**CRAZY CARS II**  
752,966 Morten Ludvigsen, Nesna, Norway

**DARK SIDE**  
6,518,000 Stu, Melton Mowbray, Leics

**DRAGON NINJA**  
143,225 James Baker, Fishguard, Wales

**GRYZOR**  
1,264,606 James Campbell, Welling, Kent

**OPERATION WOLF**  
447,350 Paun Giunman, Harrow, Middx



Now  
available on  
Atari ST

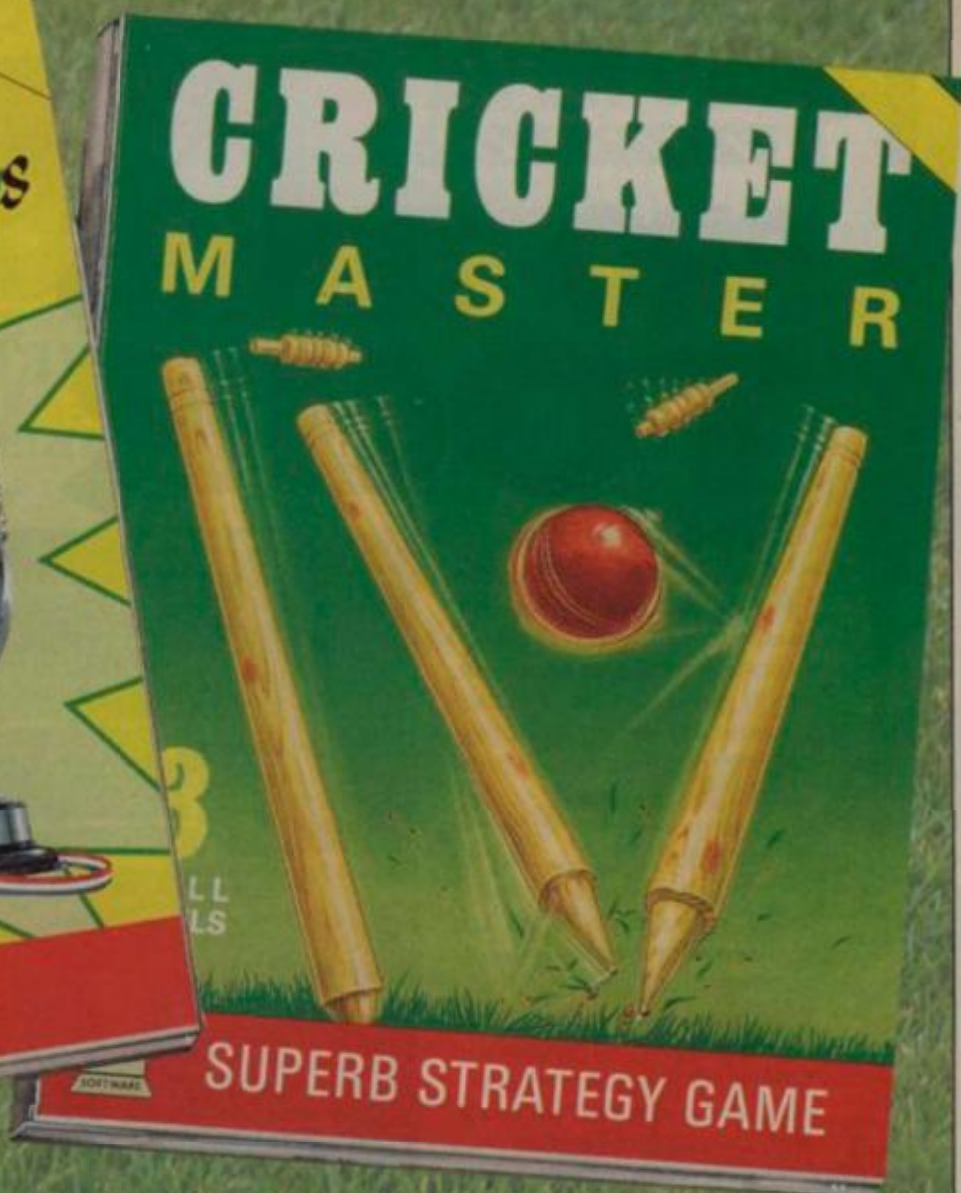


Based on the best selling book Red Storm Rising by Tom Clancy, Larry Bond co-author. Copyright 1986 by Jack Rye Enterprises Ltd. and Larry Bond. All rights reserved.

**MICRO PROSE**  
SIMULATION • SOFTWARE

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326/504412





# TREBLE *Champions*

STUNNINGLY REALISTIC STRATEGY GAME

Can YOU Win the League Championship, The F.A. Cup and the League Cup?

An Amazing range of Realistic Features and Superb Gameplay combine to create all the Tension, Drama and Excitement of Football Management as you compete for Soccer Glory and THE TREBLE.

With the choice of 3 Skill Levels and the Option to Start in any of the 5 Divisions, TREBLE CHAMPIONS offers a Real Challenge to all Football/Strategy fans from the Beginner to the Expert.

"Treble Champions is possibly the most complete football strategy game to date... It is large, complex and, most importantly, addictive." OVERALL 88% Your Commodore.

# CRICKET M A S T E R

A SUPERB STRATEGY GAME

All the Action and Excitement of one day International Cricket is captured in this Amazingly Realistic Strategy Game.

As TEAM CAPTAIN you will be responsible for Team Selection and your teams Batting and Bowling Tactics, which you can vary from over to over to suit your Match Tactics and the Weather, Wicket and Outfield conditions.

With a Superb Range of Features, Options and Outstanding Gameplay, CRICKET MASTER lets you make the Tactical Decisions that will determine the outcome of each game.

Can YOU succeed in First Class Cricket and Captain your side to Victory against the World's Top Teams?



MATCH SCREEN - Full League Programme and FA. Cup and League Cup.



SQUAD DETAILS - 100 Teams - Details of over 1500 individual players.



FULL LEAGUE TABLE and Results and League Tables for ALL 5 Divisions.

SPECTRUM SCREEN SHOTS



BATTING & BOWLING ANALYSIS



MATCH OVERVIEW & INFORMATION BOARD



SCOREBOARD & RUN RATES

Spectrum Tape £9.95 - Commodore Tape £9.95 - Amstrad Tape £9.95  
Amstrad Disc £13.95 - Amiga and Atari Versions Coming Soon £19.95

Spectrum Tape £8.95 - Spectrum Disc £12.95 - Commodore Tape £8.95  
Amstrad Tape £8.95 - Amstrad Disc £12.95

CHALLENGE  
SOFTWARE

## NOW YOU'RE THINKING

Challenge Software: 37 Westmoor Road, Enfield, Middlesex EN3 7LE

TRADE ENQUIRIES WELCOME ON 01 443 1936.



# PRO TENNIS TOUR

BY UBISOFT

Winter's practically knocking on the door, the football season is well underway and everyone decides to knock out tennis games. The latest in the considerably lengthy line is this little offering from French firm Ubisoft and, unlike a lot of the dross served up of late, this one's a bit of alright.

Pro Tennis Tour (originally called Great Courts Tennis, but changed since we previewed it last month) sticks faithfully to the rules of the game (too close for my liking - I lost most of the time) and the entire world tennis circuit is included, complete with a pretty picture of a famous landmark of the country concerned when you arrive there.

Well-defined sprites dart around centre court, smashing the ball this way and that - in my case, anywhere except where it should go. Sound effects are

▼ *Serving on clay.*

well used, with sampled ball-against-racket effects and clear speech on the loading screen; I was disappointed with the rather flat title tune, however.

To sum up, Pro Tennis Tour is one of the better computerised attempts at this fast-

paced sport, combining challenging gameplay with a high standard of presentation, the two melding together to form a worthwhile package for both tennis fans and computer gamers alike.

**PAUL RAND**

▼ *The outcome of the game hangs on this point!*



### UPDATE

Expect an ST version soon, which will feature almost identical gameplay, slightly weaker graphics and scratchier sampled sound effects.

AMIGA	£24.99
GRAPHICS	81%
SOUND	78%
VALUE	80%
PLAYABILITY	81%

Definitely one of the more enjoyable tennis simulations on the Amiga, with a high standard of polish and a wealth of options to please both fans of the genre and casual players.

**OVERALL 80%**



LET'S GO

# TOOBIN'

THE WORLD'S FIRST INNER-TUBE RACE!  
*The major coin-op arcade game of the year!*

*Toobin' is the wackiest,  
funniest and most  
entertaining  
game ever!*



ATARI ST SCREENSHOTS



© 1989, 1988 TENGEN INC. All rights reserved.  
TM Tengen Inc. TM Atari Games Corporation.  
Programmed by Teque Software Developments Ltd.

**TENGEN**

*The New Name in Coin-Op Conversions.*

**DOMARK**

Published by DOMARK LTD, FERRY HOUSE, 51-57 LACY ROAD,  
LONDON SW15. TEL: 01-780 2224

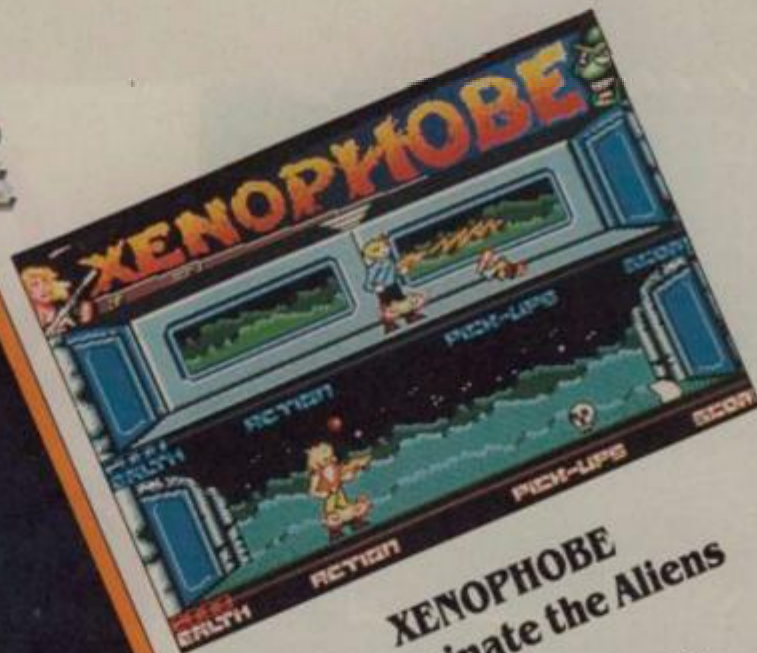
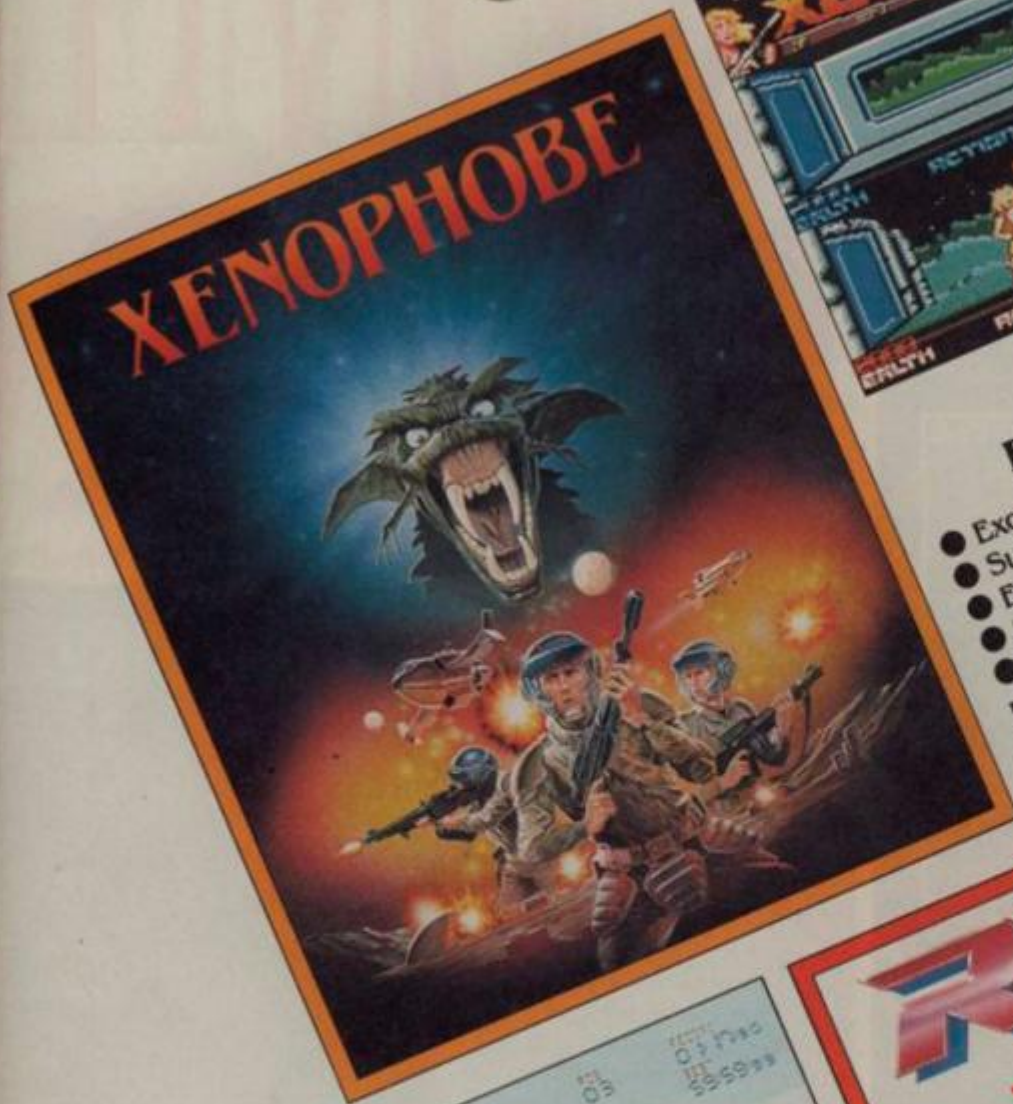
Available for: IBM PC, Atari ST, Amiga,  
Commodore 64 Cassette & Disc, Amstrad,  
Cassette & Disc, Spectrum + 3, Spectrum 48/128.







# MicroStyle



## XENOPHOBE Exterminate the Aliens

- Exciting Arcade Action
  - Suitable for one or two players
  - Excellent scoring system
  - Separate joystick controls available
  - Stunning sound effects
- Now available from MicroStyle for your Commodore 64 cassette £9.95, disk £14.95, Amiga and Atari ST £24.95.



## A Thrilling Motorbike Simulation

- Highly accurate Honda RVF motorbike simulation
  - Excellent graphics
  - Fully realistic controls
  - Digitised engine sound
  - Various levels of difficulty
  - Famous race circuits
  - Championship points system
- Now available from MicroStyle for Atari ST and Commodore Amiga, £24.95.  
Coming soon for IBM PC and compatibles.

## RVF HONDA



MicroStyle

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54526.





▲ Green light! They're off!



▲ Gordon Senna gets off to a roaring start...



▲ ... Until an engine fire forces him to "pit in".

▼ But the pit crew are on hand to save the day.



# CONTINENTAL CIRCUITS

BY VIRGIN/MAS-  
TERTRONIC

As you probably know, Taito's coin-op was originally meant to be called Continental Circuits, but wires got crossed and the translation came out as "Circus"! Strange, but true!

Anyway, the "circuits" in question are a series of eight tracks set around the world: Brazil, America, France, Monaco, Germany, Spain, Mexico and Japan. Each has their own hazards, and some are more difficult than others; Monaco, for example, is almost entirely made up of bends and chicanes, whereas Japan is full of lovely long straights.

On every track you've got to race your way through the field to achieve a qualifying position. At Brazil you start off in 100th place and have to make your way to 80th; by Japan you've got to finish in the top three. Each course also has a strict time limit; crash once and you'll be lucky to finish.

If you hit other cars or roadside obstacles, you set your vehicle alight, and it's time to enter the pits, where the clock is stopped until you're fully repaired. If you don't make a pit stop, you'll eventually blow up, spin off the track and lose valuable seconds.

Although the original coin-op is an enjoyable game, the 8 bit versions have failed to capitalise on the machine's fast action, and the end results are rather rou-



tine Pole Position clones which have been seen before in various guises over the last four years. The pit stop is a neat idea, but really there's little else that's new.

The 16 bit versions look and play similarly to the arcade machine, and are enjoyable and addictive. The only problem is that there isn't a lot of variety in the gameplay, so lasting appeal is questionable. Still, if you're a fan of the original coin-op you should love both versions -



# MENTAL CUS

▼ The first course - lots of nasty bends here.



those not so sure should check out other racing games on the market before making a purchasing decision.

**GORDON HOUGHTON**

<b>ST</b>	<b>£19.99</b>
<b>GRAPHICS</b>	<b>79%</b>
<b>SOUND</b>	<b>62%</b>
<b>VALUE</b>	<b>76%</b>
<b>PLAYABILITY</b>	<b>79%</b>

## SPECTRUM £9.99

*There's very little sense of speed and not much room to overtake opponents, so it soon becomes more annoying than enjoyable.*

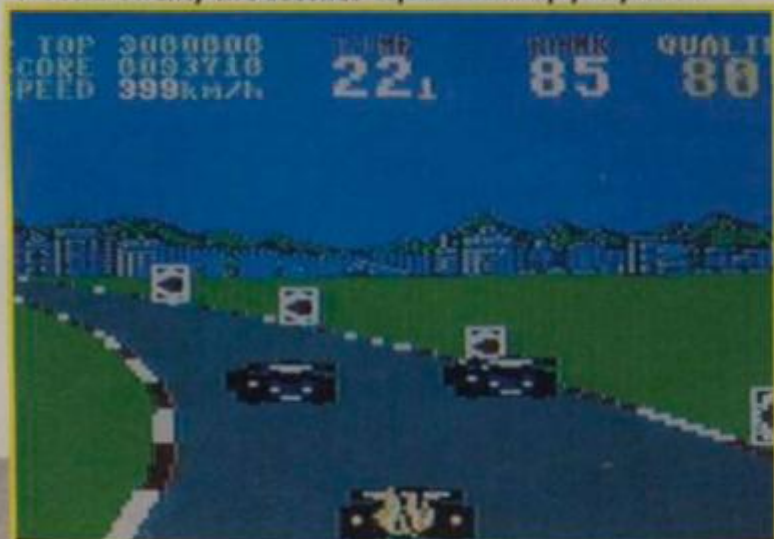
**OVERALL 59%**

*A reasonable enough attempt at the coin-op, but more detailed 3D would have helped. Otherwise it's a pretty nifty race game, as frustrating as it is addictive.*

**OVERALL 79%**



▼ Yeek! Twenty two seconds left to make up five places!



## C64 £9.99

*The graphics and sound do little to emulate the coin-op, and it's far too easy to complete.*

**OVERALL 46%**

## AMIGA £19.99

*The sound could have been better (the engine effects are a bit whiney), but otherwise it's like the ST. It's simple enough until you get to Monaco, then you start smashing up your joystick.*

**OVERALL 79%**

▼ Burnin' up the road?





# CABAL



**The coin-op sensation** that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds - in your favour.

Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face

with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and **FIRE!!!**

<b>SPECTRUM</b>	<b>£8.99</b>
<b>COMMODORE</b>	<b>£9.99</b>
<b>AMSTRAD</b>	<b>£9.99</b>
<b>ATARI ST</b>	<b>£19.99</b>
<b>AMIGA</b>	<b>£24.99</b>

Ocean Software Limited  
6 Central Street - Manchester  
Telephone: 061 832 6633  
Telex: 669977 OCEANS G  
Fax: 061 834 0650

## ocean



# Interphase<sup>TM</sup>

The dreams of the future  
are now reality; fully  
trained professionals  
whose purpose is to  
create optically stored  
REM moments – dreams  
to obliterate the cares  
of waking thought.

Yet the DreamTrack (TM)  
Corporation have created an  
insidious implant within the  
latest DreamTrack (TM) that  
is being mastered for release  
within the labyrinth of the  
Corporation's mainframe  
complex.

As a rogue dreamer, you  
have to enter the mainframe  
and direct your partner to the  
track itself – the minds of  
every future generation will  
be trusting to your skill  
and intellect.



Screenshots from ST version



Atari ST, Amiga, IBM PC and compatibles.

Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 01 928 1454





# Ooze

BY DRAGON-WARE

If your idea of fun is exploring a deserted mansion covered with dust and cobwebs, then you'll probably enjoy Ooze. Especially if bumping into an assortment of ghosts and ghouls doesn't frighten the wits out of you! And of course there's Ooze, too - he's the Master Of Evil who rules the roost at 555 Rue Morgue, where the game is set.

The player takes the role of Ham Burger, who has recently inherited 555 Rue Morgue from his uncle, Cheez Burger, who died in a horrific accident in the cellar there; having just taken up residence, he soon discovers some disturbing things about the place - and it's not just the spiders! However, the resident ghosts turn out to be quite a friendly crowd, and Ham soon decides to join them in an effort to eliminate the feared and hated Ooze.

Ooze is a text adventure,

with a graphics system almost identical to that pioneered by Magnetic Scrolls. This means it's not only a little dated for a new release, but being so obviously similar, it invites comparison - and basically, the graphics are nowhere near as good. On the plus side, there's lively title music, and plenty of decent sound effects, including eerie laughs, creaks, and bumps.

In a text adventure, not surprisingly, it is the text output that makes the game. There is plenty of it, but on the Amiga version I played, 80 column white text on a black background, with no alternative size is a difficult read if you're using a TV. Other foreground colours are available through a COLOR command, but the manual does not list the colour codes.

Room descriptions are long and well written, apart from the odd text decompression glitch; but they tend to lack humour, and are not always well arranged, making it difficult to

### ▲ Checking out the kitchen.

determine the exits and objects of interest in the rooms. Function key F2 lists the exits concisely, and I soon found I was using it automatically each time entered a new room. Other function keys are provided for routine commands, including F3 which is a sort of SCORE, displaying courage, charisma, health, and hit points.

Text output also includes responses to the player, produced by the parser's interpretation of the command entered. This parser leaves a lot to be desired. MOVE SHEETS (on the bed) gives: UNFORTUNATELY I CAN'T SEE LEAVES HERE.

### ▼ Down in the dungeons.

whilst EXAMINE LEAVES when leaves are present, returns: UNFORTUNATELY I CAN'T SEE A FLYER HERE. And as for DUCK, when one of the spooks threw a fireball at me, all I got was: YO! CHILLOUT! I'D PREFER NICE COMPLEX SENTENCES... Yuk!

Overall, the game itself, whilst hardly Infocom standard, is not at all bad, offering an atmospheric haunted house theme. A pity, then, that it is dogged by a number of frustrating little difficulties that, given the hardware of today and the adventure experiences of yesteryear, should be a thing of the past.

KEITH CAMPBELL

### UPDATE

ST, PC and Archimedes versions are planned, and should all be very similar to the Amiga version.

AMIGA	£24.99
GRAPHICS	77%
SOUND	83%
VALUE	79%
PLAYABILITY	70%

A reasonable text-only adventure, but not on a par with the Infocom games that were released recently.

OVERALL 74%





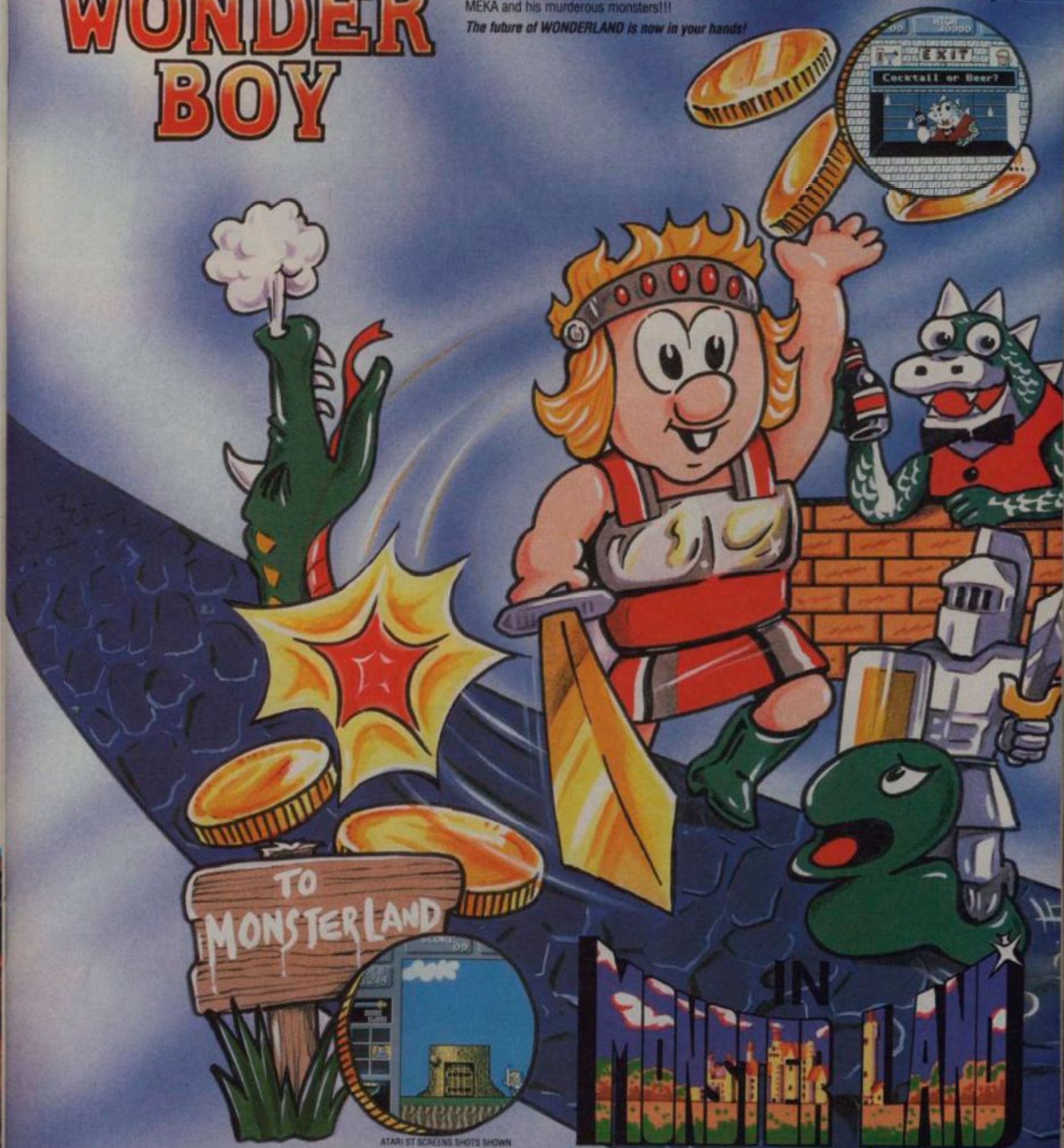
# SUPER WONDER BOY

**Wonderboy is back!** This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.

Collect treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly.

There lies ahead the greatest challenge – a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!!

*The future of WONDERLAND is now in your hands!*



ATARI ST SCREENS SHOTS SHOWN

 **ACTIVISION**

**SEGA**

SUPER WONDERBOY™ and SEGA® are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd, Japan. © SEGA/Westone 1987, 1988. Marketed and Distributed by Activision (UK) Ltd.



Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote reference ACT 1) Consumer Enquiries/Technical Support: Tel: 0734 310003





▲ The Batwing swoops through Gotham's streets on carnival night. ▼ A collision with one cake too many sends the Batwing plummeting groundward.

If you read last month's C+VG, you'll know that we reviewed the 8 bit versions of Ocean's latest mega-licence, which were pretty blimmin' fab. However, when we saw the Amiga version, the difference was so stunning that we just had to give that a full review as well.

The basic format of the game is the same on the Amiga as it is on the other formats. It starts in the scrolling maze of platforms which make up the Axis chemical factory. Criminal genius Jack Napier is up to no good somewhere in the factory and Batman has to dodge his bomb-throwing, gun-toting henchmen to track him down. Batman eliminates Napier's thugs by throwing batarangs at them, and he gets from platform to platform by swinging on his batrope. This section is pretty much identical to the same sections in the other versions, apart from beefed-up graphics and sounds.

The next stage is the first which differs dramatically from the 8 bit versions. The coppers are after Batman because they think he's a criminal, so he has to try and motor back to the Batcave without running into a roadblock. This section takes the form of a traditional 3D driving game. While you're dodging cars on the road, arrows indicate turn-offs you should take to avoid the roadblocks. However, the Batmobile is moving at such speed that Batman has to use a grappling hook to grab a lamp post as it flashes past, and then swing his steed around the corner. You get three chances at

each turn - after that, expect Mr Plod on the horizon.

This section is brilliantly done. Not only are the sprites and sounds superb, the 3D is very well accomplished indeed and the feeling of speed is tremendous. In fact the only time I've seen a better 3D sequence than this on the Amiga is in part four of this game! Hardly surprising since they both come from the programmer behind the amazing Spectrum conversion of Chase HQ which is coming at Christmas.

Once at the Batcave, Batman has to analyse a number of household products which Jack Napier, now The Joker, has poisoned. Select three products at a time, and the Batcomputer reports how many of the three are contaminated, but not which ones. Like the old Mastermind game, you have to solve the puzzle by a process of elimination. This bit's nicely done, but it's dead easy so it won't be long before you can pass on to stage four.

▼ Swinging through the Axis chemical factory.



# BAT



Like stage two, this is a 3D trip through the streets of Gotham City, except this time it's carnival day and you're flying the Batwing. There are huge balloons lining the street, but unbeknownst to the authorities, the Joker has filled them with deadly Smilex gas. To save the carnival-goers, you have to fly the





# BATMAN

BY OCEAN



▼ US oh. Looks like the end of the road for the Batman.

▲ The batmobile swings down a side street.



**C+VG  
HIT!**

credible - whopping scenery sprites whizz out of the screen really smoothly. The level of graphic detail is exemplary and even extends to the Batwing producing a shower of sparks if you scrape it along the ground. Quite simply, this is the most effective bit of sprite-based 3D gamery I've ever seen on the Amiga, and it's almost worth buying the game just for this bit!

After that, the last section, set in Gotham Cathedral, is a wee bit of an anti-climax. Using his batrope, Batman has to climb from platform to platform towards the Joker who is holding

Vicki Vale at the top of the Cathedral. He can use his batarang to bump off the henchmen but he can only dodge the rats which nibble at his batboots, robbing him of energy.

Although these platform sections, and even the batcomputer bit, are very well done, they are very much overshadowed by the spectacular 3D sequences. That's nothing to complain about though, because for your £25 you're getting five excellent games which are guaranteed to keep your eyes glued to the monitor into the small hours for a very long time. Ocean have definitely got a live one here.

**PAUL GLANCEY**

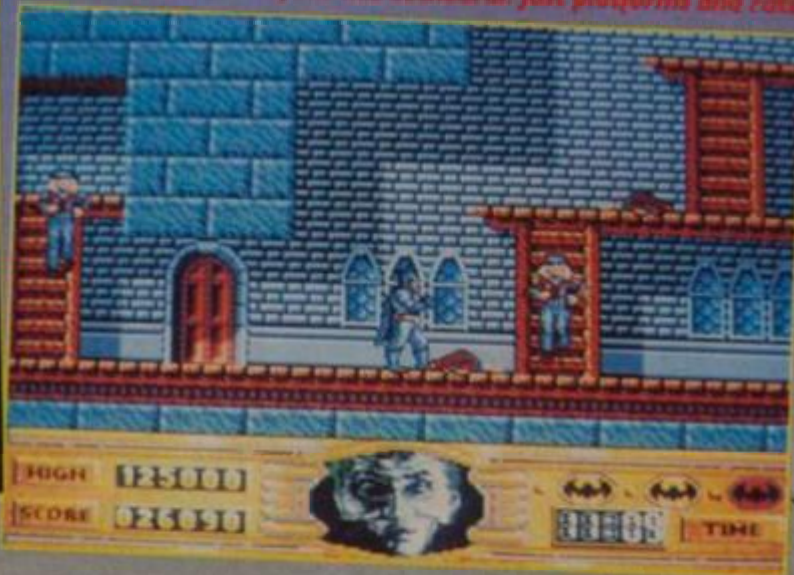
## UPDATE

The ST version should be out and about by the first week in November and will have the same 3D features as the Amiga version. Look out for it.

Batwing through the balloons' guy ropes so that they float up out of harm's way. Getting your altitude right as the road rocks up and down is essential, as exploding a balloon releases its gas, and running into a balloon anchor damages the Batwing.

This section is the real stunner. It's a simple sort of game, but the visual impression is in-

▼ No pews or choirboys in this cathedral. Just platforms and rats.

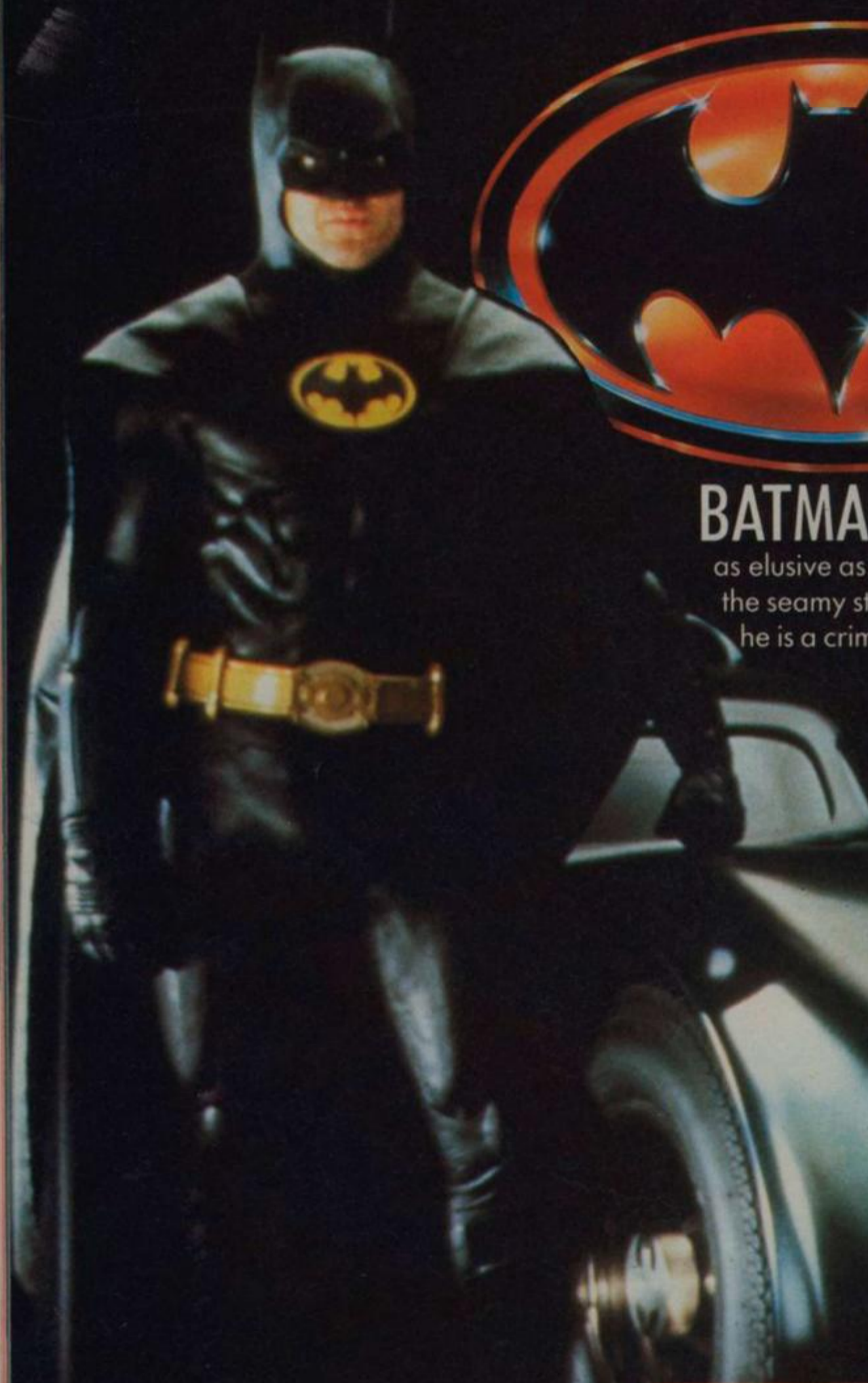


<b>AMIGA</b>	<b>£24.99</b>
<b>GRAPHICS</b>	<b>93%</b>
<b>SOUND</b>	<b>86%</b>
<b>VALUE</b>	<b>95%</b>
<b>PLAYABILITY</b>	<b>89%</b>

Superb graphics and sound and great five part game-play carry off Ocean's best game of the film yet.

**OVERALL 93%**





TM

**BATMAN** is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – **BATMAN.**



TM & © 1994 DC Comics Inc.

Ocean Software Limited - 6 Central Street - Manchester - M2 5NS  
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650





**QuickShot**<sup>®</sup>  
JOYSTICKS

**ONE THING  
MAKES THEM BETTER THAN  
THE REST....**

*Performance*





▲ The gang's bridgebound antics will have you rolling about.

# THE UNTOUCHABLES



▲ Shotgun slugs is the only language these street slime understand.

When the cost of a prohibition racket is the lives of innocent people, it's time for the law to get tough. Enter, please, Mr Elliot Ness and his team of Untouchables, a group of guys who have the power to do whatever they want in the cause of civilian safety (so long as what they do is vaguely legal, that is). Untouchables, the game, deals with Ness's battle against that most famous of Godfathers, Al Capone.

Based around the critically-acclaimed film starring Sean Connery and Kevin Costner, The Untouchables puts you through six levels of hoodlum hassling.

Stage One, a multidirectionally scrolling platform shoot 'em up sees you in the derelict warehouse which Capone's gang use as their base. Here, you must gather together the evidence required to move in for the kill

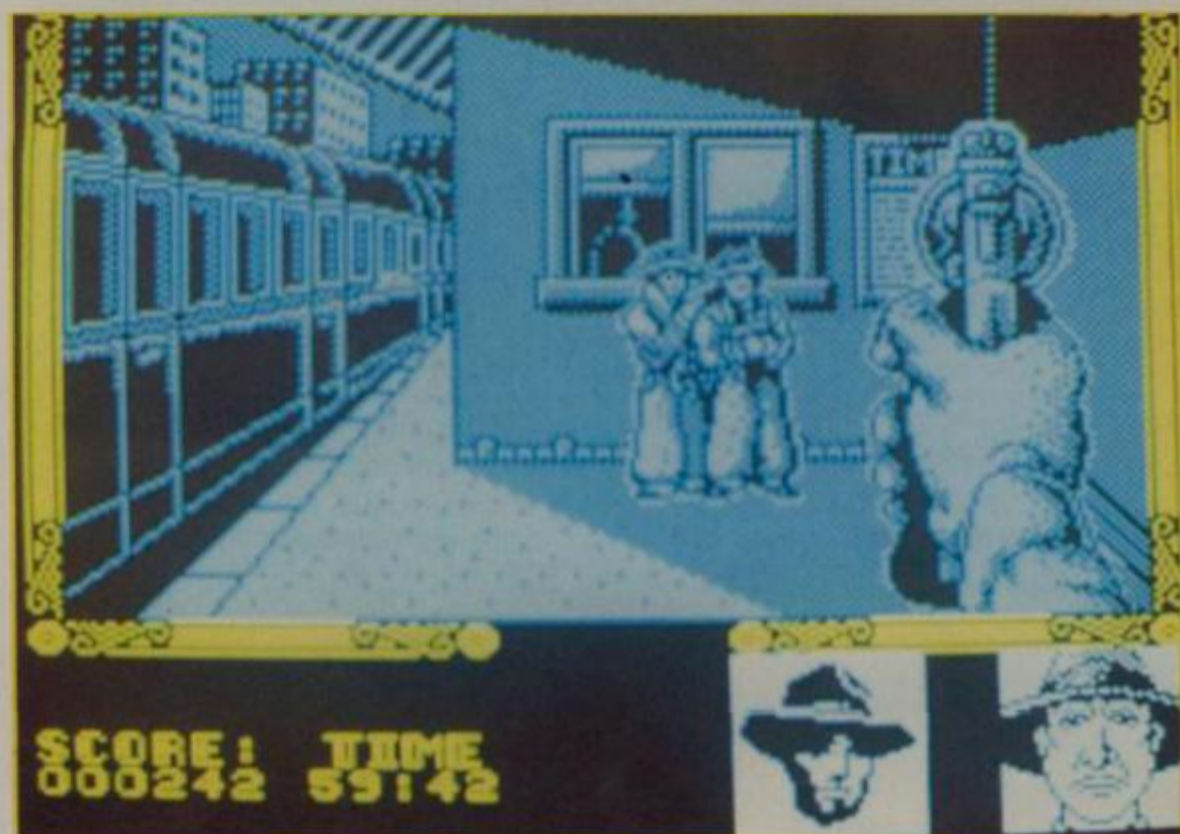
and break up Capone's empire. It's just you against the best (or worst!) of Chicago's villains.

Further levels, all of which are taken directly from scenes from the movie, include a second-person perspective 3D

▼ More action in the alley, this time







▲ Don't shoot the accountant!

# UNT TOUCHABLES

shootout in a dark, city alleyway; another second-person perspective shootout, but this time set on a bridge, with your team rolling around the floor, wasting baddies and trying desperately not to be shot; a madcap chase

on the Spectrum.

**C+VG  
HIT!**

down a long flight of stairs as Ness attempts to rescue a runaway baby, complete with pram,

while removing any threat from hoodlums, and finally a gun battle across the rooftops with a pistol-packing bad-lad.

Ocean seem to enjoy producing multi-event film licenses, what with Robocop, Batman and now this. As with the other two, The Untouchables is a cut above the usual movie-based guff which we're constantly subjected to, combining relatively simple gameplay with a high

▼ Save the baby!



level of presentation to produce a great game.

Perhaps the programmers have gone just a little too far on the aesthetic side of the 64 version though; sometimes, because of the large quantity of colour on screen, it's difficult to make out who's shooting at who. Apart from that one minor gripe (don't worry, it's more an annoyance that a detriment to the game's enjoyment), The Untouchables is a well thought out package which will find a niche in most people's software collections. It won't be as big a hit as Ocean's two earlier movie games, but those who buy it won't be disappointed.

**PAUL RAND**

## UPDATE

Expect Amstrad, ST and Amiga Untouchables to hit the streets around mid-November, at 9.99, 19.99 and 24.99 respectively. All will follow along the same lines as the C64 and Spectrum conversions, although the 16-bit titles will benefit by better graphics and sound effects.

C64	£9.99
GRAPHICS	83%
SOUND	79%
VALUE	82%
PLAYABILITY	85%

An absorbing mish-mash of game styles make The Untouchables a great film tie-in.

**OVERALL 83%**

**SPEC £9.99**

While the gameplay is virtually identical to the C64 version, monochrome graphics ensure that the on-screen action is easier on the eye, as well as giving the player the feeling of watching a 50s black and white film. Brilliant.

**OVERALL 85%**



# A COMPILATION TO BEAT ALL COMPILATIONS

SEGA

**THUNDERBLADE™**

Hold on to your stomachs, unscramble your brains for the journey of a lifetime in the most advanced Helicopter gunship ever conceived.

**L.E.D. STORM™**

CAPCOM™

The road race game of the year, puts you in control of a high powered futuristic vehicle through nine fast, furious and hazardous stages.

ATARI  
GAMES



**BLASTEROIDS™**

Battle your way through Sectors and Galaxies riddled with asteroids and deadly enemy ships.

**INDIANA JONES™**

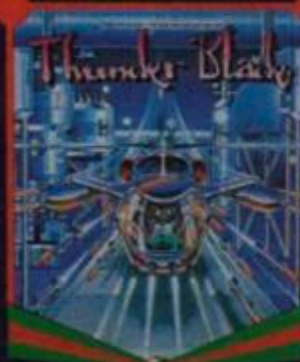
Indy's quest is to recover the sacred and powerful SANKRA STONE and free the enslaved children of MAYA PORE. Only you can help him!

**IMPOSSIBLE MISSION II™**

EPYX

One of Epyx's all time greats. The evil Elvin Atombender is back in power. Your mission - infiltrate and neutralize his five tower strongholds.

# WINNERS!



THUNDER BLADE™

L.E.D. STORM™

INDIANA JONES & TEMPLE OF DOOM™

BLASTEROIDS™

IMPOSSIBLE MISSION II™

THE CHAMPION OF ...

...GAMES COMPILATIONS

The greatest names with the greatest games together in one mind-blowing compilation so you can see why we've called it WINNERS.



**U.S. GOLD™**

CBM 64/128 SPECTRUM 48/128K & AMSTRAD CASSETTE & DISK  
AMIGA & ATARI ST (Excluding Temple of Doom)

"WINNERS DO IT FROM THE FRONT!"

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX, Tel: 021 625 3388.



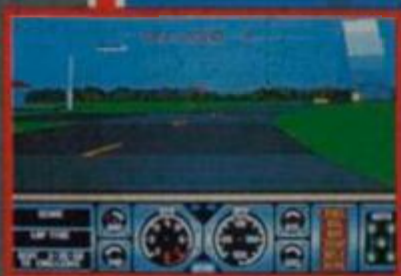
# Hard Drivin'

A TRUE THREE-DIMENSIONAL WORLD  
PRESENTED ON THE SCREEN

Atari ST Screenshots!



EXCITING STUNT TRACK  
WITH A 360-DEGREE LOOP!



QUALIFY AND CHALLENGE  
THE TOP HARD DRIVER!



## THE ULTIMATE DRIVING SIMULATOR

— that leaves all other driving games behind!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners, weave in and out of the traffic and avoid oncoming cars!

Hard Drivin', available for your home computer, is not just the best game on offer — it's a whole new driving experience.

Take Hard Drivin' for a test drive today!



© 1985 Tengen, Inc. All rights reserved.  
by Atari Games Corporation  
Programmed by Jürgen Friedrich, MSB, Binary Design, B. St.

### TENGEN

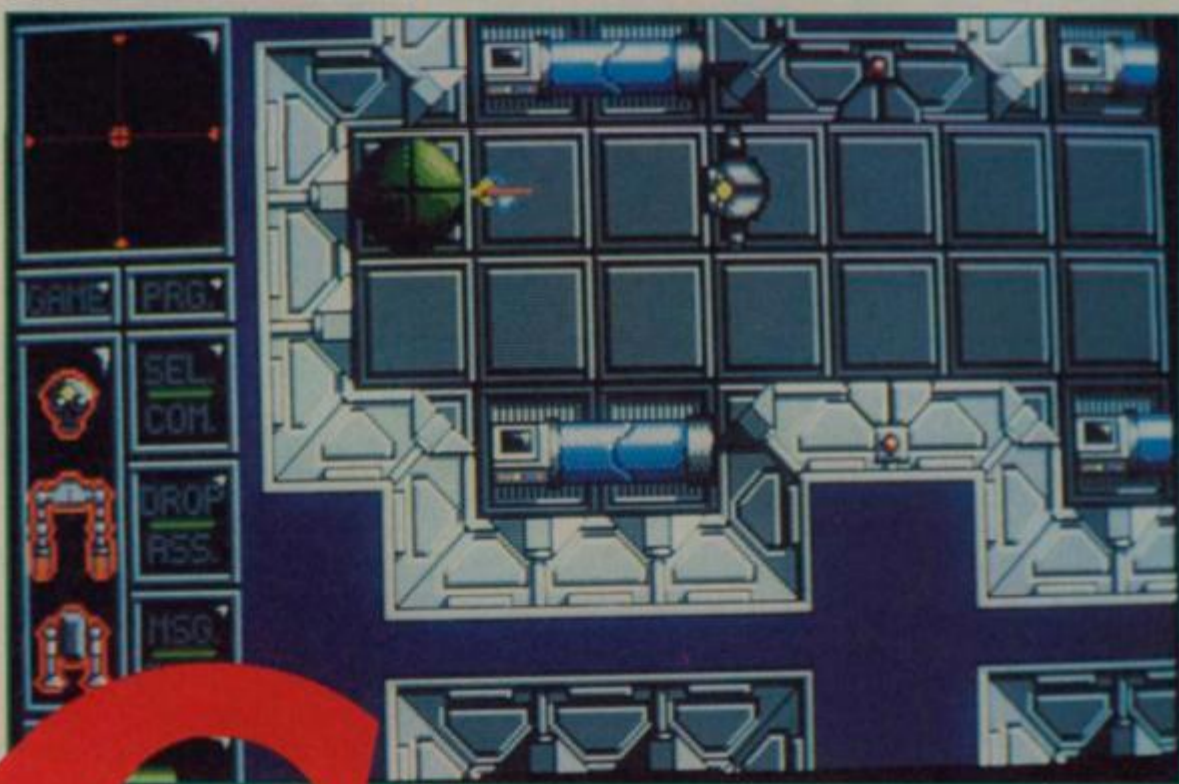
The Name in Coin-Op Conversions.

Domark Ltd, Ferry House, 51-57 Lacy Road, London  
SW15 1PR Tel: 01-780 2222

IBM PC · Amiga · Atari ST · Commodore 64 · Amstrad · Spectrum

# DOMARK





BY RAINBIRD

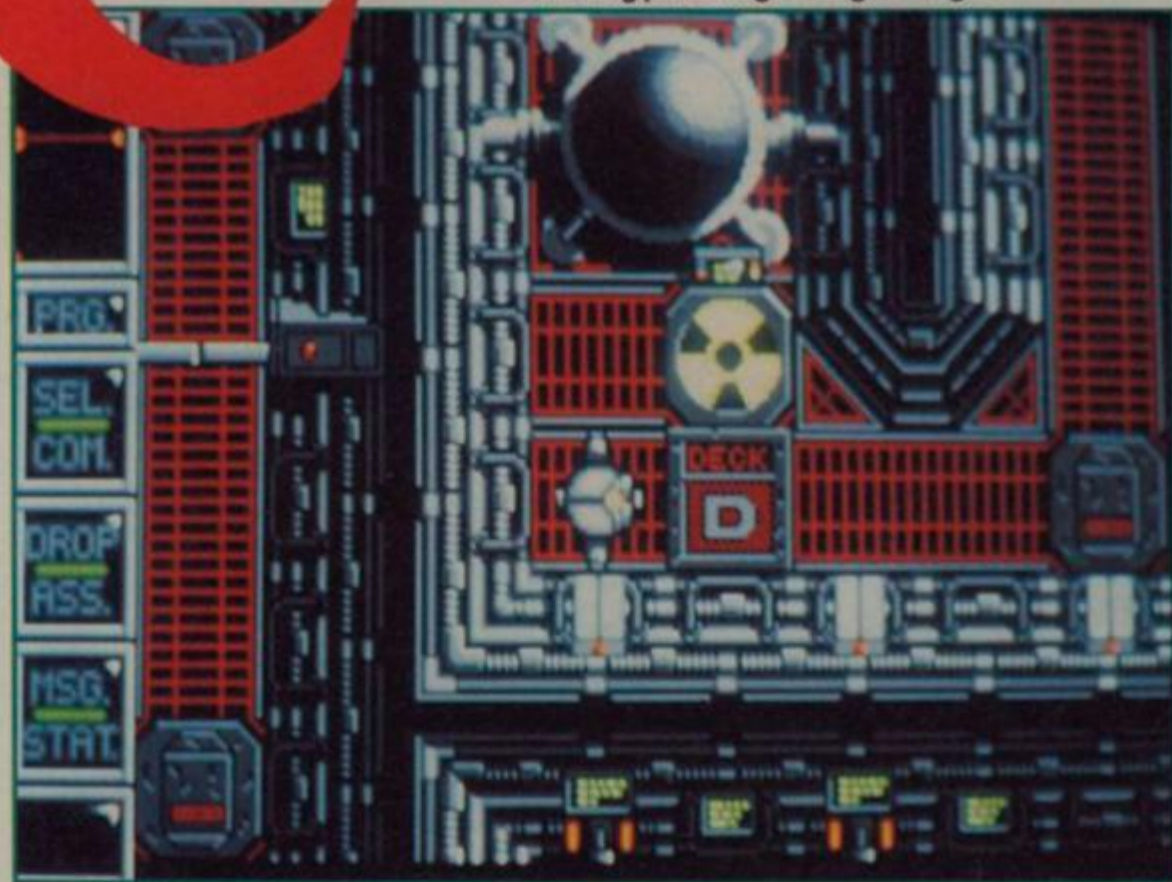
▲ Blam the seed pod!

Your space station's been infested by alien insectoid wrecking crews, and wouldn't you know it, Rentokill's deep space surcharge is just beyond your budget. The only thing to do is to set up a communications beam from your distant spaceship, then use it to remotely control a maintenance droid. The droid has to do his best to eradicate the aliens from all four labyrinthine station decks, while looking for the four parts of a teleport device. Once they're assembled he can teleport to the alien mothership, plant a bomb, destroy it and save the solar day.

The droid comes in three bits which have their own weapons and power sources, allowing them to operate independently or as a combination. When separated, you can flip between overhead views of each component's surroundings, so

# CONTACT

▼ Checking for damage in Engineering.



uniting them is just a question of programming each bit to go to a deck-to-deck teleporter and moving them all to the same part of the station.

Once they're together, you can get down to a serious search. The teleport parts are all in locked lockers, so the droid needs to find the pass to unlock the locker and bulkhead doors on a deck. For these, he has to search unlocked lockers, which can also hold tools to repair damaged consoles and parts which he can assemble into weapons such as proximity mines or deck cannons.

Luckily for him, the aliens don't see the droid as much of a threat, so he doesn't have to worry about them zapping him too much. However, they come in a multitude of forms, some more dangerous than others. The real pain is the pupal Sucker which wriggles around sucking away at your energy if it finds you. Blockers are like large beet-



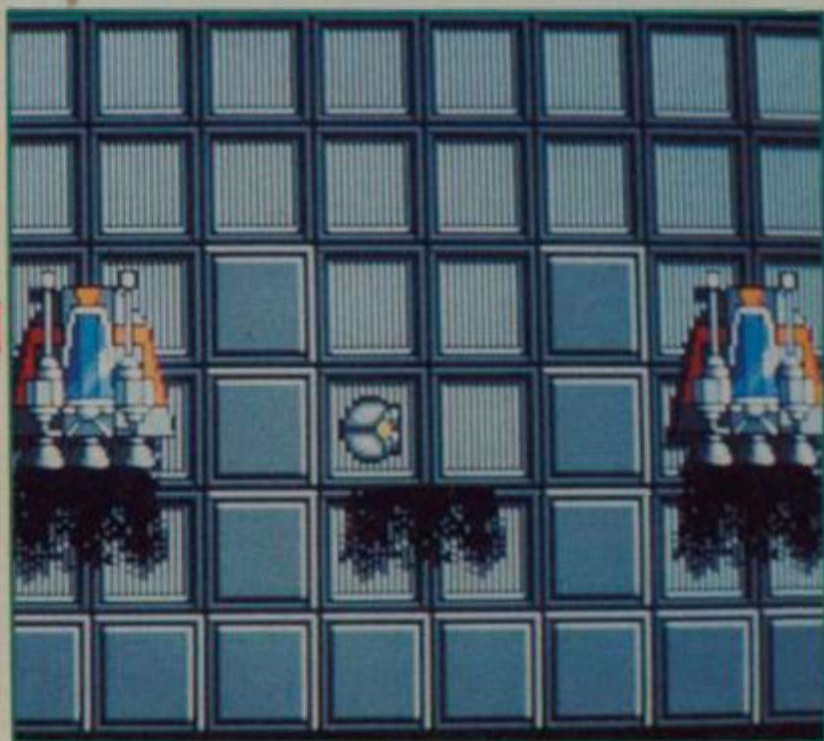
les - slow, but if you shoot one, it sits down and draws its legs under its shell, blocking the corridor until you pump a load of laser into it.

If you kill an alien anywhere, it transmits sympathy waves to the nearest alien pod, which pops open and gives birth to another blocker. So, to clear the ship, you have to destroy each pod with a mine, then lock up that section of the station with a deck pass, making sure any damaged computers and communications have been repaired first.

Damage level and repairs for

play is much more strategy than blasting, but the task is very engrossing indeed. It's lucky you can save the game to disk because there's so much to do. However the fact that there's so much in the game means you can play it for ages without getting bored. It's a shame that the robot's inertia makes the joystick control tricky to handle, but as far as I can see, that is the only real flaw in an otherwise excellent game. Thinking gamers, check it out.

**PAUL GLANCEY**



▲ *Wandering the flight deck.*

both the droid and the ship are two of the things you have to keep a constant check on. If the aliens completely wreck the ship's communications facilities, contact with the droid is lost and it's game over. If they wreak havoc on the engineering deck they can damage the reactors and leave decks running on reduced power with emergency lights only.

It's neat touches like this which really add to the atmosphere, and it's on that score that Contact really makes an impact. As well as the red emergency lights, there are a load of features taken from SF movies. One of the decks is very Nostro-mo-esque, the monsters and their mothership are also reminiscent of Alien and even the way the robot walks is rather Robocopy.

Although the robot's equipped with a laser, the game-

## UPDATE

*Expect an Amiga version soon with improved graphics and sound and, the programmers hope, a scrolling display replacing the ST's flick-screen one.*

**ST £24.99**

**GRAPHICS 84%**

**SOUND 70%**

**VALUE 75%**

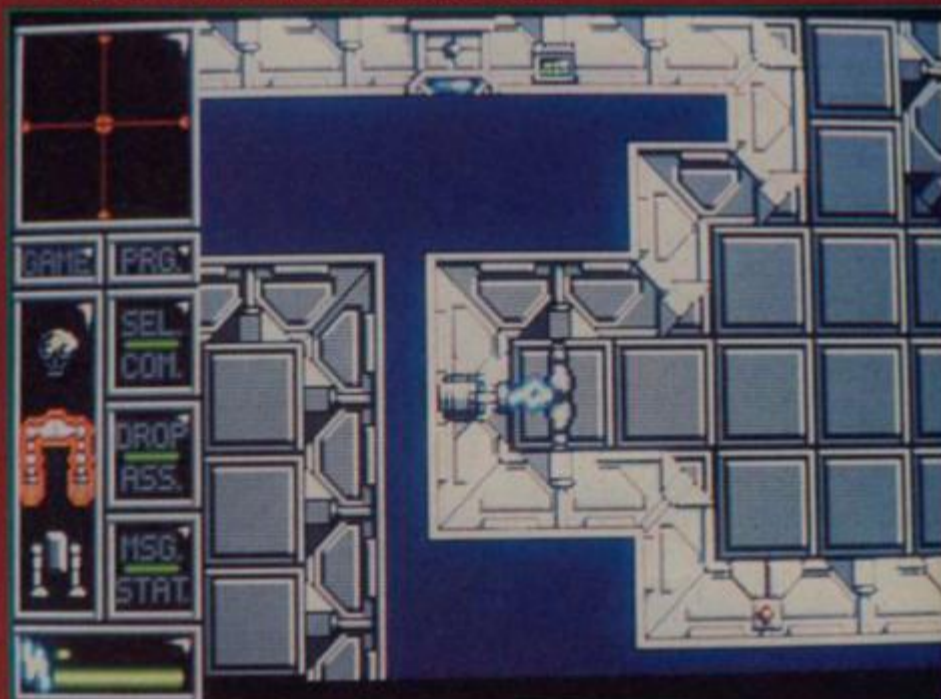
**PLAYABILITY 83%**

*Tangible atmosphere and lots of playability make Contact much more than just another maze game.*

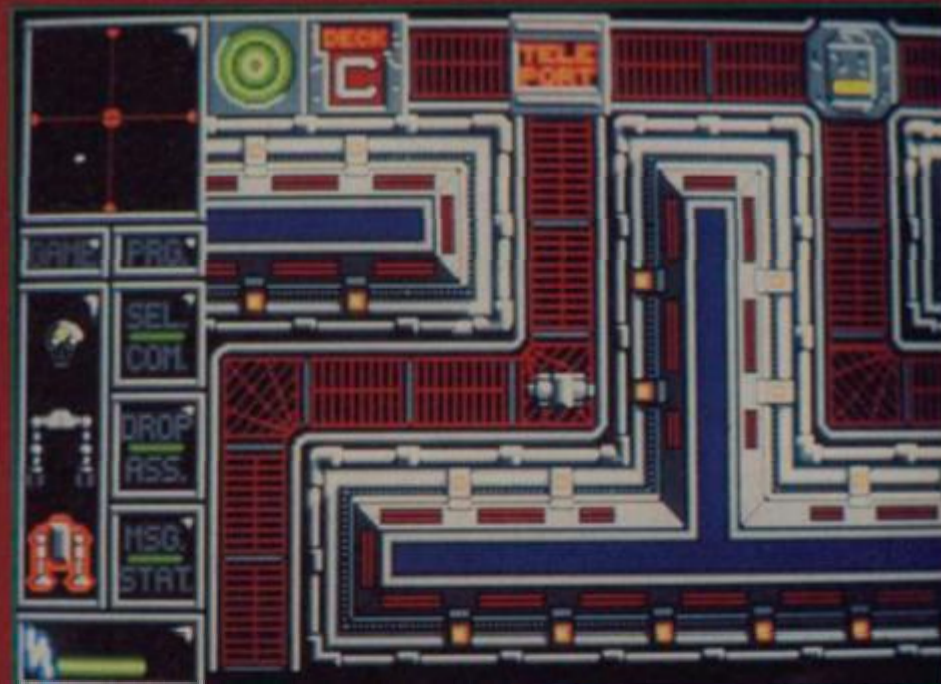
**OVERALL 81%**



▲ *No problems with that computer console.*



▲ *The torso plugs in and recharges.*



▲ *The leg section heads for the teleport.*



# FIGHTER BOMBER



**ACTIVISION**

SIMULATION SOFTWARE

**FIGHTER BOMBER** The future of 3D simulation software

Available soon on Commodore Amiga, Amstrad cassette and disk,  
Atari ST, Commodore 64 Cassette and Disk, MSDOS, Spectrum cassette.

**RING 0734 310003 NOW FOR FURTHER INFORMATION**



## AMIGA TOP 20

1	(7)	New Zealand Story	Ocean	88%
2	(14)	Robocop	Ocean	90%
3	(1)	Populous	EA	94%
4	(-)	Honda RVF	Microprose	82%
5	(12)	Test Drive 2	Accolade	90%
6	(3)	Kick Off	Anco	84%
7	(11)	SEUCK	Palace	70%
8	(-)	Rick Dangerous	Firebird	87%
9	(8)	Lords Rising Sun	Mirrorsoft	88%
10	(-)	F16 Combat Pilot	DI	76%
11	(5)	Silkworm	Virgin	87%
12	(2)	Forgotten Worlds	US Gold	92%
13	(10)	Lombard Rally	Mandarin	83%
14	(-)	Indiana Jones	US Gold	81%
15	(4)	Falcon Missions	Mirrorsoft	93%
16	(-)	Vigilante	US Gold	81%
17	(-)	Promised Lands	EA	85%
18	(-)	Grand Prix Circuit	EA	75%
19	(-)	3D Pool	Firebird	81%
20	(6)	Dragon Ninja	Ocean	75%

Microprose's Honda RVF rides straight in at number four while Ocean's fab arcade conversion knocks the mighty Populous off top spot. The Populous Promised Lands disk enters the chart, and considering the success of the parent game, this add-on is bound to do well.

### PAUL'S TIPS

**BATMAN:** I'll eat my ham salad roll if this amazing licence isn't in the top five this time next month.

**RAINBOW ISLANDS:** Missed this chart, but it'll be in the top ten next time, you wait and see.

**XENON II:** Another one released to late for this chart, but it'll flying high next month.

### OUTSIDE BET

**LIGHT FORCE:** A rather fab compilation from Ocean, comprising IK+, Voyager, R-Type and Batman the Caped Crusader.

It's a month of new entries, most successful of which is Elite's compilation (containing such classics as Buggy Boy and Ikari Warriors) which shoots straight up the chart to the number two slot. Amazing that Falcon and Lombard Rally are still hanging around the top ten almost a year after their release.

### PAUL'S TIPS

**XENON II:** Not on the streets in time for this chart, but it's got to be a chart-topper next month.

**RAINBOW ISLANDS:** Again, won't be out until next month, but when it is, watch it climb!

**BATMAN:** Ocean's mightiest licence yet - it's gonna be kickin' ass very soon!

### OUTSIDE BET

**QUARTZ:** Paul Shirley's nifty shoot 'em up deserves heaps of success.

## ATARI ST TOP 20

1	(8)	New Zealand Story	Ocean	88%
2	(-)	Story So Far	Elite	85%
3	(2)	Robocop	Ocean	90%
4	(-)	Indiana Jones	US Gold	81%
5	(7)	Falcon Missions	Mirrorsoft	88%
6	(4)	Kick Off	Anco	84%
7	(9)	Falcon	Mirrorsoft	93%
8	(14)	Lombard Rally	Database	83%
9	(3)	Forgotten Worlds	US Gold	87%
10	(-)	Rocket Ranger	Mirrorsoft	80%
11	(-)	Rick Dangerous	Firebird	87%
12	(12)	Out Run	Klassix	75%
13	(5)	Silkworm	Virgin	84%
14	(16)	F16 Combat Pilot	DI	79%
15	(13)	Licence To Kill	Domark	80%
16	(20)	Kult	Infogrames	85%
17	(11)	Dragon Ninja	Ocean	81%
18	(6)	Battle Chess	EA	82%
19	(-)	Postman Pat	Alternative	69%
20	(-)	Promised Lands	EA	88%

### HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.



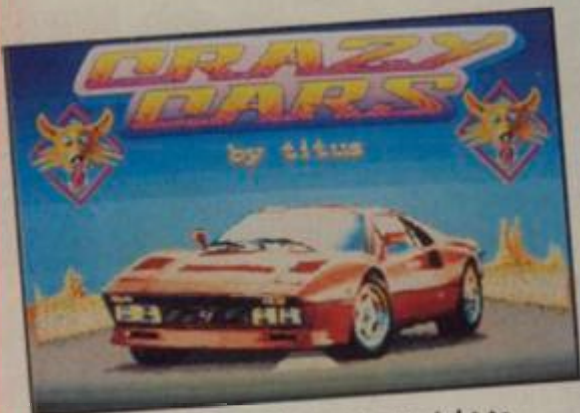
## ALL FORMATS



▲ Op wolf - still in the charts since Christmas!



▲ Monte Carlo Casino just nudges its way in.



▲ A budget Crazy Cars motors right to the top.



▲ Cheap Jack nips in at the bottom of the chart.

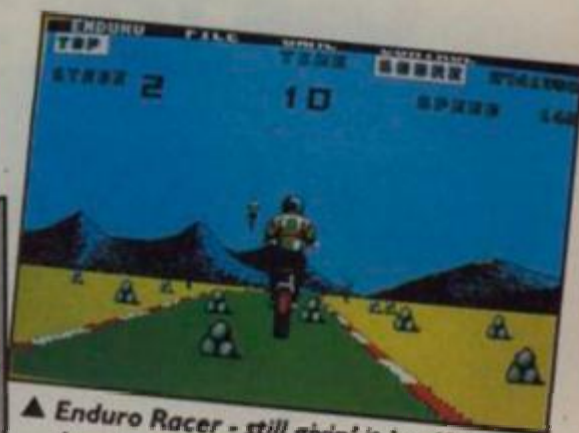
		GAME	COMPANY
1	(-)	CRAZY CARS	HIT SQUAD
2	(-)	INDIANA JONES	US GOLD
3	(2)	GREEN BERET	HIT SQUAD
4	(1)	ROBOCOP	OCEAN
5	(3)	ENDURO RACER	HIT SQUAD
6	(4)	YIE AR KUNG FU	HIT SQUAD
7	(5)	DT'S DECATHLON	HIT SQUAD
8	(7)	POSTMAN PAT	ALTERNAT
9	(8)	MiG 29	CODE MAS
10	(-)	N ZLAND STORY	OCEAN
11	(19)	CRAZY CARS 2	TITUS
12	(-)	SCOOBY DOO	ENCORE
13	(6)	DRAGON NINJA	OCEAN
14	(-)	M CARLO CASINO	CODE MAS
15	(-)	BATMAN	OCEAN
16	(-)	OPERATION WOLF	OCEAN
17	(15)	T I DIZZY	CODE MAS
18	(-)	SUMMER GAMES	KIXX
19	(-)	JACK THE NIPPER	KIXX
20	(-)	FAST FOOD	CODE MAS

After topping the Gallup chart for over six months, Ocean's record-breaking Robocop has finally lost its number one slot to Crazy Cars. Thanks to the success of the film, Indy has



# GAMES TOP 20

ANY	SPEC	AMS	C64	ST	AM
QUAD	●	●	●	●	●
LD	●	●	●	●	●
QUAD	●	●	●	-	-
	●	●	●	●	●
QUAD	●	●	●	●	-
QUAD	●	●	●	●	●
QUAD	●	●	-	-	-
NATIVE	●	●	●	●	●
MAST.	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
E	●	●	●	-	-
	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	●
MASTERS	●	●	●	-	-
	●	●	●	-	-
	●	●	●	-	-
MASTS	●	-	●	-	-



▲ Enduro Racer - still givin' it 'andful, but dropping two places.



▲ The Indy action game - whipping the opposition.



▲ The Caped Crusader fights the onslaught of crime and 8 bit budget games.



▲ A rereleased Scooby bounces into twelfth place.

at last found a foothold for his arcade game, which has shot straight to number two. Ocean's fab New Zealand Story conversion has finally charted and is slowly climbing the ranks.



## C64 TOP 20

1	(-)	Crazy Cars	Hit Squad	55%
2	(4)	Green Beret	Hit Squad	81%
3	(-)	Pitstop 2	Kixx	85%
4	(1)	Enduro Racer	Hit Squad	38%
5	(2)	Robocop	Ocean	84%
6	(-)	Indiana Jones	US Gold	80%
7	(-)	Scooby Doo	Encore	61%
8	(7)	SAS Combat	Code Mast	64%
9	(-)	Summer Games	Kixx	77%
10	(8)	Yie Ar Kung Fu	Hit Squad	79%
11	(-)	New Zealand Story	Ocean	83%
12	(18)	Operation Wolf	Ocean	92%
13	(-)	Double Dragon	Melbrne Hse	45%
14	(17)	Dragon Ninja	Ocean	80%
15	(-)	Batman	Ocean	80%
16	(-)	Tennis	Hit Squad	75%
17	(-)	Spitfire 40	Alternative	49%
18	(-)	Rally Cross	Code Mast	77%
19	(-)	Forgotten Worlds	US Gold	84%
20	(5)	1942	Encore	67%

AMAZING!! A full price game knocks *Treasure Island Dizzy* off his perch! Still, we told you the Indy action game was good. The rest of the budget gang do a reshuffle and they're joined by some smart new cheapos. Strange that *Crazy Cars*, which isn't the best of the new bunch, climbs highest.

### PAUL'S TIPS

**NEW ZEALAND STORY:** Currently climbing the chart slowly but should make it to the top for next month.

**BATMAN:** Sure to cash in on the hysteria surrounding the movie.

**DRAGON SPIRIT:** One of Do-mark's best Tengen conversions to date.

### OUTSIDE BET

**DARK FORCE:** Undoubtedly one of the best value for money Spectrum compilations yet.

AMAZING!! A full price game knocks *Treasure Island Dizzy* off his perch! Still, we told you the Indy action game was good. The rest of the budget gang do a reshuffle and they're joined by some smart new cheapos. Strange that *Crazy Cars*, which isn't the best of the new bunch, climbs highest.

### PAUL'S TIPS

**NEW ZEALAND STORY:** Currently climbing the chart slowly but should make it to the top for next month.

**BATMAN:** Sure to cash in on the hysteria surrounding the movie.

**DRAGON SPIRIT:** One of Do-mark's best Tengen conversions to date.

### OUTSIDE BET

**DARK FORCE:** Undoubtedly one of the best value for money Spectrum compilations yet.

## SPECTRUM TOP 20

1	(-)	Indiana Jones	US Gold	81%
2	(-)	Crazy Cars	Hit Squad	60%
3	(1)	Treasure I Dizzy	C Masters	75%
4	(7)	Green Beret	Hit Squad	85%
5	(3)	Postman Pat	Alternative	70%
6	(2)	Enduro Racer	Hit Squad	87%
7	(5)	D T's Decathlon	Hit Squad	69%
8	(-)	Monte Carlo Casino	Code Mast	77%
9	(14)	Shanghai Warriors	Players	79%
10	(4)	MiG 29	Code Mast	35%
11	(6)	Robocop	Ocean	95%
12	(-)	Jack the Nipper	Kixx	77%
13	(-)	Scooby Doo	Encore	75%
14	(13)	Crazy Cars 2	Titus	70%
15	(-)	Superkid	Atlantis	72%
16	(18)	Fast Food	Code Mast	59%
17	(-)	Pro Powerboat Sim	Code Mast	70%
18	(8)	McGuigan Boxing	Mastertronic	74%
19	(16)	Gauntlet 2	Kixx	78%
20	(-)	Double Dragon	Melbrne Hse	55%

### C+VG STAFF CURRECNT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS, WONDERBOY III (CD-ROM), ORDYNE

PAUL GLANCEY: GHOULS 'N' GHOSTS, ROCK ON, XENON II

PAUL RANDY: GHOULS 'N' GHOSTS, SHINOBI, CONTINENTAL CIRCUS



# CONTINENTAL CIRCUS



Prove to the racing world that you have the guts and determination to become a Formula One Driver. Take the challenge of the CONTINENTAL CIRCUS, consisting of eight races in eight different countries. YOU MUST NOT FAIL!



AMIGA



ATARI ST



CBM64/128



SPECTRUM



AMSTRAD

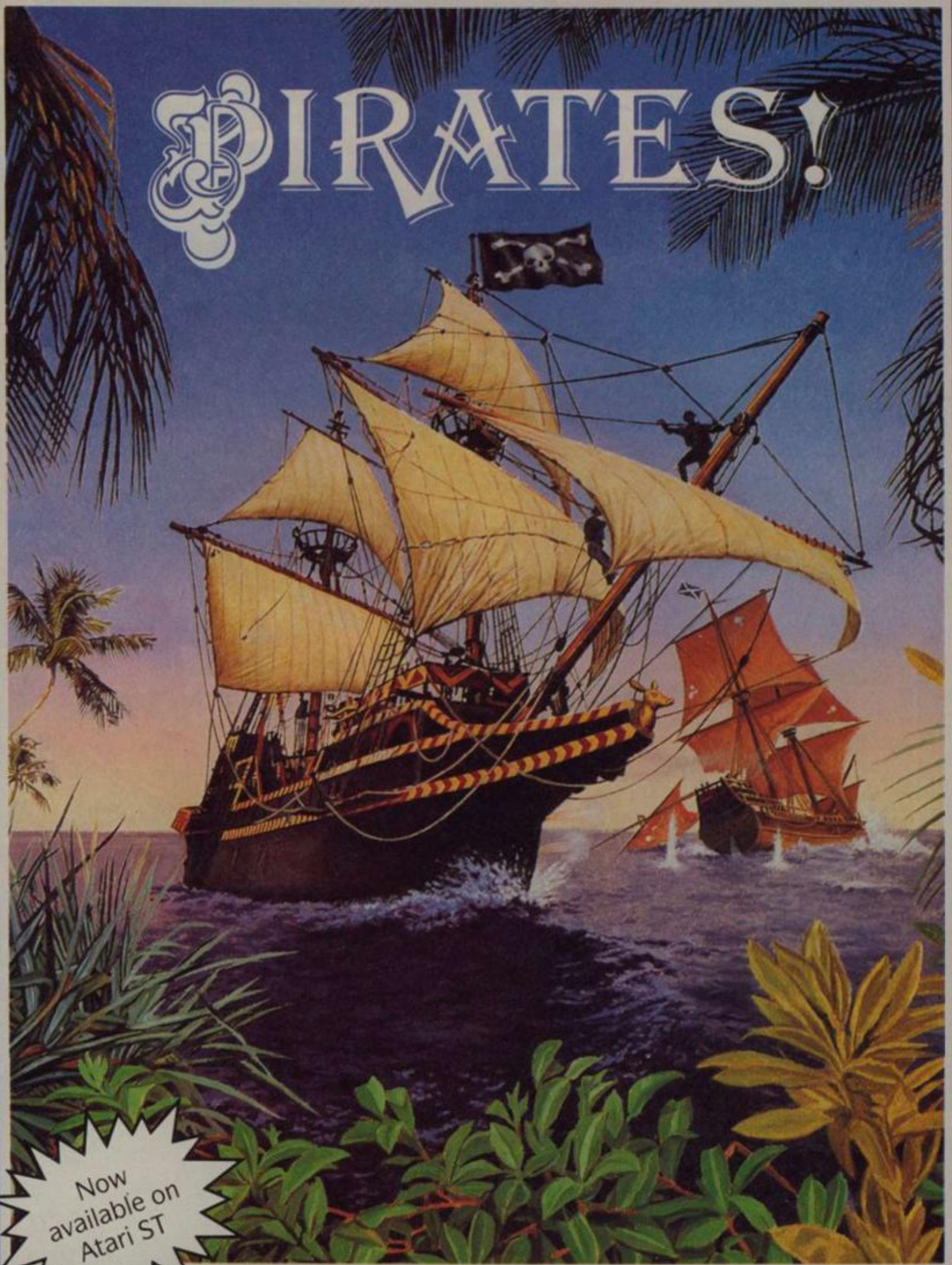
Licensed from © Taito Corp., 1988, export outside Europe and Australasia prohibited.  
 © 1989 Virgin Mastertronic Ltd.  
 Produced by The Sales Curve for Virgin Mastertronic.  
 24 Vernon Yard, 119 Portobello Rd., London W11 2DX

available on

- AMIGA £19.99
- ATARI ST £19.99
- C64 CASS £9.99
- C64 DISC £14.99
- SPECTRUM £9.99
- SPECTRUM +3 £14.99
- AMSTRAD CASS £9.99
- AMSTRAD DISC £14.99



# PIRATES!



Now  
available on  
Atari ST

**MICRO PROSE**  
SIMULATION • SOFTWARE

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326/504412



# GAMES: SUMMER EDITION

BY EPYX/US GOLD

After an opening ceremony of Korean travelogue pictures, you're shown a map of the Olympic village with icons for each of the eight events placed in the relevant stadiums. Move a cursor over the event you want to practice or select a Yin-Yan symbol for the actual competition options (players/country selection, etc).

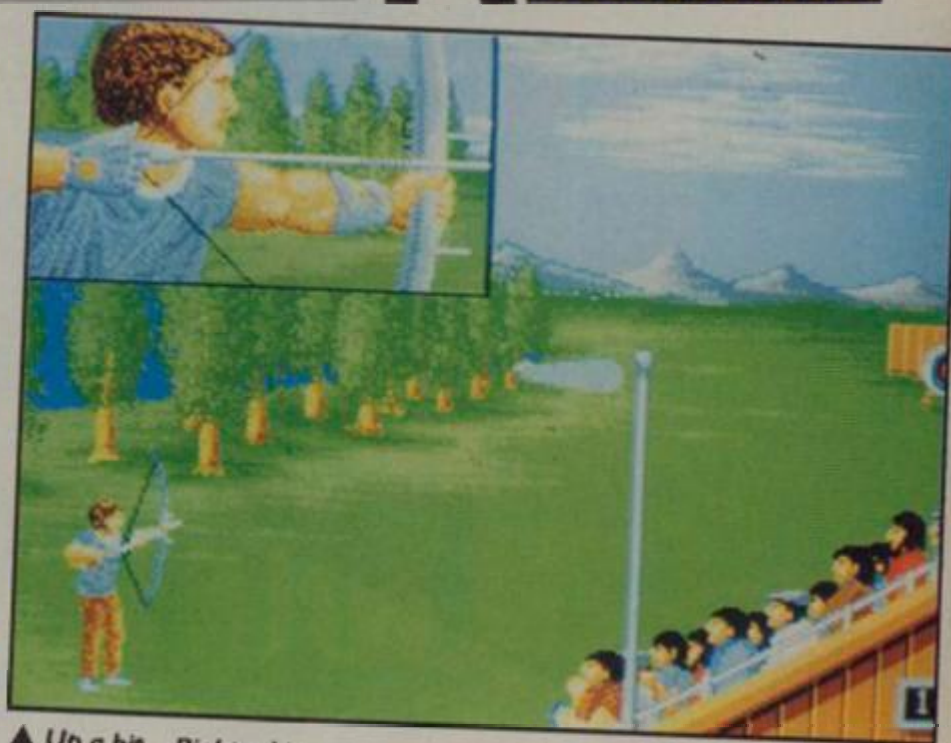
Velodrome cycling is viewed in 3D from behind two cyclists, one of whom is under joystick control. Waggle like hell to build up speed, but if you're really

smart duck in behind the other cyclist, thus slipstreaming and saving a lot of energy until the time comes to make a break for the line.

The other track event is the 400m Hurdles. Again, success is all down to the speed of waggling, though timing your leaps is also crucial if you don't want grazed shins.

In the Pole Vault you view your vaulter from the front. Speed him up by moving the joystick left and right in sync with his footfalls. Plant the pole correctly and over you go.

The other field event is the



▲ Up a bit... Right a bit...

Hammer Throw. Wiggle the stick and your thrower twirls his equipment, then hit the button at the right moment and away it goes.

Archery entails setting the tension on the bowstring and aiming at the target, taking into account changeable wind direction. This is the easiest event, mainly because it's the only one that doesn't require any timing.

Diving is much more difficult. Set the tension of the board and off your fella goes. Time his spring, then perform a dazzling mid-air contortion by selecting any of the 16 positions.

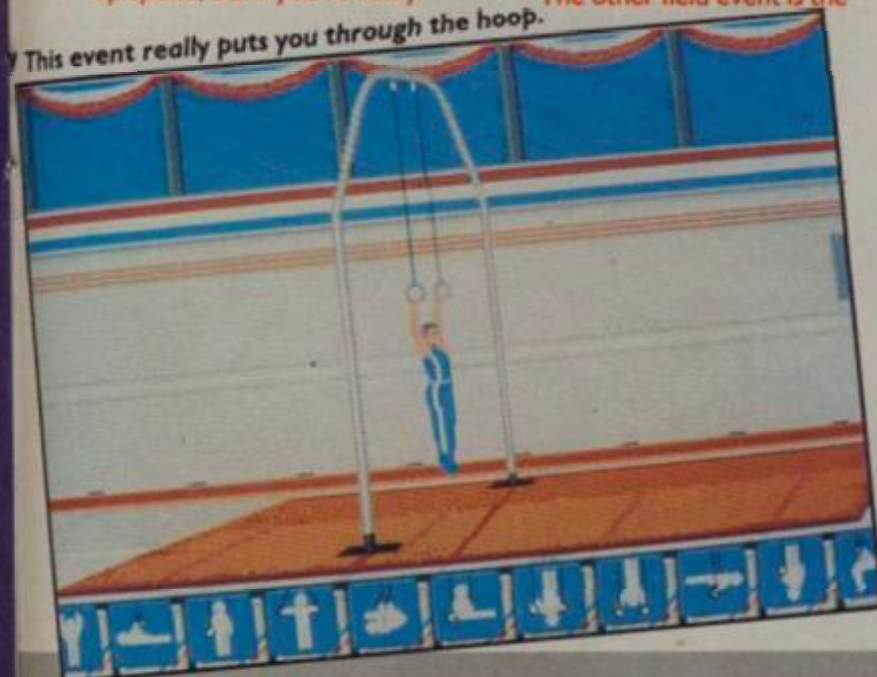
The last two events take place indoors. For top marks on the rings you should move from position to position in a graceful sequence, waggling at a certain speed to perform the move indicated by a flashing icon - the uneven parallel bars is similar, but you just push up or down to choose direction of motion and the on-screen Olga does the rest.

Being a bit of a non-sporty

type I didn't find swinging about on the bars in Games: Summer Edition as entertaining as, say, throwing frisbees in California Games or tossing cabers in World Games. Unlike other Epyx "Games" it places quite an emphasis on joystick waggling, though I was pleased to see some fresh approaches to the traditional events such as the 3D views in the cycling and hurdles. Playing the archery and hammer throwing events reveals a load of neat little touches which really do make the game more interesting and enjoyable.

PAUL GLANCEY

This event really puts you through the hoop.



## UPDATE

The 8 bit versions were released at the more appropriate time of last summer.

ST £24.99

Slightly weaker sound and graphics separate this from the Amiga version. It also comes on four disks rather than two, so playing is a little more awkward.

OVERALL 77%

AMIGA £24.99

GRAPHICS 77%

SOUND 85%

VALUE 78%

PLAYABILITY 77%

A simulation feel makes Games: Summer Edition slightly less playable than earlier Epyx "Games", but should make it a winner among athletics fans.

OVERALL 79%



# OPERATION THUNDERBOLT

TAKE WHAT COMES...  
& HIT 'EM WITH DOUBLE

Bringing you enhanced shoot-em-up action for one or two players, Thunderbolt not only reproduces the horizontally-scrolling gameplay of Wolf, but adds 3D action to the scenario as you test your nerve against swooping jets, helicopters, tanks and many more awesome adversaries!

Use the laser sight, or the bulletproof vest, but watch out for those air-to-ground missiles!

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.



SPECTRUM  
AMSTRAD

SPECTRUM  
AMSTRAD

ATARIST

CBM  
AMIGA

£9.99 £14.99 £19.99 £24.99

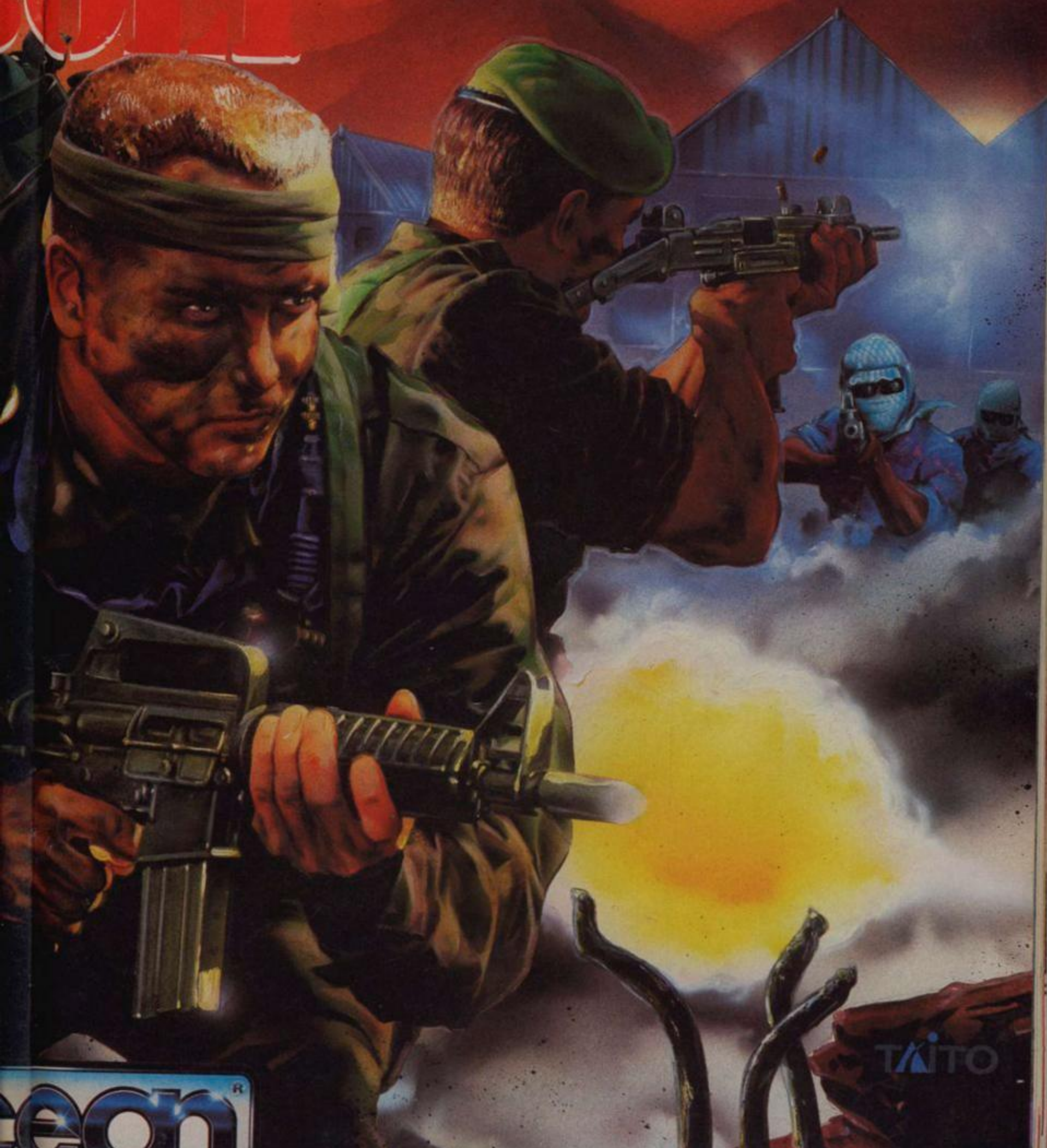
COMMODORE  
CASSETTE

COMMODORE  
DISK





# ON SQUAD



**ocean**<sup>®</sup>

TAITO

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS  
Telephone: 061 832 6633 · Telex: 669977 OCEANSG · Fax: 061 834 0650



# BLOODBORN

## STORM WARRIOR ENCORE



Apparently this is a previously unreleased game from the team who programmed C64 Forgotten Worlds. A couple of minutes at the joystick and you can tell why it was never previously released. The plot is the usual rubbish about a prince, armed with sword, who has to go to the palace of an evil witch queen to kill her and save the land.

What it amounts to is a fairly unintelligent horizontally scrolling slash 'em down set in a boring landscape of forest, then castle corridors. The opponents are pretty unimaginative combatants, and all it takes is a few random stabs before they're history. Mark Cooksey's music is pleasant, but otherwise this game has few merits.

**C64**

**£1.99**

*An unspectacular fighting quest which soon becomes boring.*

**OVERALL**

**44%**



## ALIEN SYNDROME RAD

Last year's arcade conversion from The Edge re-released under their new cheapo label. Your ship has been infested by aliens, so a bomb has been set to destroy them and the ship. A load of your comrades have been slimed up by the aliens and you and a mate have to roam around releasing them, then get to the exit before the ship does the big firework.

In spirit, the conversions are accurate to the arcade game, featuring similar level layouts, aliens and extra weapons, and some suitably gross boss monsters. They're all playable enough too, but they could all have been better. One fault which seems to plague all of

**C64**

**£1.99**

*The graphics are a bit scrappy and the sound could have been better, but this is the fastest and most playable version.*

**OVERALL 82%**

**AMSTRAD £1.99**

*Numerous graphical quirks such as being able to walk faster than bullets make this very confusing to play.*

**OVERALL 51%**

**SPECTRUM £1.99**

*Clear graphics, but loads of monsters makes it really tough to get anywhere.*

**OVERALL 70%**

**ST £9.99**

*Naturally the best graphically, and it even features (very hissy) speech. Suffers from scrolling problems but it's still quite playable.*

**OVERALL 79%**



## SPOOKED PLAYERS PREMIER

Ghostbusting is the name of the game in Spooked, which has you controlling a small bug-eyed person on a romp through a multi-screen platform-packed mansion. Dodge the skulls and spooks, then grab any frogs or bugs which are crawling around and chuck them into a cauldron to cook up spells for every occasion.

It's a neat combination of platforming and blasting, with a bit of Hangman thrown in. The action is fast, colourful and fun, and the graphics are really rather cute. There's even a scardymeter which indicates how the difficulty level increases when you're doing well. Definitely the best new budget release we've seen on the Spectrum this month.



**SPECTRUM £2.99**

*A jolly little platform game with some very novel touches to set it apart from the crowd.*

**OVERALL 83%**

## WILF'S ENCORE



Elite's historic first release, which tried to cash in on Jet Set Willy's platforming collect 'em up craze, but didn't quite make it. What it entails is guiding the winged Wilf through umpteen multi-screen time zones, dodging dinosaurs with Alzheimer's Disease, Vikings on a pillage, crazed pirates, etc, etc, and picking up cruciform mystery objects. Find them all and the time tunnel opens up to the next zone.

Wilf's graphics are feeble by today's standards, the music is appalling (a couple of non-tunes, and "Consider Yourself" from the musical version of the Oliver film (??) backing the action), but the gameplay is strangely compelling. Fine control of wobbly Wilf is all it boils down to, but the scenic variety keeps you playing at least until level four when frustration forces you to eat the cassette.

**C64 £1.99**

*Ancient and ugly, but surprisingly good fun for an ancient, ugly sort of platform game.*

**OVERALL 70%**

## CRYSTAL CASTLES KIXX

An elderly conversion of an even more crusty Atari coin-op which places you in the furry skin of Bentley, a bouncy bear with a fetish for precious stones. Today, Bentley's ambled into a witch's castle which is made up of 18 3D mazes all littered with gems. Cor! Poor Bentley nearly wets his knicks in excitement,

and before you can say, "Hold it, Bentley! The place is full of mad marbles/tree spirits/skeletons/gem eaters/bees", he's out there filling his pockets.

On the Spectrum at least, Crystal Castles is quite good fun, but not at all difficult, mainly because it's a bit slow. The best that can be said about the graphics is that they're clear, and there are a couple of beepy jingles which pop up now and again. All in all, not tops, but a "bear"able budget buy (yuk yuk!).

**SPECTRUM £2.99**

*A tidy arcade conversion, playable enough to keep you occupied for an hour or two.*

**OVERALL 70%**

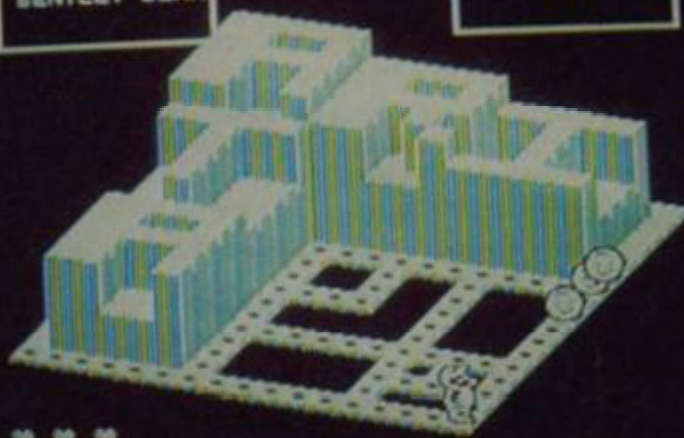
**C64 £2.99**

*Murky (but very fast) graphics, nicer jingles and even the secret warps from the arcade game. Good fun.*

**OVERALL 78%**

BENTLEY BEAR

0000000001



## SIGMA SEVEN ENCORE

Drifting towards us through the murky mists of time is this odd sort of spacey shoot 'em up/PacMan game. Briefly fight your way through squadrons of space meanies in an unmanoeuvrable spaceship, then guide a Hovvertank around a factory maze, sucking up blobs and dodging robots. After that there's a strange puzzle game to

keep you occupied.

The action throughout is displayed in a sort of Zaxxon-esque 3D which looks quite nice, but means things jerk around slo-o-owly on the Spectrum and Amstrad versions. The Commodore version is a lot smoother and faster, though, and if it wasn't for the unexciting and frustrating gameplay, it would be alright. Unfortunately it just wasn't meant to be.



**C64 £1.99**

*Passable music and graphics, but the only really good thing going for Sigma 7 is the price tag.*

**OVERALL 55%**

**SPECTRUM £1.99**

*Slower and quieter than its Commodore counterpart, and no more playable for it.*

**OVERALL 51%**

**AMSTRAD £1.99**

*Nice music and some pretty colours, but this version is the slowest and jerkiest of the lot.*

**OVERALL 49%**



# STUNT CAR RACER



SCREEN SHOTS MAY VARY



Step into the driving seat of one of the most wicked stunt cars around as a Stunt Car Racer. It's now up to you to prove just how good you are and to see whether or not you can ultimately become Division One Champion.

With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

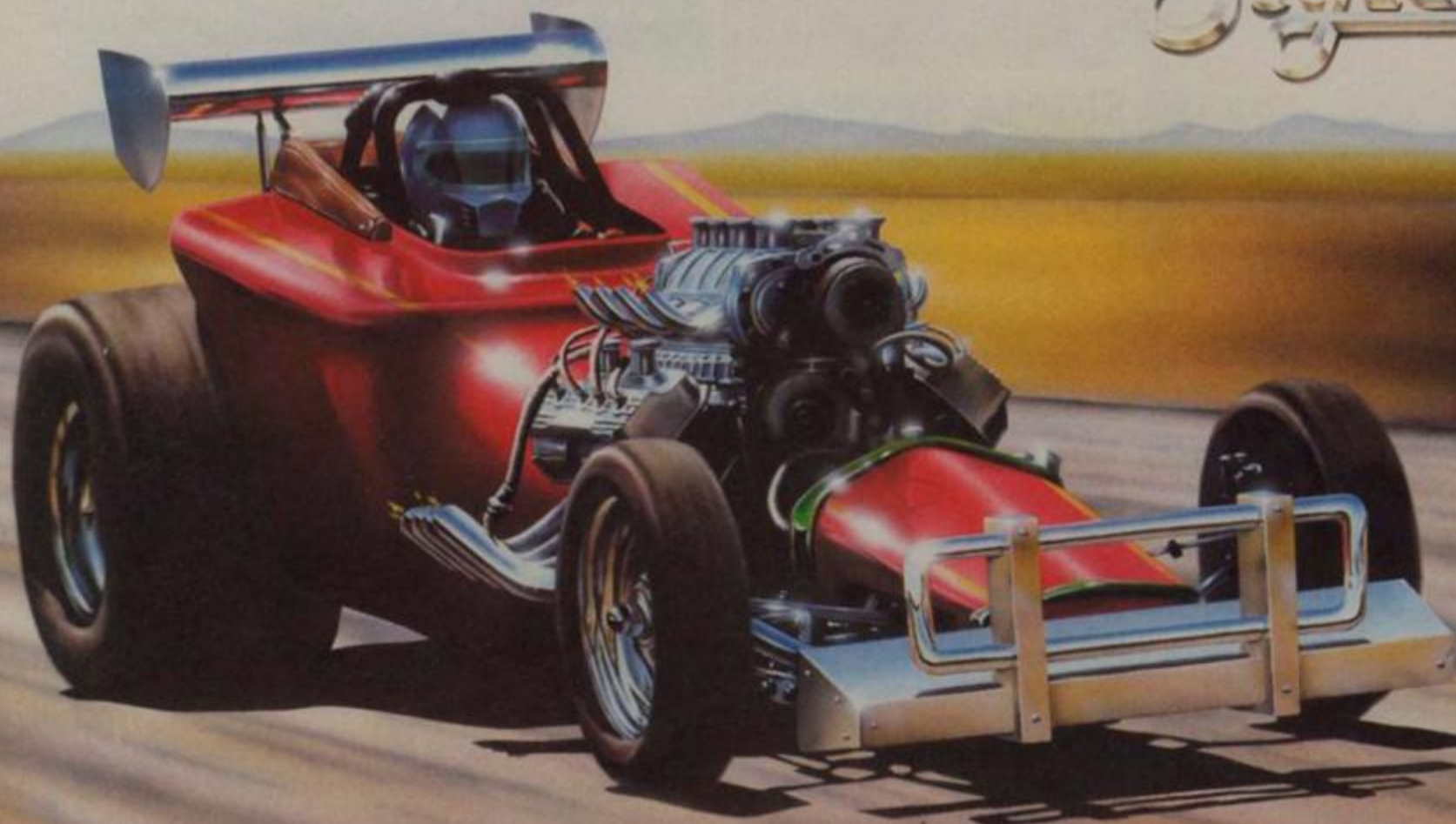
Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game - it's all or nothing.

**Stunt Car Racer** - do you think you could be up there with the best?

*Stunt Car is utterly brilliant and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months. C + VG.*

Stunt Car Racer is available for ST, Amiga, PC, Spectrum and Commodore 64

Micro-  
Style



© 1989 Geoff Crammond Made in the UK

Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8LD, Tel (0666) 504326

stein



# Can you survive the Shark Attack

Greg Norman's

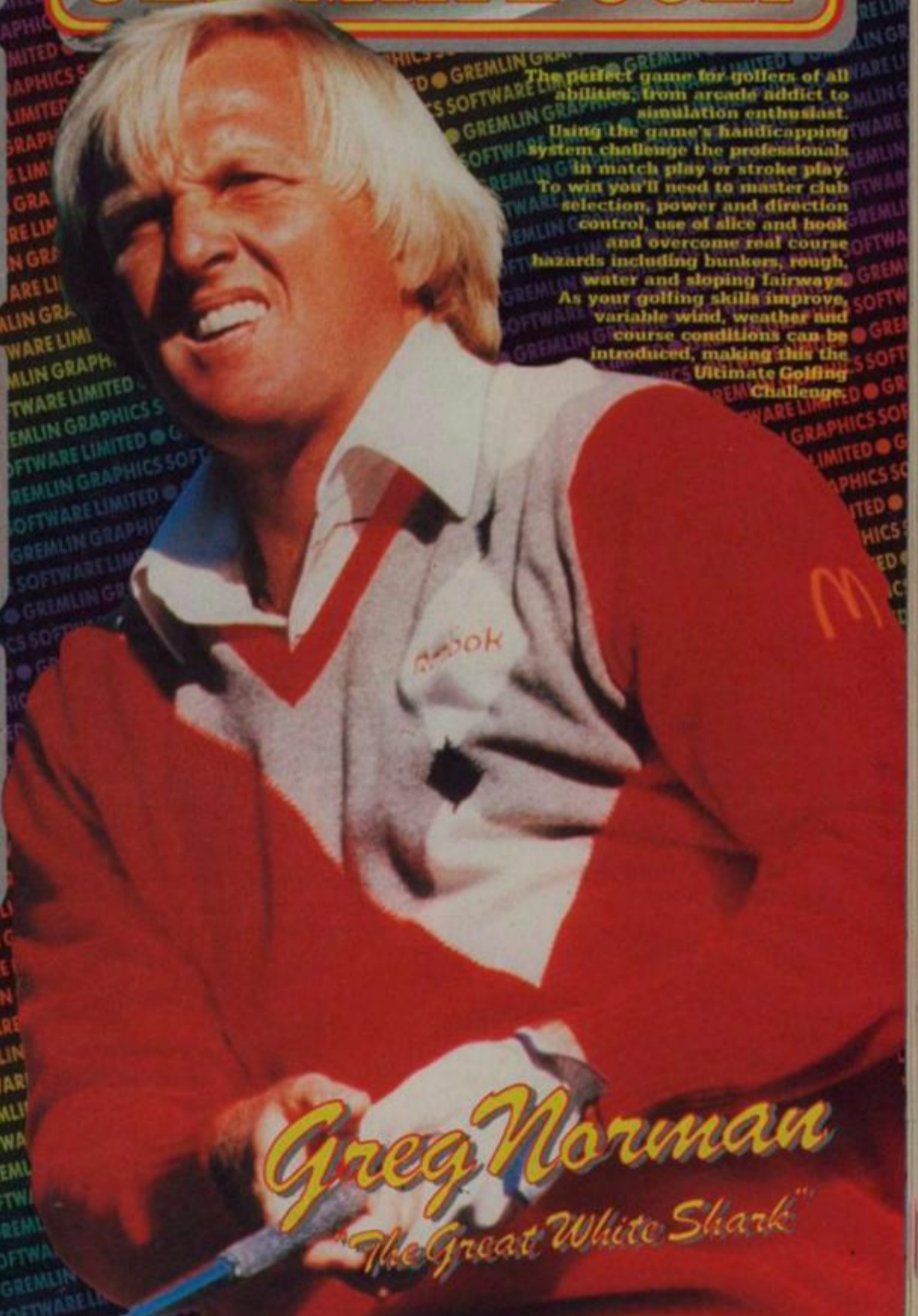
## ULTIMATE GOLF



Screen shots from various formats.  
**ATARI ST, CBM AMIGA, IBM PC**  
**£24.99**  
**CBM 64/128 £14.99** Cassette **£19.99** Disk



All mail order enquiries to:  
 Gremlin Graphics Software Ltd.,  
 Alpha House, 10 Carver Street,  
 Sheffield S1 4FS. Tel: (0742) 753423.



Greg Norman  
 "The Great White Shark"

The perfect game for golfers of all abilities, from arcade addict to simulation enthusiast. Using the game's handicapping system challenge the professionals in match play or stroke play. To win you'll need to master club selection, power and direction control, use of slice and hook and overcome real course hazards including bunkers, rough, water and sloping fairways. As your golfing skills improve, variable wind, weather and course conditions can be introduced, making this the Ultimate Golfing Challenge.



# BLOODFEED

## DEEP STRIKE ENCORE



Take on the Red Baron and his high-flying Hun hordes in this "dogfight simulation". From the cockpit of your Sopwith Whatever, you command a squadron of four aces on a bombing mission to a target in the north. On the way you have to gun down enemy planes and barrage balloons, but just because it says "dogfight simulation" on the packaging, don't expect to be able to dupe the Baron by flying out of the sun or even to fox him with an Immelman turn.

Deep Strike has little in the way of realism so it's really only a 3D shoot 'em up, and not a particularly good one. Things are very slow and the plane sprites/explosions/bullets often merge into a confusing mass, so it's difficult to tell exactly what's going on. Thrill-packed it ain't.

**C64** £1.99

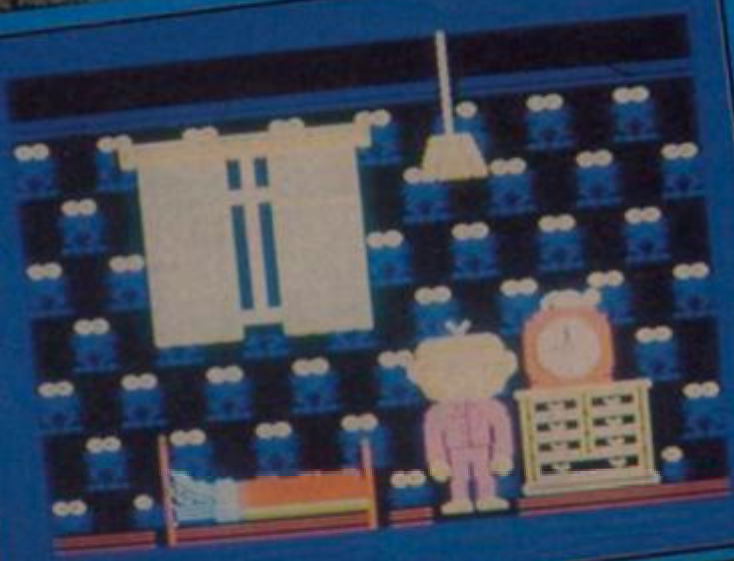
Quite simply, a slow, confusing, not very playable 3D shoot 'em up which barely justifies even this low price.

**OVERALL 46%**

## GREGORY LOSES HIS CLOCK MASTERTRONIC

One night, while bubble-headed Gregory slept, an evil force sucked his alarm clock into another dimension. If he's going to wake up in time for school, he'll have to send his dreamy self to find it - and this is where you come in, of course. It's one of those games in which you have to cart objects from location to location, solving puzzles by standing on a hat box here and dropping a cheese sandwich there.

It's a Don Priestly adventure, which like his earlier Popeye, Trap Door and Flunky features Clock Don's best to date, and even if you didn't spring a tenner for his earlier work, you'd have to be a bit of a stingy bot not to shell out three quid for this 'un. Huge colourful sprites. More variety makes Gregory Loses His



**SPECTRUM £2.99**

An entertaining, colourful arcade adventure, difficult enough to keep you going for a month of Sundays.

**OVERALL 80%**

**AMSTRAD £2.99**

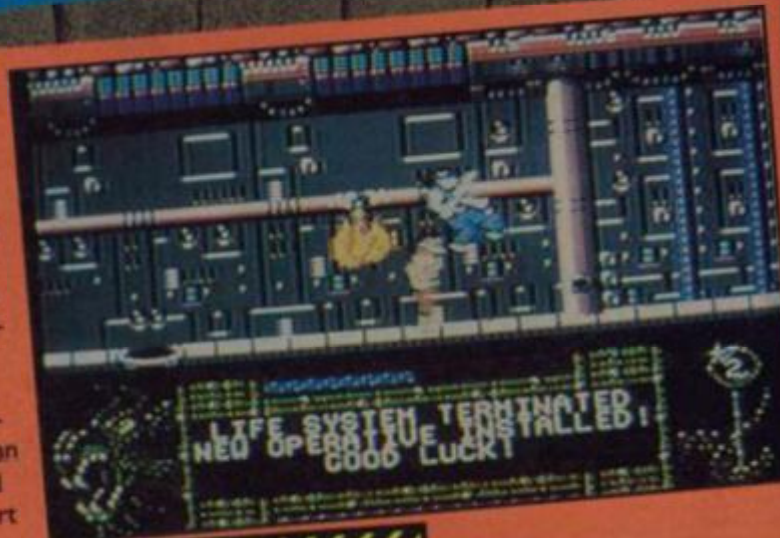
None of the Spectrum's attribute clash and all of its playability. Great stuff.

**OVERALL 85%**

## KENDO WARRIOR BYTEBACK

Go for a run through a flip-screen enemy base. There's secret documents in them thar offices, but nasty martial artists and large dogs don't want you to get them. There are also energy walls around which you can only pass through if your shield is charged up with the right sort of energy.

For the most part play seems to consist of running or rolling between recharging points, smacking the bad guys around and... that's about it. The combat isn't bad, which is lucky, because the "find the useful objects to solve the puzzles" bit isn't very engrossing. Not bad for the price.



**C64** £2.99

An OK sort of budget re-release, quite playable but a bit too boring to be really engrossing. Nice music though.

**OVERALL 65%**

**SPECTRUM £2.99**

Clearer graphics, but no more playable than the C64 version.

**OVERALL 67%**

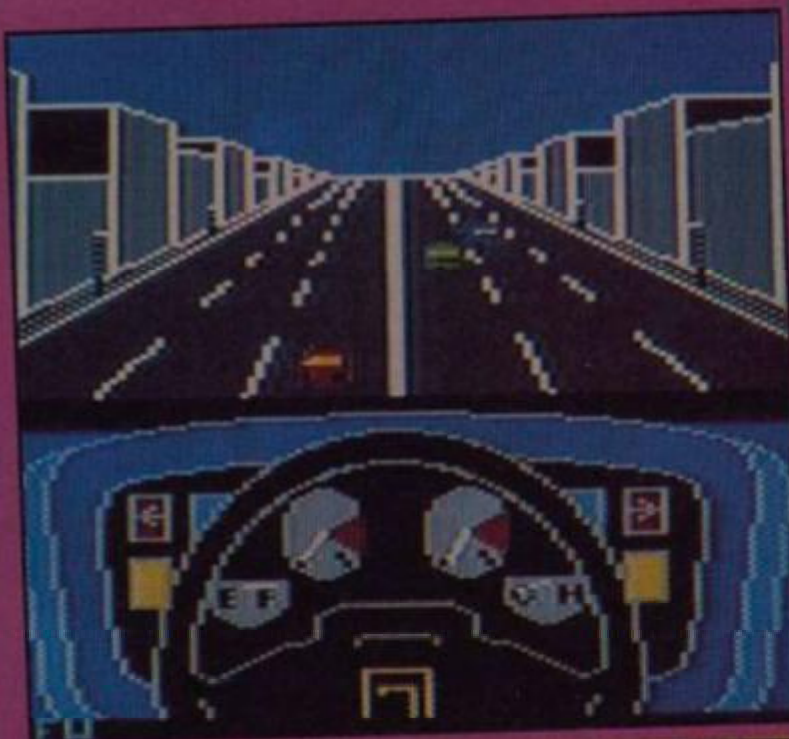




## TURBO ESPRIT ENCORE

Imagine Miami Vice in Milton Keynes and you've got the idea of Turbo Esprit. As a drugs cop, you've got to race through the 3D streets to intercept the cars of drug peddlers which are converging on an armoured truck. Shoot the crims' hit cars for points but be careful not to injure innocent bystanders, or you incur hefty penalties.

On the Spectrum, the control you have over the car (you can even do three-point turns) and the dark city streets give this game a very realistic atmosphere, and it's really very addictive. Unfortunately the C64 is of nowhere near the same standard - slow, jerky and graphically awful - so best give that one a miss.



**SPECTRUM £1.99**

Brilliant 3D driving game. Very atmospheric and addictive.

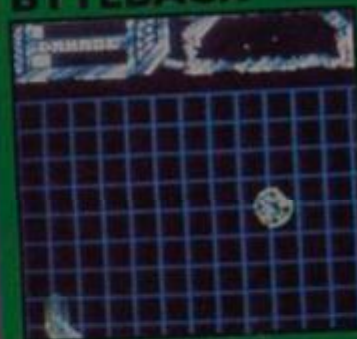
**OVERALL 87%**

**C64 £1.99**

Absolutely ghastly conversion of the Spectrum original, retarded in every respect.

**OVERALL 22%**

## COSMIC PIRATE BYTEBACK



Byteback's first release is a set of 8-bit versions of Palace's Amiga and ST hit of earlier this year. You play a space pirate, patrolling the spaceways on the lookout for fat merchants. Zap the indigenous space-slims to earn cash, then warp out through the toll gates. Once you've captured your prey, take him back to base and get the megacreds to soup up your old star-strutter into something hot.

Surprisingly enough, these three quid versions seem to have all the features of the twenty-odd quid 16-bit versions - even the ability to save games. Unfortunately, the Spectrum version has some nasty graphics glitches and moves ve-ry sl-o-o-w-ly, so it doesn't get the thumbs up. The C64 version is much better - fast, smooth, and pretty good fun - BUT it does crash occasionally, which is very annoying.

## COBRA PLAYERS

The fun you can have with helicopters, eh? In this game, you lift off in your whirlybird and scroll around an underground base, blasting missile silos and alien attack waves, and picking up fuel drums and the odd extra gun. Knock out the enemy completely and you get to play "Catch The Missile" with their secret weapon.

Getting that far is another matter, though, because all three versions are very tough. The missile-spitting ground emplacements are the real boogers because of the difficulty of aiming AGMs while your chopper is fighting the laws of gravity. Once you've mastered that it's quite addictive - but three quid is all it's worth.

**C64 £2.99**

Smart music and shiny sprites, but a cramped playing area, makes it even harder to dodge aliens and missiles than the other versions.

**OVERALL 59%**



**AMSTRAD £2.99**

The prettiest of the lot, but a wee bit slower than the Spectrum version, so it's not quite so playable.

**OVERALL 66%**

**SPECTRUM £2.99**

The fastest and most playable version, in spite of it having a bit of a wobbly chopper.

**OVERALL 68%**

**C64 £2.99**

Would be a brilliant space shoot 'em up if it wasn't for a bug which causes it to crash. The fact that you can save the game to tape is some small recompense.

**OVERALL 69%**

**SPECTRUM £2.99**

Gameplay is the same as the C64 version, only slightly slower and with more blotchy graphics. The high-pitched warbly music will give you a headache, too.

**OVERALL 39%**



# ALTERED



▲ Fists of flame in wolfman mode.

# BEAST

BY ACTIVISION



▲ The zombies queue up for a biffing.

In this conversion of the fantastic Sega coin-op you must negotiate the five horizontally scrolling levels which lead down to the Underworld where the evil arch-villain Nelf is holding the beautiful Athena captive, disposing of the Dark One's army of undead warriors on your travels.

Every so often a pulsating creature appears on-screen; when killed it emits a floating orb which gives extra fighting power when collected. Collecting three of these orbs on any one level disturbs your molecular structure, causing a transformation into a were-creature, including a

wolf, a dragon or bear. Each one possesses a powerful weapon with which to thwart the

▼ Zapping away in dragon form.



rampaging demonic onslaught.

Sorry, did I say rampaging? What I meant was slow, cumbersome and awkward. Control of your character is a chore due to the sluggish joystick response. The graphics are colourful and the sound is impressive, consisting of clear, crisp coin-op samples and accurate renditions of

the original tunes. But unfortunately, all the presentation in the world cannot make up for Altered Beast's shortfalls - it's slow to play and there aren't many levels.

Fans of the arcade game might glean some enjoyment from the action, but others might be disappointed by the lack of levels and slow gameplay...

PAUL RAND

### UPDATE

Spectrum and Amstrad conversions should be out by this time, both at £9.99. Spectrum version is expected to be monochrome, but the CPC Altered Beast should explode in a blaze of colour, with gameplay on both being similar to that of the C64 version.

**C64** £9.99

A reasonably accurate conversion - try it out if you enjoyed it in the arcades.

**OVERALL 73%**

**ST** £19.99

Apart from a drop in sound quality and inferior sideways scrolling, the ST version is exactly the same as its Amiga counterpart, and the same comments apply.

**OVERALL 68%**

**AMIGA** £24.99

**GRAPHICS** 79%

**SOUND** 82%

**VALUE** 64%

**PLAYABILITY** 68%

All the features of the arcade game, but the gameplay is slow and the controls are sluggish.

**OVERALL 69%**



Awaken the beast within you...

# ALTERED BEAST

Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena, from the cunning clutches of Nelf, evil Lord of the Underworld.

Risen from the grave, you are presented with Supernatural powers beyond this world. Collect the 'mystical' spirit balls and transform into an awesome array of creatures - as Strongman, punch and kick harder than ever before, as WereWolf and Were-Tiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad breath!

You hear the distant cries of the beautiful Athena and as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle!!

ACTIVISION

SEGA

ALTERED BEAST™ and SEGA® are trademarks of SEGA ENTERPRISES LTD.  
This game has been manufactured under license from Sega Enterprise Ltd.,  
© 1995  
SEGA 1995, 1995. Marketed and distributed by Activision (UK) Ltd.

Mail Order: Posttronix Ltd., Nene Enterprise Centre, Freuchold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote Reference ACT 11)  
Consumer Enquiries/Technical Support: Tel: 0734 510001



THE SUN'S BEATING DOWN,  
ROCK 'N' ROLL MUSIC'S PLAYING . . .



# Beach VOLLEY



**It's time for Beach Volley -  
let's take on the world!**

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches.

Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner.

**This is Beach Volley . . . you may even catch a tan!**

SPECTRUM    AMSTRAD  
**8.99**    **9.99**  
SPECTRUM    COMMODORE  
**CASSETTE**

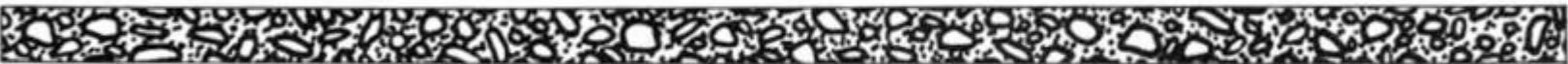
**ocean**

Ocean Software Limited, 6 Central Street, Manchester, M2 5NS.  
Telephone: 061 832 6633 - Telex: 669977 OCEANS G - Fax: 061 834 0650



# C+VG QUESTIONNAIRE

How would you like to win £100 worth of red-hot brand spanking new software for you machine? Well, we've got TEN such prizes! What you have to do to stand a chance of winning one of these tremendous prizes is answer the following questions. They're not difficult at all - that's because they're all about yourself and what you think of the magazine. We'll be using the questionnaires to improve the magazine the way YOU want, so C+VG will get even better! When you've completed all the questions, pop them in an envelope and send it off to QUESTIONNAIRE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Make sure you get your form in before November 31 - after that we'll be sorting them out, and the first ten out of the bag will win their senders £100 worth of software for their computer!



NAME *Mark Ross*  
 ADDRESS *2 Wymondley Rd*  
*Old Colwyn, Gwynedd*  
*N Wales*  
*LL22 7DB*  
 AGE *19*  
 SEX  
 M   
 F

WHAT MACHINE(S) DO YOU OWN

AMIGA   
 AMSTRAD   
 ATARI ST   
 C64   
 MEGADRIVE   
 NINTENDO   
 PC COMPATIBLE   
 PC ENGINE   
 SEGA   
 SPECTRUM   
 OTHER (PLEASE STATE):  
 \_\_\_\_\_  
 \_\_\_\_\_

WHAT MACHINE (IF ANY) ARE YOU INTENDING TO BUY IN THE NEXT SIX MONTHS

AMIGA   
 AMSTRAD   
 ATARI ST   
 C64   
 MEGADRIVE

NINTENDO   
 PC COMPATIBLE   
 PC ENGINE   
 SEGA   
 SPECTRUM   
 OTHER (PLEASE STATE)  
 \_\_\_\_\_  
 \_\_\_\_\_

HOW MUCH DO YOU SPEND ON COMPUTER GAMES PER WEEK

£1-5   
 £6-10   
 £10-15   
 £15-25   
 £25+

HOW MANY GAMES DO YOU BUY PER MONTH *1*

WHAT ARE YOUR FAVOURITE TYPES OF GAMES (TICK AS MANY BOXES AS YOU LIKE)

ARCADE CONVERSIONS   
 FILM TIE-INS   
 SHOOT 'EM UPS   
 BEAT 'EM UPS   
 ARCADE ADVENTURES   
 TEXT ADVENTURES   
 ROLE PLAYING GAMES   
 SPORTS GAMES   
 SIMULATIONS

## THE MAGAZINE

HOW MANY OF THE LAST 12 ISSUES OF C+VG HAVE YOU BOUGHT *6*

HOW MANY PEOPLE READ YOUR COPY OF C+VG  
*JUST ME*

PLEASE MARK THE FOLLOWING MAGAZINE SECTIONS OUT OF 10 (1=VERY BAD 10=BRILLIANT)

ADVENTURE  5  
 ARCADE ACTION  8  
 BUDGET ROUND-UP  10  
 BUG REPORT  10  
 CHARTS  10  
 COMPETITIONS  7  
 HIGHSCORES  7  
 MAILBAG  8  
 MEAN MACHINES  10  
 MONEY-OFF VOUCHERS  10  
 NEWS  10  
 NEXT MONTH  10  
 PLAYMASTERS TIPS  10  
 PREVIEWS  10  
 REVIEWS  10

IS THE TEXT IN THE REVIEW (TICK A BOX)

TOO LONG   
 TOO SHORT   
 JUST RIGHT



# C+VG QUESTIONNAIRE

## DO YOU AGREE WITH C+VG REVIEW MARKS (TICK A BOX)

OFTEN.....   
 MOST OF THE TIME.....   
 NEVER.....

## ARE THE SCREEN SHOTS

TOO FEW.....   
 TOO MANY.....   
 JUST RIGHT.....

## HAS THE MAGAZINE NOTICEABLY IMPROVED OVER THE LAST SIX MONTHS?

YES.....   
 NO.....

## WOULD YOU LIKE TO SEE A SECOND REVIEWER'S COMMENT ON A REVIEW

YES.....   
 NO.....

## IS THE RATING SYSTEM

GOOD.....   
 BAD.....   
 REASONABLE.....   
 IFLY.....

## WOULD YOU LIKE TO SEE OTHER RATINGS? IF YES, WHAT?

DIFFERENT PEOPLE.....   
 THOUGHTS WHO WIKK.....   
 DIFFERENT GAMES.....   
 .....   
 .....   
 .....

## ARE THERE ANY CHANGES YOU'D LIKE TO SEE MADE TO THE REVIEWS? IF YES, WHAT?

MORE DEPTH.....   
 .....   
 .....   
 .....   
 .....

## ARE C+VG COVERS

GREAT.....   
 ALRIGHT.....   
 BAD.....

## WOULD YOU LIKE TO SEE THE FOLLOWING FEATURES IN C+VG?

### SPECIAL ARCADE TIPS

YES.....   
 NO.....

### FEATURES ON PROGRAMMERS/SOFTWARE HOUSES

YES.....   
 NO.....

### A SPECIAL TWO-PAGE IN-DEPTH PREVIEW ON A NEW GAME

YES.....   
 NO.....

### VIDEO REVIEWS

YES.....   
 NO.....

### C+VG POSTER MAGS (LIKE THE MEAN MACHINES/BOMBER MEGAMAG)

YES.....   
 NO.....

### ARE THERE ANY OTHER THINGS YOU'D LIKE TO SEE IN C+VG

COVER TAPES + BADGES.....   
 BIGGER SPACES TO.....

RIGHT ON IN THE QUESTIONNAIRE.....

## WHAT DO YOU THINK OF THE C+VG HOLOPREVIEWS

BRILLIANT.....   
 ALRIGHT.....   
 POOR.....

## WHAT OTHER MAGS DO YOU READ

ACE.....   
 AMIGA ACTION.....   
 AMIGA COMPUTING.....   
 AMIGA FORMAT.....   
 ATARI ST USER.....   
 COMMODORE USER.....   
 CRASH.....   
 NEW COMPUTER EXPRESS.....   
 POP COMPUTING WEEKLY.....   
 ST ACTION.....   
 ST FORMAT.....   
 THE GAMES MACHINE.....   
 ZZAP! 64.....

## OTHERS (PLEASE STATE)

SINCLAIR USER + YOUR SINCLAIR.....

## VIDEOS

### HOW MANY VIDEOS DO YOU BUY A MONTH

0.....

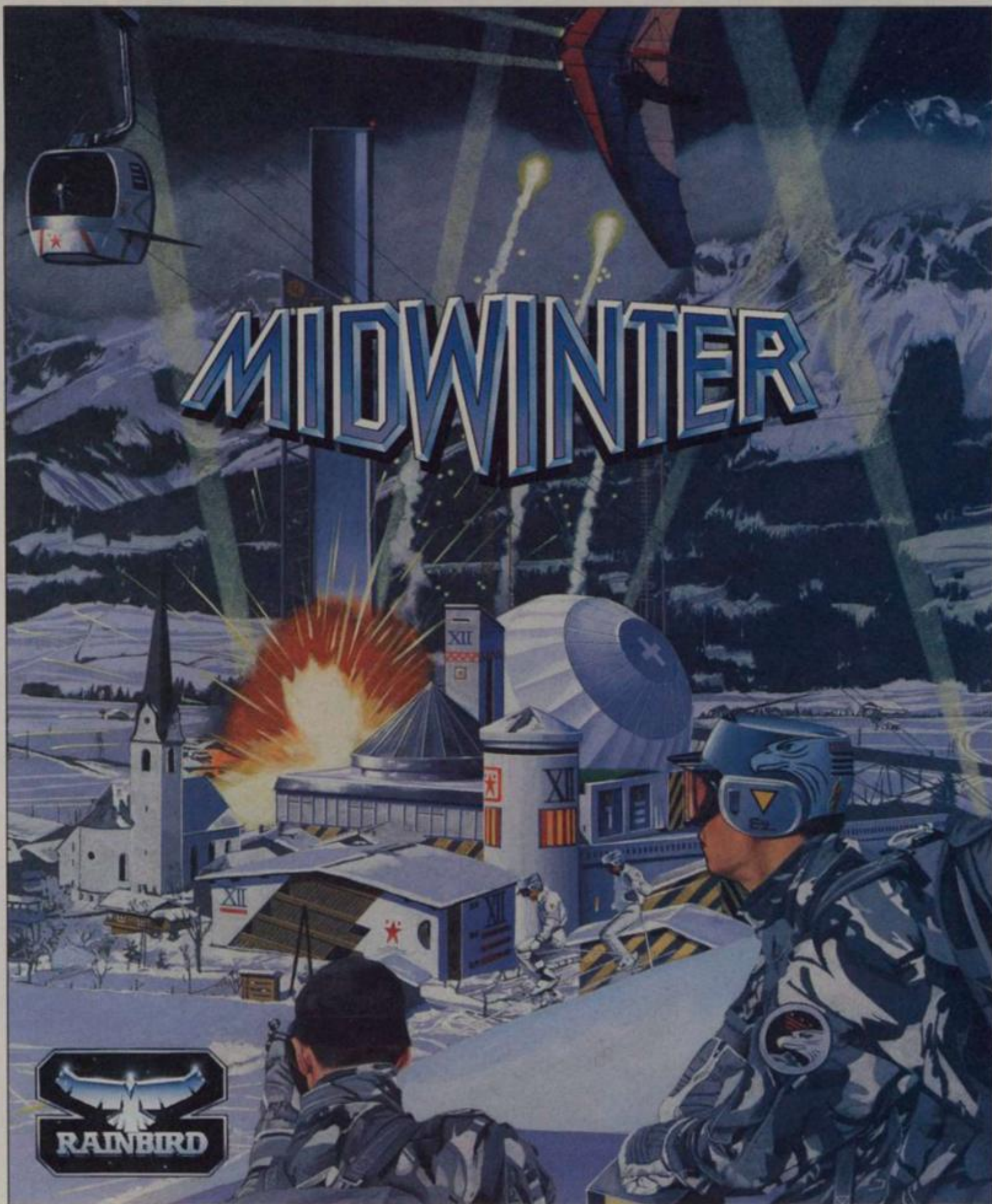
### HOW MANY VIDEOS DO YOU RENT A MONTH

1 SEXTON.....

### WHAT ARE YOUR THREE FAVOURITE FILMS/VIDEOS

TOP SECRET.....  
 SPACE BATTLE.....  
 JEWEL OF THE NILE.....





## MIDWINTER

The new ice age is upon you. Based on a newly colonised island, you struggle to keep warm and your food crops alive. Suddenly, you learn of a tyrannical dictator about to launch an attack upon your island.

As Commander of FVPPF (Free Village Peace Force), you must initially warn other members of your force and, together, set about defending your territory along with your most valuable possessions, the heat mines.

Combining a truly stunning 3 dimensional landscape

with plenty of action features, Midwinter, nevertheless, needs a great deal of strategy and guile in order for your forces of the FVPPF to survive and defeat the invading forces.

Developed by Maelstrom, Midwinter, is set to be yet another classic from the Master of Strategy, Rainbird. Available for the Amiga, Atari ST and IBM PC and compatibles.

Rainbird - Masters of Strategy.



# C+VG HOTLINES

## LINE ONE

**0898 334 150**

### WIN A PC ENGINE

Those nice people at PC Engine Service have provided us with another marvellous PC Engine to give away to our beloved readers. It's exactly the same compo as last month - give us a call, name the soundtracks and get us your answers fast, fast, fast!!

## LINE TWO

**0898 555 537**

### WIN EXCLUSIVE SAM T-SHIRTS!!

Miles Gordon Technology have provided us with ten limited edition SAM T-shirts (there are only a hundred in existence!) to give away to real fashion-conscious callers. Just tap in the above number, listen to the instructions and one of these amazing fashion items could be soon adorning your chest.

## LINE THREE

**0898 555 538**

### WIN 100 WORTH OF GAMES

Who wants an instant software collection worth over 100, or one of 10 fab new C+VG Strider T-Shirts, eh? You sir? Fine, sir. Get on the blower and dial this number, pronto then.

Answer the questions, follow the instructions and bung your postcard in the red box. Don't forget to tell us which machine you own, though!

## LINE FOUR

**0898 555 539**

### WIN A COPY OF XENON III!

Yes indeedy, courtesy of Image-works, we've not only got ten copies of this completely wonderful shoot 'em up to give away to ten lucky 16 bitters, we've also got some rather chic Xenon II T shirts, guaranteed to make any bod more attractive to members of the opposite sex\*. Just dial the number, follow the instructions and you could be the grooviest Amiga or ST owner on the block!

\* Not altogether true.

---

CALLS ARE CHARGED AT 38P PER MINUTE STANDARD RATE AND 25P CHEAP RATE. ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES

IF YOU'RE UNDER EIGHTEEN, PLEASE MAKE SURE YOU HAVE YOUR PARENTS PERMISSION BEFORE YOU DIAL.



# POWER DRIFT



*IN POLE POSITION...*



POWER DRIFT™ and SEGA® are trademarks of SEGA ENTERPRISES LTD.

This game has been manufactured under licence from Sega Enterprises Ltd., Japan, © SEGA 1988, 1989. Marketed and Distributed by Activision (UK) Ltd.

## WAIT!

Before you write to Santa this year asking for the latest software for your computer. Why not write to us. Santa does!

At KLC Software we have thousands of titles to choose from and some fantastic Christmas deals on offer, so if you want your Christmas to be the best ever, send a large s.a.e. (stating make and type of machine) for details to:

**KLC Software**

**PO Box 3, Heywood, Lancs. OL10 3QX.**

*MORE THAN JUST A STOCKING FILLER!*

## Nintendo®

**ALL GAME PACK TITLES AVAILABLE  
(SAME DAY DESPATCH)**

**SERVICING, REPAIRS, ETC.  
(48 HOUR TURNAROUND)**

**U.K'S ONLY APPROVED SERVICE COMPANY  
WRITE/TELEPHONE FOR DETAILS TO:**

**HiTECH ELECTRONIC SERVICES LTD**

Unit 2b, 200 Rickmansworth, Watford, Herts. WD1 7JS  
Telephone: (0923) 55441 Telex: 935608 (HITECH G) Fax: (0923) 53116

Pick up the phone, and enter

## The Fortress Of Doom



Are you brave enough to explore this sinister fortress? Can you outwit the creatures of evil who haunt its halls and deadly dungeons? To play this thrilling role-play adventure game, just dial the number below. Listen to the narrator. Choose your actions by speaking to our unique voice-activated computer. Hidden prizes await all who triumph.

Phone now . . . if you dare!

**0898  
555 525**

For special game card and rules, send s.a.e. to PhoneQuest, Broadsystem Ltd, Elephant House, London NW1 8NP. Calls cost 25p per minute cheap rate, 38p per minute at other times.



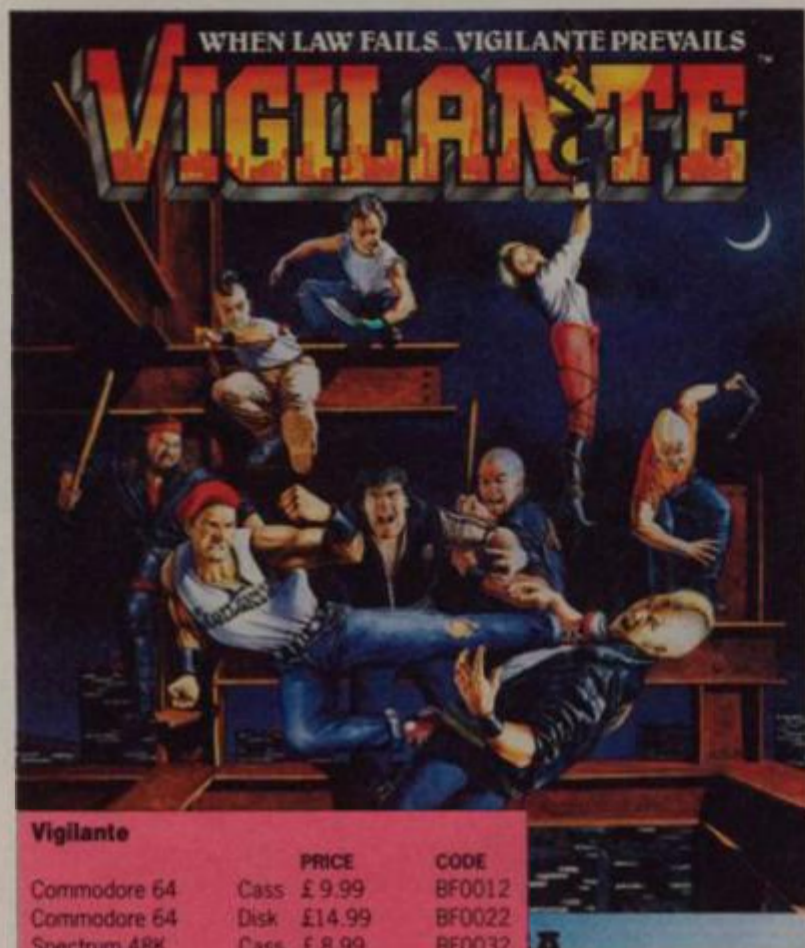
# 1

## Vigilante from U S Gold

1994 New York... the police dare not patrol the streets. The army cannot control the city and law and order no longer exists.

- 5 levels of play: Main Street, The junkyard, Brooklyn Bridge, Back Street and the Girders' construction scene.
  - Different street gangs led by a giant of a gang leader.
  - The Vigilante is attacked by gangs using a variety of knives, chains, guns and even dynamite in an effort to finish him off.
  - Motor bike 'crews' attempt to run him over without hesitation.
- "Vigilante bears an astonishing resemblance to its arcade parent" ST Format*

Crash 86%  
C & V G 81%



### Vigilante

	PRICE	CODE
Commodore 64	Cass £ 9.99	BF0012
Commodore 64	Disk £14.99	BF0022
Spectrum 48K	Cass £ 8.99	BF0032
Spectrum +3	Disk £12.99	BF0042
Amstrad CPC	Cass £ 9.99	BF0052
Amstrad CPC	Disk £14.99	BF0062
Atari ST	Disk £14.99	BF0072
Amiga	Disk £14.99	BF0082

# THE BIG

An **INCREDIBLE**  
way to buy the  
month's top  
titles!

## CHOOSE ANY ONE

### BIG FOUR MAIL ORDER

- Fast delivery
- Friendly service
- Fabulous savings

We're backed by the resources of one of Britain's most successful publishers so you can order with confidence.

### It's so simple!

You may find it hard to believe that we're GIVING away software but it's true. You simply buy any of the titles on this page at the normal retail price listed and then you can pick any other title (or the same title on a different format) absolutely free of charge!

The only condition is that the value of the free game must not be greater than that of the game you're paying for.

Apart from that there are no strings attached. It's literally TWO for the price of one! Or FOUR for the price of two...the sky's the limit! Have you ever seen a better offer...?

**FIRST CLASS POST, PACKING & VAT, INCLUDED**

# 3

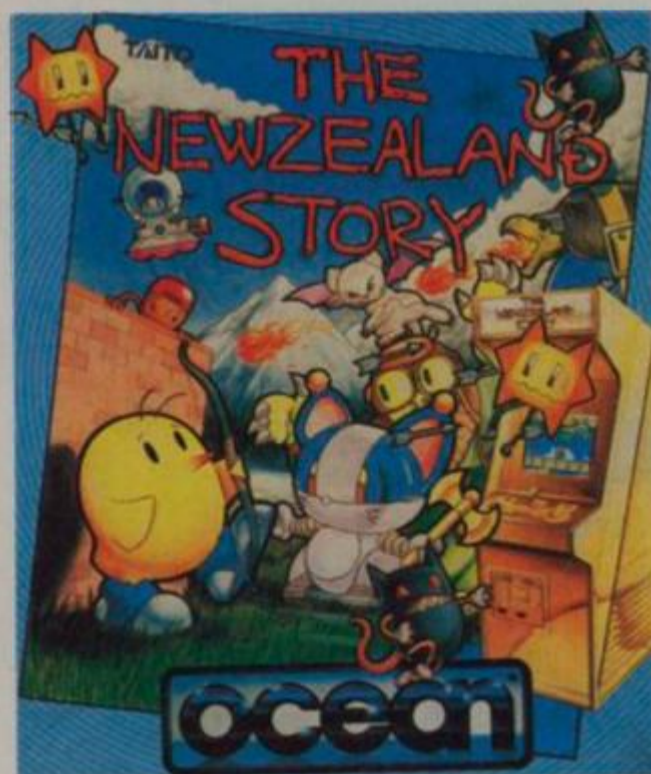
## The New Zealand Story from Ocean

Fun from down under that will have you standing on your head.

Wally Walrus has captured his tea - 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table.

New Zealand Story is incredibly cute. This is an amazingly addictive game, and the difficulty tuning has been set just right.

**Amiga Format 94%**



### New Zealand Story

	PRICE	CODE
Spectrum 48K	Cass £ 8.95	BF10SC2
Spectrum + 3	Disk £14.95	BF11SD2
Commodore 64	Cass £ 9.95	BF12CC2
Commodore 128	Disk £14.95	BF13CD2
Amstrad CPC	Cass £ 9.95	BF14AC2
Amstrad CPC	Disk £14.95	BF15AD2
Atari ST	Disk £19.95	BF16ST2
Amiga	Disk £24.95	BF17AM2





# CG

# 2

## Indiana Jones The Last Crusade from US Gold

Relive the greatest action scenes from the greatest movie of all...

The game is played on four action packed levels and will become of the classic two fist-ed arcade games. You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched.

- A copy of the "Byzantine Crusader" which details the storyline and Hints & Tips is included with the software.
- An added feature of a Whip allows Indy to capture and hold on to all objects.

*"The graphics are superb, this is one of the best US Gold games to date"*  
ST Format 90%

LUCAEILLI AND US GOLD PRESENT

# INDY

## INDIANA JONES and the Last Crusade

THE ACTION GAME

A TWO-FISTED PEOPLE WHO BROW

Indiana Jones - The Last Crusade			
		PRICE	CODE
Spectrum 48	Cass	£ 8.99	BF30SC2
Spectrum 128	Disk	£12.99	BF31SD2
Amstrad CPC	Cass	£ 9.99	BF32AC2
Amstrad CPC	Disk	£14.99	BF33AD2
Commodore 64	Cass	£ 9.99	BF34CC2
Commodore 128	Disk	£14.99	BF35CD2
Atari ST	Disk	£19.99	BF36ST2
Amiga	Disk	£19.99	BF37AM2
IBM PC	Disk	£19.99	BF38PC2

# GET ONE FREE!

# 4

## Robocop from Ocean

Take on the role of an avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen and confront you.

Part man, part machine, all cop!

"The most playable and enjoyable licensed games to date."

New Computer Express

### Robocop

		PRICE	CODE
Spectrum 48K	Cass	£ 9.99	BF20SC2
Spectrum +3	Disk	£14.99	BF20SD2
Amstrad CPC	Cass	£9.99	BF21AC2
Amstrad CPC	Disk	£14.99	BF22AD2
Commodore 64	Cass	£9.99	BF23CC2
Commodore	Disk	£14.99	BF24CD2
Atari ST	Disk	£19.99	BF25ST2
Amiga	Disk	£24.99	BF26AM2
IBM PC	Disk	£19.99	BF27PC2

## ORDER HOTLINE 0458 74011

Post to: Big Four Mail Order, The Old Barn, Somerton, Somerset TA11 7PY

**YES**, I want to take advantage of this remarkable way of buying software.

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought. The total price of the free game(s) must not be greater than the total price of the paid-for game(s).)

Title	Machine	Order Code	Price
			<b>FREE!</b>
			<b>FREE!</b>

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

POST CODE \_\_\_\_\_

PAYMENT BY:  Cheque  Access  Visa

CREDIT CARD NUMBER \_\_\_\_\_

EXPIRY DATE \_\_\_\_\_

Please make cheques payable to "Big Four Mail Order".

CVG 11/89



# REVIEW

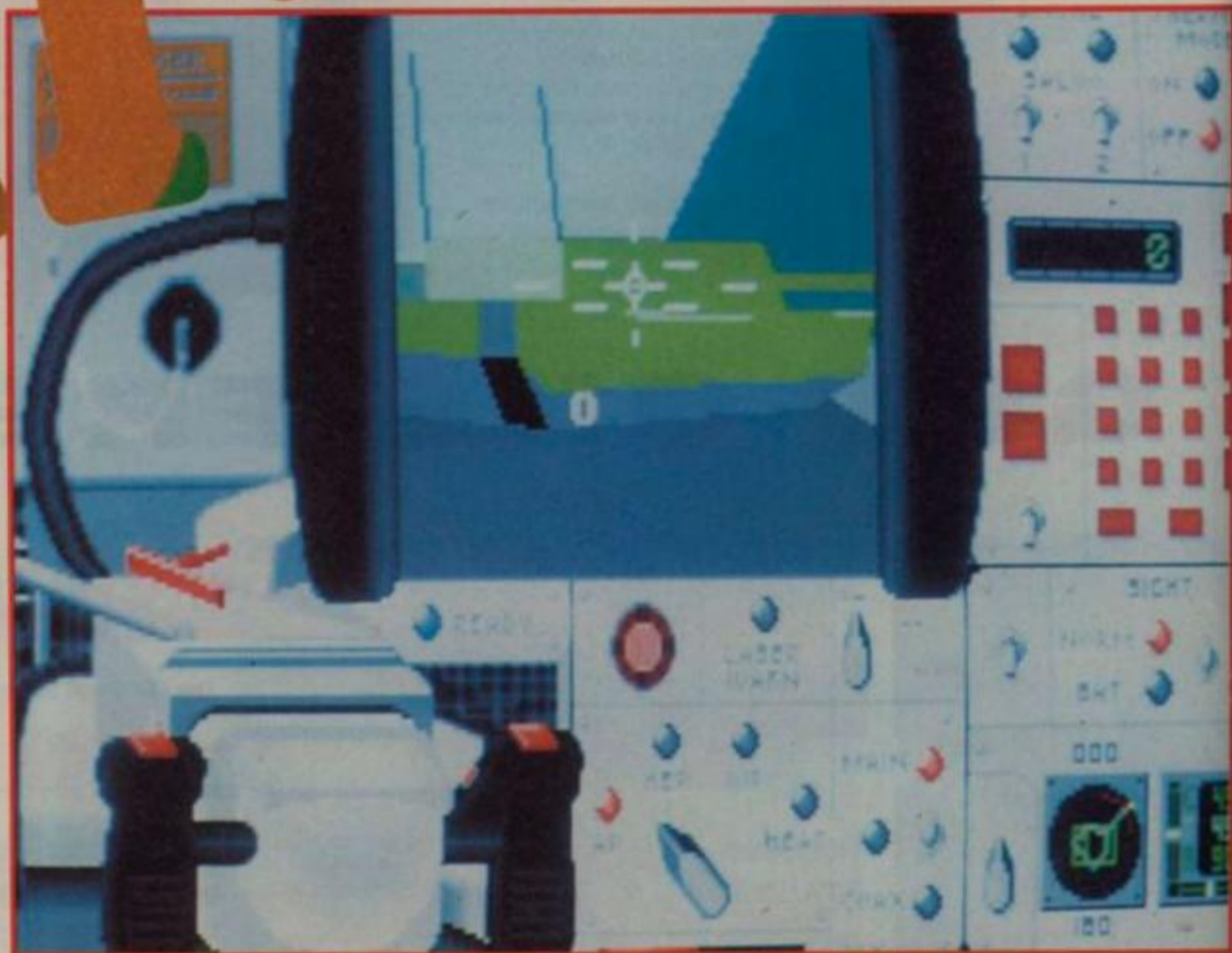
▶ PC

# TANK PLATOON

BY MICROPROSE

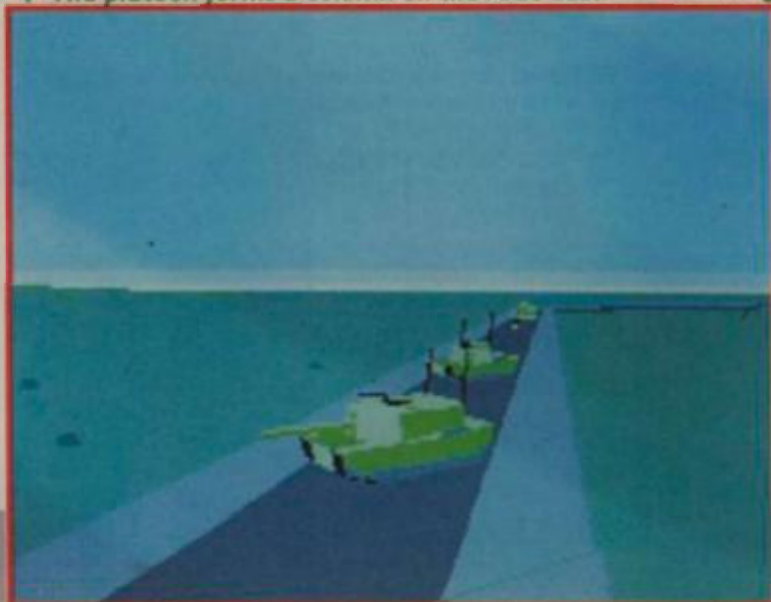
After putting you at the controls of every other bit of military hardware in the American armed forces, Microprose have finally applied their computer simulation technology to a tank, namely the US Army's M1 Abrams. Not surprisingly for a Microprose game, this Abrams is stationed somewhere along the Eastern front, waiting for the Red Army to rampage over the hill (exactly where, and against which part of the Red Army is decided by your choice of mission difficulty).

Unlike some of Microprose's other games, playing Tank isn't just a matter of whizzing about popping off cannon rounds at anything that trundles past. M1



▼ The platoon forms a column on the road east.

▲ The gunner's view. Don't shoot him - he's on your side!



Tank Platoon is a much more thoughtful game than, say, F-15 Strike Eagle II, and consequently the gameplay is about 40% action to 60% strategy. For a start you command a platoon of four tanks, which have to interact with friendly gunnery, other tank platoons and reconnaissance helicopters. Each of the four tanks has a crew of four - a commander, a driver, a gunner and a loader, each of whom are rated to indicate their competence when under computer control. The guys start off with





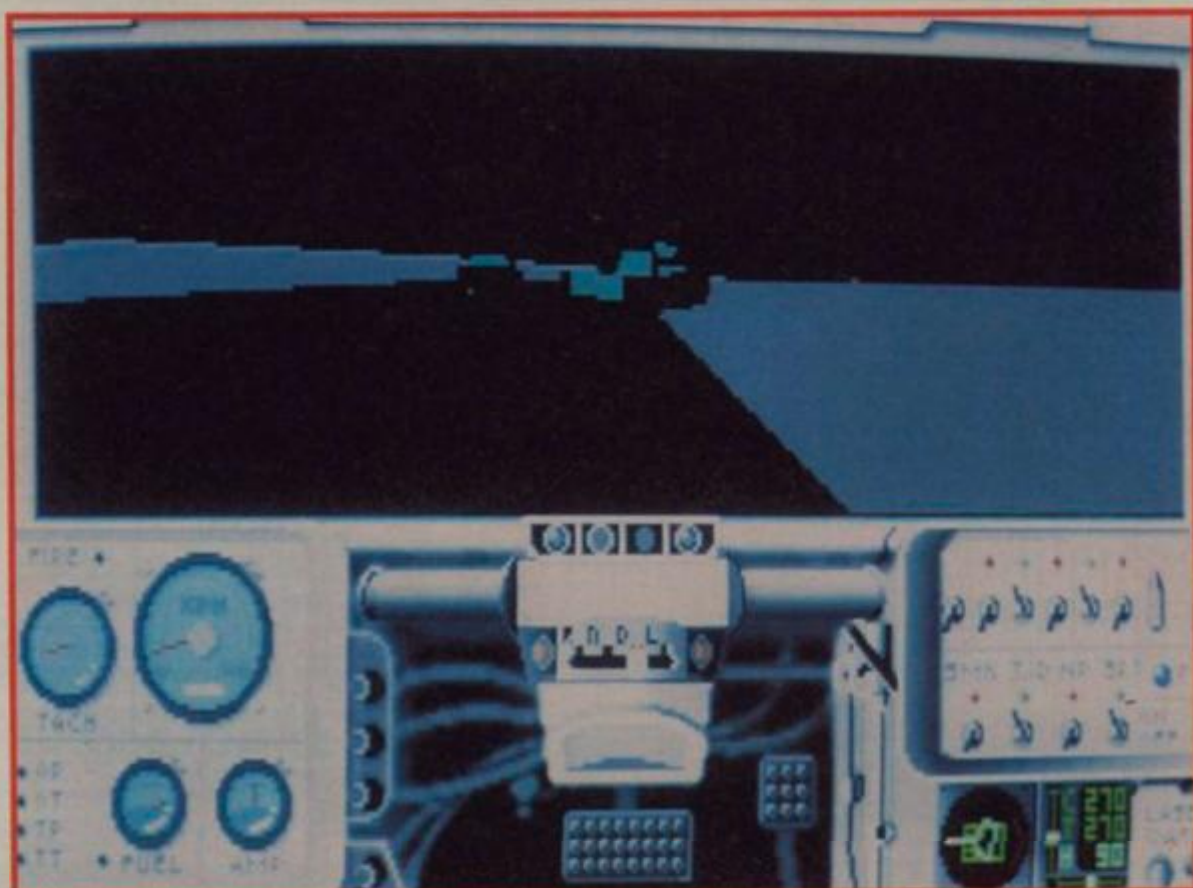
## C+VG HIT!

ratings like "inept" and "poor", but you can take over the position of say, an inept gunner at any time, viewing the action through his eyes.

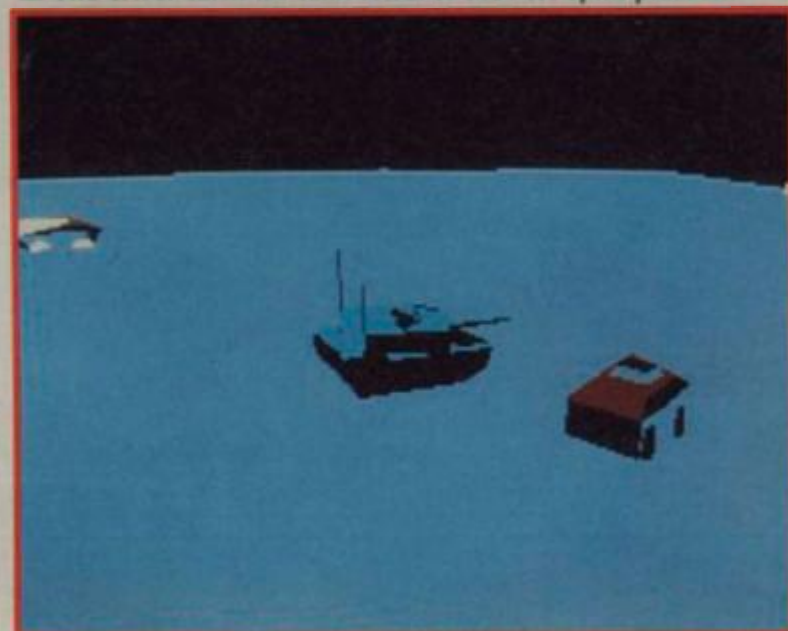
When you do go down onto the battlefield like this you get a 3D filled vector graphics view of the landscape, which is rather cruder in definition than, say, Bomber, but on a VGA PC it's pretty as well as being functional. As I said, though, Tank is more tactics than action, so for the most part you direct your forces on an overhead map view.

You issue orders to the platoon from your lead tank using a cursor to highlight objects. As commander you can get your boys to take up different formations, advance, back up, turn to face a certain landmark or vehicle, advance to a spot, engage (turn the turret) to different di-

▼ Hiding behind a smoke screen.



▲ The driver turns his tank towards the rest of his platoon.



▲ Getting the drop on an enemy BTR 70.

rections and fire at will (look out for enemy artillery and shoot it).

As far as weaponry goes, the tanks have laser rangefinding and night vision systems and armour-piercing, HEAT and coax shells to load into the main gun. If you take the commander's position, you can also stick your head out of the hatch and use a turret-mounted machine gun.

While you're playing Tank Platoon you get that same old Microprose feeling of really being there and it's obvious that the game is technically very competent. You have to admire the game because it's an excellent

simulation, but be warned that it's a lot more complicated to play than any of their other simulations. Whereas most arcade game players could get on well with the likes of F-15 II just by

### UPDATE

Microprose's programmers are currently working on the ST and Amiga versions of F-19 Stealth Fighter, but as soon as they've finished, their next projects are conversions of MI Tank Platoon. More news when we receive it.

roaring through the blue and letting rip with a couple of Sidewinders, Tank Platoon's emphasis on tactics, its mass of control keys (over 100!) and its constant flipping between tank crews and map screens requires intense concentration, even during the easier assignments.

I can't really fault MI Tank Platoon as it's definitely Microprose's most comprehensive simulation yet, but strategy/simulation buffs are going to enjoy it a lot more than your average gamer.

PAUL GLANCEY

PC	£39.95
GRAPHICS	87%
SOUND	56%
VALUE	80%
PLAYABILITY	84%

Technically Microprose's best yet, but the slower and more complicated tactical gameplay makes Tank Platoon less attractive to the casual gamer than the blam-zoom action of the flight sims.

OVERALL 87%







## 520ST-FM SUPER PACK



**1Mb DISK DRIVE  
£450 OF SOFTWARE**

### ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrailen	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

### SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

### PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

### JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

**FREE ATARI BUNDLE VALUE: £458.97**

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

**£399**  
INCLUDING VAT

With SM124 mono monitor: £498 <sup>55%</sup> With SC1224 colour monitor: £698 <sup>55%</sup>

## 1040ST-FM PROFESSIONAL PACK

### NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new "Professional Pack" from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This "Professional Pack" software will enable you to get straight down to business with your new computer. In addition to this software (worth £364.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.



**£499**  
INCLUDING VAT

With SM124 mono monitor: £598 <sup>55%</sup>  
With SC1224 colour monitor: £798 <sup>55%</sup>

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98
<b>NORMAL RRP:</b>		<b>£884.82</b>
<b>LESS DISCOUNT:</b>		<b>£385.82</b>
<b>PROFESSIONAL PACK PRICE:</b>		<b>£499.00</b>



## ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&K.

## 520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

**£260**  
ONLY £2.51 PER WEEK  
RETURN COUPON FOR DETAILS  
+VAT= £299

+ SM124 mono monitor: £398 <sup>55%</sup> + SC1224 colour monitor: £598 <sup>55%</sup>

## WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

**SILICA STARTER KIT:** Worth over £200, FREE with every Atari ST computer bought from Silica.  
**PROFESSIONAL PACK:** Free business software with 1040ST-FM and MEGA ST's bought from Silica.  
**DEDICATED SERVICING:** 7 full-time Atari trained staff with years of experience on Atari servicing.  
**THE FULL STOCK RANGE:** All of your Atari requirements from one place.  
**AFTER SALES SUPPORT:** The staff at Silica are dedicated to help you get the best from your ST.  
**FREE CATALOGUES:** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.  
**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped within the UK mainland.  
**PRICE MATCH PROMISE:** We will match competitors on a 'same product same price' basis.  
**FREE TECHNICAL HELPLINE:** Full time team of Atari technical experts always at your service.

**FREE SILICA STARTER KIT  
WORTH OVER £200**  
WITH EVERY ST - RETURN COUPON FOR DETAILS  
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

## 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the "Professional Pack" software (worth £364.83) detailed above, plus the Silica ST Starter Kit (worth over £200), both Free Of Charge. Return the coupon for further details.

**2Mb MEGA ST**  
**£899** inc VAT  
+ mono monitor = £998  
+ colour monitor = £1198

**4Mb MEGA ST**  
**£1199** inc VAT  
+ mono monitor = £1298  
+ colour monitor = £1498



## DTP PageStream £149 +VAT = £171.35

Desktop Publishing (DTP) is one of the latest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (incl. VAT) and, because it works with an Atari 1040ST and a Seiko/Sharp SP-900A printer, you can be up and running with a complete system for less than £300. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the DTP box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO-MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

## DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

## SILICA SHOP:

**SIDCUP (& Mail Order) 01-309 1111**  
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

**LONDON 01-580 4000**  
52 Tottenham Court Road, London, W1P 0BA  
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

**LONDON 01-629 1234 ext 3914**  
Selfridges (1st floor), Oxford Street, London, W1A 1AB  
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, CVG11/89, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

## PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

Postcode: .....

Do you already own a computer  
if so, which one do you own?

DTP



# XENON TECHNOLOGY

MEGA PRICES!

MAIL ORDER

Amiga  
Atari ST  
IBM PC  
Spectrum  
C64  
Amstrad

MEGA PRICES!

MAIL ORDER

TOP 30	Title	Amiga	ST	PC	Spectrum	C64	Amstrad
1.	XENON II-MEGABLAST ..... (Image Works)	£ 16.75	£ 16.75	£ 16.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
2.	BATMAN THE MOVIE ..... (Ocean)	£ 16.75	£ 13.75	YOU MUST BE JOKING!	£ 6.45	£ 6.45	£ 6.45
3.	BLOODWYCH ..... (Image Works)	£ 16.75	£ 16.75	£ 16.75	£ 6.45	£ 6.45	£ 6.45
4.	GEMINI WING ..... (Virgin Games)	£ 13.75	£ 13.75	NOT AVAILABLE	£ 6.45	£ 6.45	£ 6.45
5.	LIFE & DEATH ..... (Mindscape)	£ 19.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
6.	STUNT CAR ..... (Micro Status)	£ 13.75	£ 16.75	£ 16.75	£ 9.75	£ 9.75	£ 9.75
7.	SHINOBI ..... (Virgin)	£ 13.75	£ 13.75	£ 16.75	£ 6.45	£ 6.75	£ 6.45
8.	A.P.B. .... (Tengen)	£ 13.75	£ 13.75	£ 16.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
9.	XENOPHOBE ..... (Micro Style)	£ 16.75	£ 13.75	£ 16.75	£ 6.45	£ 6.45	£ 6.45
10.	ROBOCOP ..... (Ocean)	£ 16.75	£ 13.75	£ 16.75	£ 6.45	£ 6.45	£ 6.45
11.	BEACH VOLLEY ..... (Ocean)	£ 16.75	£ 13.75	NOT AVAILABLE	£ 6.45	£ 6.45	£ 6.45
12.	INFESTATION ..... (Psygnosis)	£ 16.75	£ 16.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
13.	MR. HELI ..... (Firebird)	£ 16.75	£ 16.75	NOT AVAILABLE	£ 6.45	£ 6.45	£ 6.45
14.	F-16 COMBAT PILOT ..... (Digital Int.)	£ 16.75	£ 16.75	£ 16.89	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
15.	VIGILANTE ..... (US Gold)	£ 13.75	£ 13.75	£ 13.75	£ 6.45	£ 6.45	£ 6.45
16.	DYNAMITE DUX ..... (Activision)	£ 16.75	£ 13.75	NOT AVAILABLE	£ 6.45	£ 6.45	£ 6.45
17.	PAPERBOY ..... (Elite)	£ 13.75	£ 13.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
18.	RICK DANGEROUS ..... (Firebird)	£ 16.75	£ 13.75	£ 16.75	£ 6.45	£ 6.45	£ 6.45
19.	POPULOUS-PROMISED LANDS ..... (E/A)	£ 6.45	£ 6.45	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
20.	LIGHT FORCE ..... (Ocean)	£ 16.75	£ 16.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
21.	HONDA RVF750 ..... (Micro Style)	£ 16.85	£ 13.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
22.	RED LIGHTNING ..... (US Gold)	£ 19.75	NOT AVAILABLE	£ 19.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
23.	RAINBOW ISLAND ..... (Firebird)	£ 16.75	£ 16.75	NOT ENOUGH COLOUR	£ 6.45	£ 6.45	£ 6.45
24.	INDIANA JONES / LC ..... (Lucasfilm)	£ 13.75	£ 13.75	£ 13.75	£ 6.45	£ 6.45	£ 6.45
25.	THE NEW ZEALAND STORY ..... (Ocean)	£ 16.75	£ 13.75	TOO FART	£ 6.45	£ 6.45	£ 6.45
26.	IVANHOE ..... (Ocean)	£ 16.75	£ 13.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
27.	FALCON MISSION DISK 1 ..... (Mirrorsoft)	£ 13.75	£ 13.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
28.	HIGHWAY PATROL ..... (Infogrames)	£ 16.75	£ 16.75	£ 16.75	NOT AVAILABLE	NOT AVAILABLE	NOT AVAILABLE
29.	QUARTERBACK ..... (Virgin)	£ 13.75	£ 13.75	£ 16.75	£ 6.45	£ 6.45	£ 6.45
30.	CABAL ..... (Ocean)	£ 16.75	£ 13.75	NOT AVAILABLE	£ 6.45	£ 6.45	£ 6.45

Xenon Technology, 71 Wadham Road, North End, Portsmouth, Hampshire. PO2 9ED.  
Telephone: (0705) 670878. (Special Access/Visa Fast Line between 3.30pm & 5.30pm).

Please make all cheques or postal orders payable to "Xenon Technology".

All prices include VAT, postage, packaging and a full guarantee (please add £1.35 per item overseas).  
All goods are dispatched within 24 hours (subject to availability).



# QUARTZ



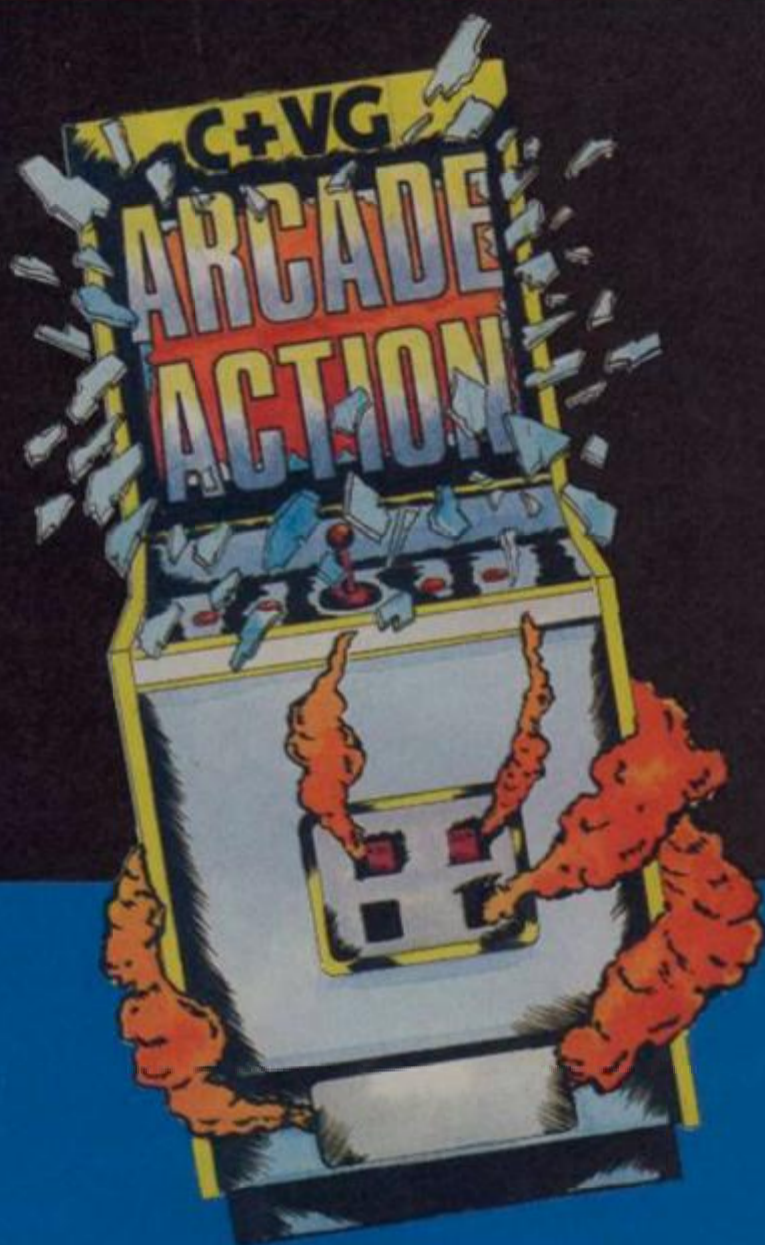
Quartz – an all-action, eight-way scrolling, graphical extravaganza blast-'em-up. Featuring some of the most lurid graphics this side of Andy Warhol's Pop Art, the action takes place in the lattice layers of a crystal, flying through a cloud of sub-atomic particles. Blast everything in your way and collect 'quarks' that are released by the destruction of particles. These can be used to upgrade your ships weapons when critical density is reached. With eleven different 'powerups' available to you, such as flame thrower and octogun, life is never dull. Quartz – fast action, vivid graphics and exciting gameplay. Another smash hit from Firebird.

Available on the following formats, Atari ST and Commodore Amiga at £24.99.



Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326/504412





## FOUR TRAX

Imagine a twin-monitor game like Final Lap, but instead of seats to sit on, you've got a pair of Quad Motorcycles which vibrate and buck as you ride around the track.

This is dirt track racing, in which you can play either a solo game, or with another player and challenge a pair of computer riders.

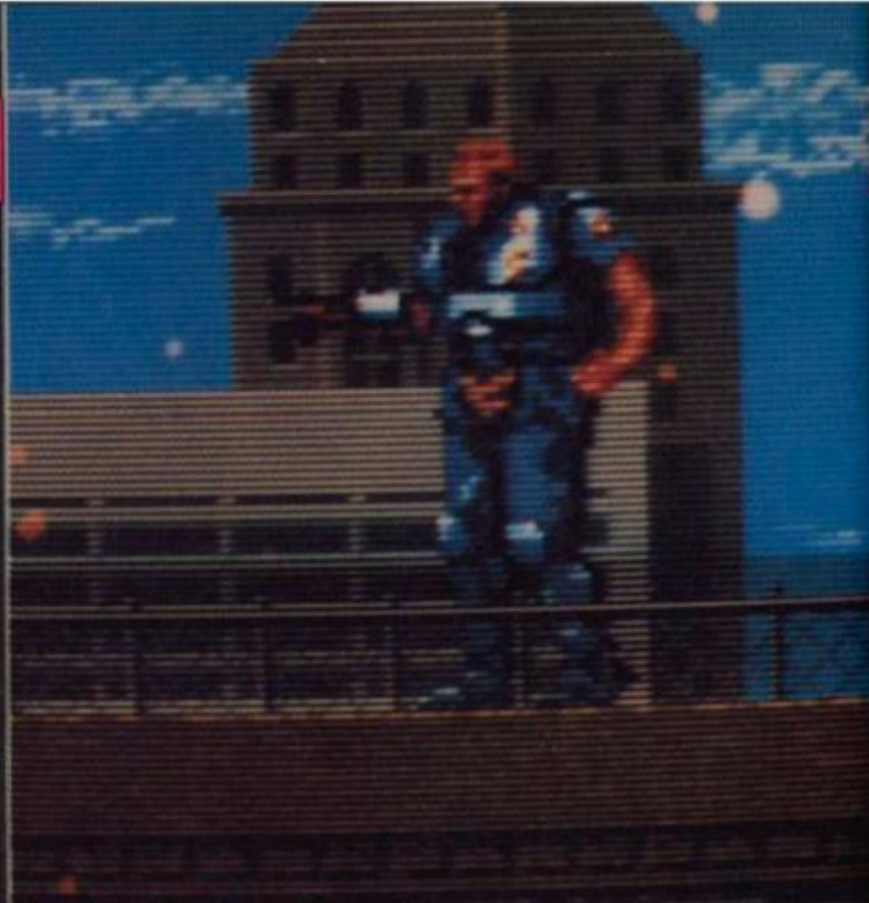
Wait for a green light, then twist the throttle and you're away. Change into high gear and slide around the first bend - and get prepared for a bumpy ride as the motorbike between your legs starts to vibrate and move!

There are hills and

plenty of rough ground to tackle (your bike goes bonkers here), and getting to the checkpoint before the time limit runs out is tough - and beating the computer riders tougher still.

Featuring big cartoon-style graphics and those wild 'n' wacky moving motorbike seats, Four Trax is an exciting and thrilling ride which is best appreciated when you're racing with a friend. Try it out if you're sick of car racing games.

GRAPHICS	85%
SOUND	79%
VALUE	86%
PLAYABILITY	87%
<b>OVERALL</b>	<b>89%</b>



## STREET SMART

Fighting games are still in! Last month we had Violence Fight - this month it's Street Smart.

One or two players can square up in this one-on-one combat game, which features a wide variety of wrestling and karate moves. The controls seem confusing at first, but with a bit of practice you can thump the hell out of the baddies.

The best tactic is to get close to your opponent and knock him about a bit, then go in for the kill with a drop

kick, low punch or even a stranglehold.

As you progress through the game, the baddies get bigger and tougher, and you certainly have to fight for your life if you're going to defeat them.

Street Smart isn't quite as much fun as Violence Fight, but is still well worth playing.

GRAPHICS	84%
SOUND	81%
VALUE	79%
PLAYABILITY	81%
<b>OVERALL</b>	<b>80%</b>





OP QUEEN

BANK



## CYBER POLICE

Sega's Cyber Police is a cross between Robocop and NARC, but doesn't quite have the flair of either.

Armed with a gun, you've got to fight your way along the horizontally scrolling backdrop, blast-

ing the baddies and picking up the extra weapons before you confront the end-of-level guardian. He's a big and violent fella, and requires a load of blasting before you can apprehend him.

Another two levels of similar action have to be endured before you become a fully-fledged member of the Cyber Police - you get a

heavy metal suit and a cannon for your right arm, and can do some serious damage to the hordes of criminals. But watch you don't sustain too many hits, or the armour will wear away, leaving you very exposed!

The graphics and sound are standard fare, and although the action is fast and furious, Cyber Police is only worth playing if you're

bored of Robocop and NARC.

GRAPHICS	73%
SOUND	78%
VALUE	71%
PLAYABILITY	76%
OVERALL	76%







## OMEGA FIGHTER

Here's another addition to the already saturated vertically scrolling shoot 'em up market.

A star station has been

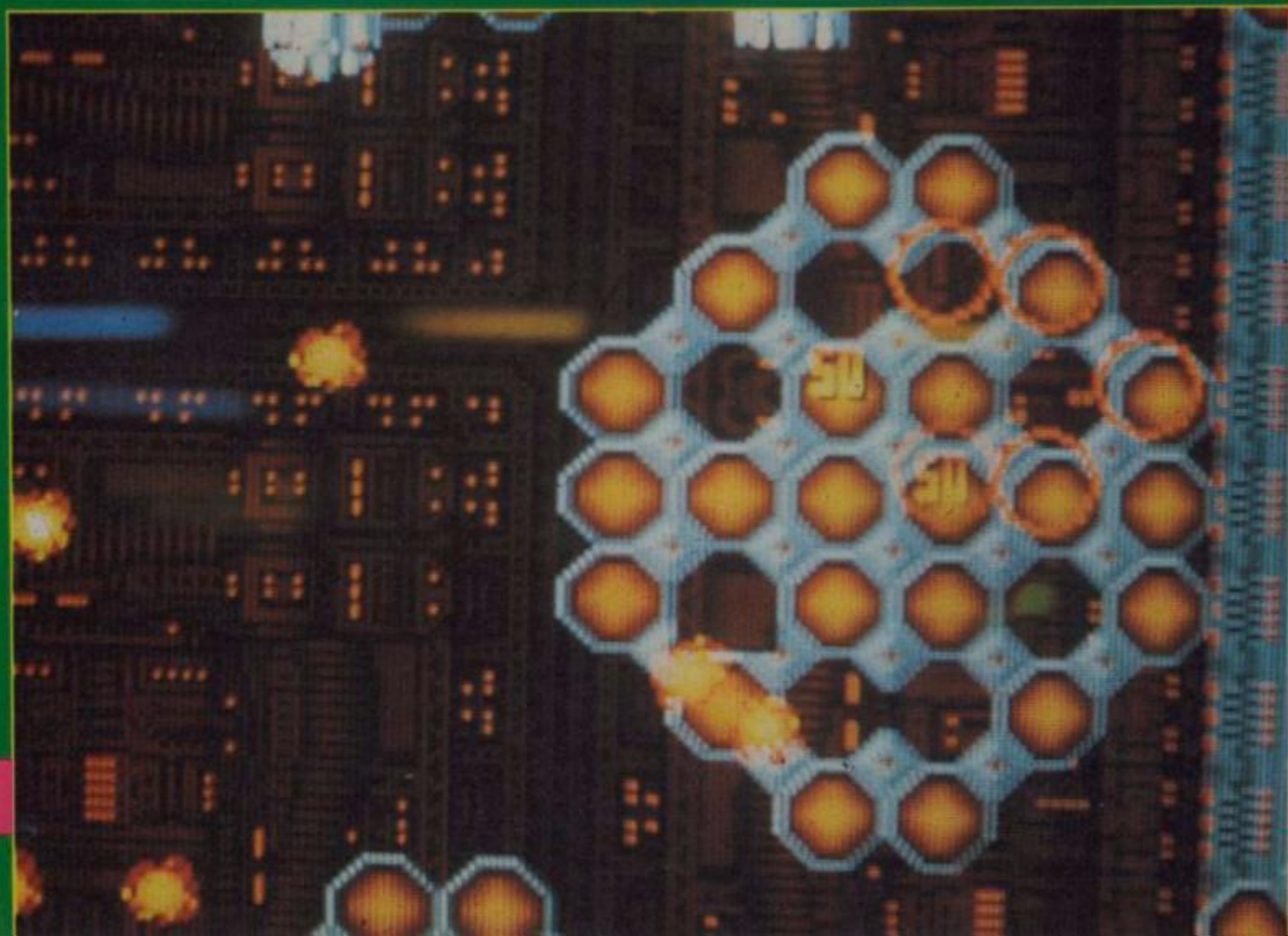
invaded, and it's your mission to fly out there and kick some alien butt. As you approach, waves of alien craft streak on from the top and sides of the playing area and dive bomb you kamikaze-style. Blast 'em, watch you don't get hit by fireballs, and get ready to take on another wave.

Successful blasting awards you with a power-up, and you certainly need them - things get very hairy very quickly.

Omega Fighter doesn't offer much that hasn't already been seen, but nevertheless it has that essential playability that'll please fans of this type of game.

GRAPHICS	79%
SOUND	81%
VALUE	76%
PLAYABILITY	80%

**OVERALL 79%**





# FREE! TENSTAR PACK WORTH OVER £229!



# Commodore AMIGA



**ONLY £3.34 PER WEEK**  
**£346.95** -VAT- **£399**  
 INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

## WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you.

- THE FULL STOCK RANGE:** The largest range of Amiga related peripherals, accessories, books and software in the UK.
  - AFTER SALES SUPPORT:** The staff at Silica Shop are dedicated to help you to get the best from your Amiga.
  - FREE NEWSLETTERS:** Mailed direct to your home as soon as we print them, featuring offers and latest releases.
  - FREE OVERNIGHT DELIVERY:** On all hardware orders shipped to Silica Shop customers within the UK mainland.
  - PRICE MATCH PROMISE:** We will normally match our competitors offers on a 'same product same price' basis.
  - FREE TECHNICAL HELPLINE:** Full time team of Amiga technical experts to help you with your technical queries.
- But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

## PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£724.43</b>
<b>LESS DISCOUNT:</b>	<b>£325.43</b>
<b>PACK PRICE</b> <small>INC VAT</small>	<b>£399</b>

## 1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£999.43</b>
<b>LESS DISCOUNT:</b>	<b>£350.43</b>
<b>PACK PRICE</b> <small>INC VAT</small>	<b>£649</b>

## FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500-A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

## FREE TENSTAR PACK

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
<b>TOTAL RRP:</b>	<b>£229.50</b> <small>INC VAT</small>

## DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

**SILICA SHOP:**

**SIDCUP (& Mail Order) 01-309 1111**  
 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
 OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

**LONDON 01-580 4000**  
 52 Tottenham Court Road, London, W1P 0BA  
 OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

**LONDON 01-629 1234 ext 3914**  
 Selfridges (1st floor), Oxford Street, London, W1A 1AB  
 OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, CVG11/89, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

**PLEASE SEND ME FREE LITERATURE ON THE AMIGA**

Mr/Mrs/Ms: \_\_\_\_\_ Initials: \_\_\_\_\_ Surname: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Do you already own a computer  
 If so, which one do you own?



# COIN-OP

Las Vegas! A city of 750,000 people stuck in the middle of a desert, surrounded by mountains, sand, sand and more sand. Americans go there to gamble, C+VG flew out to visit one of the worlds largest video game exhibitions, the AMOA Show held at the Hilton Pavillion. John Cook has the story.

Every kind of amusement machine operator and manufacturer was there, from multi-national giants like Sega, to a one-man band who was trying to promote a video game you controlled... by standing on a wired-up surf board! Extra realism could be obtained by having a mate throw buckets of salt water over you during the proceedings. Interesting stuff or what?

But it's big business, this coin-operated stuff, y'know. How much get dumped in the coin slots of the USA every year? An estimated seven billion dollars or around 4.5 billion pounds, that's how much. Video games and pinball take up about \$5.5 billion of that, which equates to about, say 15 billion goes, which equals about 60 games per year for every man, woman, wombat and child in America. Golly - no wonder some of the exhibitors looked so serious.

## SEGA WHOPPA

Most serious of all about the coin op business has to be Sega and they had several acres of space on the show floor, mostly devoted to a new slant to Super Monaco Grand Prix. Didn't we say that SMGP was fab - and the only



thing that could make it better was to link the machines together. Someone must have been listening, SMGP machines can now be linked together - up to 8 of them - and you race against each other! Wow maaaannn! C+VG hereby announce multi-player SMGP as the most wonderful group sensory experience since Crystal Palace last won at home.

It's the same game essentially, of course, with you first qualifying for a position on the grid, then racing around the full Monaco circuit. But this time you have other human beings who, being other human beings, tend to pull nutter-like stunts such as standing on the brakes when you are right up behind them. Blam! You're written off, they go along their own sweet way,

laughing hysterically. Ho hum!

Sega was also showing an utterly wonderful golf game based on the System 24 cabinet. Called World Masters Golf, this is certainly the best of the hundreds of golf games that seemed to litter the exhibition. Watch the home rights to this get positively eaten up! I've a feeling that Sega were saving something really special up for the show to be held in Tokyo in a couple of weeks - watch this space for more details.

Another Japanese manufacturer that was probably keeping something back was Capcom. With UN Squadron, the latest release on show, along with virtually every other CP System game, there was a bit of a lack of excitement. Boring, boring - specifically as UN Squadron is barely as stimulating and inviting as slipping into a five-year coma.





# CITY

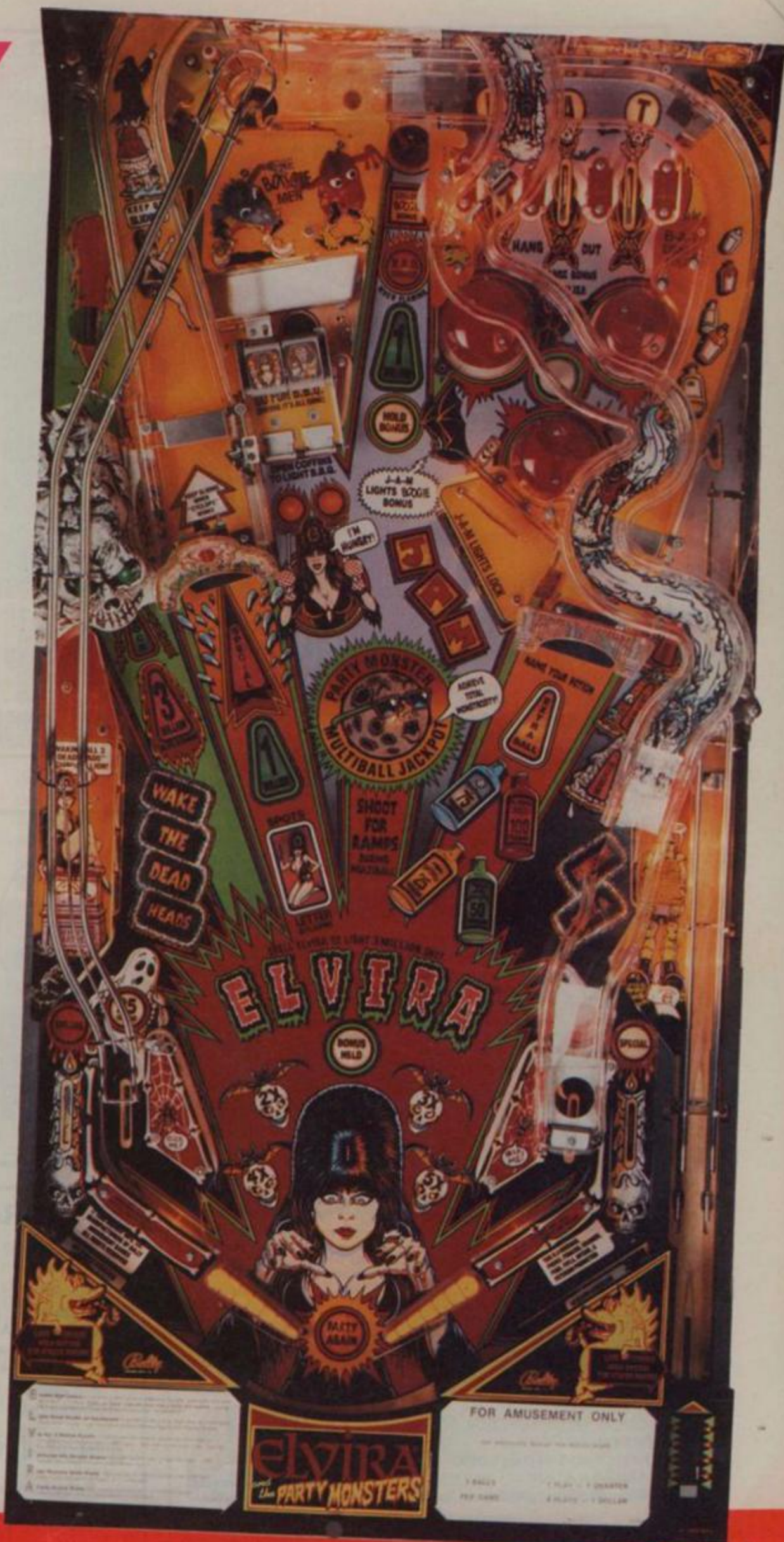
## ATARI STUNNA

Atari Games were on home ground, however, and pulling out all the stops with a brand new 3D polygon game called STUN Runner. This one has you flying a Speeder along 3D tunnels, roller coasters and starscapes. Faster than any other 3D poly game around, it's a real treat to get your hands on. Expect a full review herein jolly soon.

Lesser games on show by them were Escape from the Planet of the Robot Monsters and a new version of Cyberball - 'cos the poor old American consumers found the first one a bit too complicated.

Namco were nicking a bit of the Atari stand showing off Four Trax (see the review this issue) with double units linked together. Fun game. There was what might be called a Tetris variant on show at the American Technos stand, called Block Out. Simply enough, it's a full 3D kind of Tetris game, with you looking down from the top of the cube and able to rotate the shapes in the x, y and z axes. Probably the most innovative game of the show, which unexpectedly had the hardened operators queuing up to play it.

Whatever has happened to Taito? Has it gone bonkers? A huge stand - but if the best thing that it had was Night Striker then maybe it ought to take up basket weaving or something. Certainly its new puzzle game, Plotting, can honestly be re-named as "The Pits". Still, a-behind-the-scenes natter with a Taito executive sug-





# World Championship BOXING MANAGER



The GIANTS amongst software

Following Tracksuit Manager's No. 1 Success comes

## BOXING MANAGER

Real Fighting - Real Tactics - Real Management

End of Round 7 your boxer returns to the corner. The cuts worsening and there's a swelling beneath the eye. You have thirty seconds to patch him up. What about your fight tactics? Is he in front? Only the three fight judges know for sure, should you give him further instructions? - too late the bell sounds.

### YES ANOTHER SMASH HIT COMING

All fights use an artificial intelligence with indepth commentary as 100 Boxers struggle to become Heavyweight champion of the world.

### THIS GAME HAS...

100 Boxers 20 fight Managers all with individual abilities and ratings. 2 scouts • Different governing bodies • Physio • Trainer • Area national and world ranking displayed • Secretary • Filofax • Letters and telephone calls • It's all here with more.

### PLUS...

• Move around your office • Use your telephone • Answer mail • Sign agreements with boxers, promoters, governing bodies • Set up deals • Visit physio or pop into the training camp • Manage up to Five boxers at once.

### ALSO...

Decide upon fight tactics according to the strength and weaknesses of your boxers, what are their weaknesses? sorry - you'll have to find out. Work as a second during rounds. Use sponge, flat iron, towel, water etc. Opponents use intelligence to decide upon their next round plans so beware.

### BEWARE...

If you're looking for something easy or a joystick wagging punch up - look elsewhere this is the fight game with reality.

**GOLIATH GAMES specialises in ADVANCED - INVOLVED  
- ORIGINAL SOFTWARE DON'T FORGET IT**

AVAILABLE ON...

CBM 64 - 9.95/12.95 DISC

SPECTRUM - 9.95

AMSTRAD 9.95/12.95 DISC

AMIGA • ATARI ST - 19.95

IBM - 19.95 Including V.A.T. Plus 50p post & packing *The GIANTS amongst software*



PLEASE SEND CHEQUES/P.O. TO:

6A SCIENCE PARK, ABERYSTWYTH, DYFED SY23 3AH

## Megasave

TITLES	SPECT	AMS	DISC	COMM	DISC	ST AMIGA	PC
Action Fighter	6.95	10.50	10.50	6.95	10.50	17.50	17.50
Adrenal Beat	6.95	10.50	10.50	6.95	10.50	13.95	13.95
APB	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Archie Muscle	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Batman (The Movie)	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beach Volley	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 2	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 3	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 4	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 5	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 6	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 7	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 8	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 9	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 10	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 11	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 12	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 13	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 14	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 15	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 16	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 17	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 18	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 19	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 20	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 21	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 22	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 23	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 24	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 25	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 26	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 27	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 28	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 29	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 30	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 31	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 32	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 33	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 34	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 35	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 36	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 37	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 38	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 39	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 40	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 41	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 42	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 43	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 44	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 45	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 46	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 47	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 48	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 49	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 50	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 51	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 52	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 53	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 54	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 55	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 56	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 57	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 58	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 59	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 60	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 61	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 62	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 63	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 64	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 65	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 66	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 67	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 68	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 69	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 70	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 71	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 72	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 73	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 74	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 75	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 76	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 77	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 78	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 79	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 80	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 81	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 82	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 83	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 84	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 85	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 86	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 87	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 88	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 89	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 90	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 91	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 92	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 93	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 94	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 95	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 96	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 97	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 98	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 99	6.95	10.50	10.50	6.95	10.50	13.95	13.95
Beethoven 100	6.95	10.50	10.50	6.95	10.50	13.95	13.95

+3 DISC D1 @ £8.75 D2 @ £8.95 D3 @ £10.95 D4 @ £12.95 D5 @ £13.95  
MAIL ORDER ONLY POSTAGE INCLUDED GREAT BRITAIN REC £1.00 PER ITEM OVERSEAS £2.00 PER ITEM FAST SERVICE  
SEND CHEQUE/PO TO MEGASAVE DEPT C - VD #18 SUTHERLAND ST VICTORIA LONDON SW1V 4JL  
PLEASE SEND FOR FREE LIST OF NEW RELEASES ON AMSTRAD ATARI ST AMIGA COMMODORE PC SPECTRUM AND +3 DISC  
STATE WHICH LIST, FUTURE LEASE LTD PLEASE NOTE THAT NEW GAMES WILL BE SENT GAY OR RELEASE



## ADVENTURE HELPLINE

Do you play computer adventures?  
Have you ever been faced with a  
seemingly impossible situation?  
**WE CAN HELP YOU**

Our adventure rescue team works 7 days and evenings a week  
and will be pleased to answer your queries. We offer help  
with any game on any computer, so, if you are tearing your  
hair out ring this number now:-

**0898 338 933**

Calls charged at 25p per minute, 38p at peak rate.

## HOLOGRAMS

An amazing fusion  
of science  
with art.

Send today for your  
HOLOGRAM CATALOGUE,  
with the largest selection of  
Holograms in the UK.

75p including FREE  
Hologram on the cover.

## SOFTWARE

Full range of  
Entertainment, Business  
and Budget Software.

Send today for your  
SOFTWARE CATALOGUE,  
pages of titles to choose  
from.

95p including FREE  
Hologram on the cover.

## HOLOGRAM CENTRE

Peterborough Arts Centre, Orton Goldhay,  
Peterborough PE2 0JQ.

Telephone: 0733 230262



# COIN-OP CITY

gested the better things are on the way. Like follow ups to certain amazingly successful driving games. Can't wait to play them.

Jaleco has always been a bit of a low-key company - but have moved up this year with Big Run. A rally driving game - again you can link 'em up to each other - it looked fun, if a tad unoriginal.

## X-TYPE

One of our favourite smaller companies is Irem. It's been producing a series of unspectacular but very playable PCB's, the last of which was Dragon Breed. Now there's an even better one called X-Multiply. OK, so it's horizontal scroller. A cruel type could even claim it was a Nemesis variant. But it's incredibly addictive and will have you whopping the dosh down the coin slot faster than the treasury can keep up. Other highlights? Data East had a newie called Midnight Resistance which looks like fun and in the "how the hell can they get that many sprites moving on a screen, even though they are a bit on the small side" dept, Task Force Harrier (produced by the same guys who did Omega Fighter) was jolly good. And Konami's SPY revealed a pleasant surprise - a section with a different perspective than the first few screens and better playability.



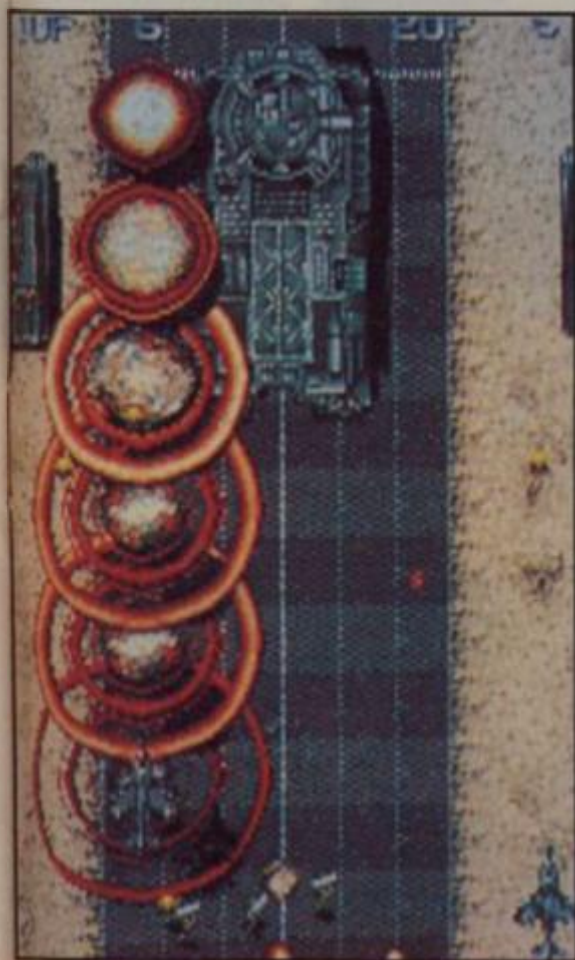
## PC ENGINE COIN-OP

The big surprise stuff, though, was how the PC Engine has turned up inside a normal coin-op cabinet!

Change the game, all you have to do is slot in a new data cartridge - price \$200, compared to \$800 for a game board using normal technology and you've got an arcade machine. And PC Engine games don't half look good on 26" monitors.

the Party Monsters from Bally. Endorsed by the woman in black with the most improbable chest in the history of womankind, it's playable, challenging and fun. Go, go, go and try and play it at the first possible instance. And don't press both flipper buttons at once, OK?

Finally, there were a whole variety of improbable and silly stuff which proliferates in the USA. Electronic Darts? Basketball machines. Fake driving ranges. Kiddie rides galore. Luv 'em. The good, the bad, the ugly, the unusual, the lucrative, the boring, the unexpected - they were all there at AMOA 89 with one thing in common... the punters won't get a squeak out of them until they insert some currency. Vids. What would we do without them?



## PINBALL

Pinball is pretty thin on the ground in the UK, but it accounts for almost half of the coin op revenue in the States, and there were some great new games on show.

ABC Monday Night Football (the same as Match of the Day over here) was a great celebration of American Football and superlative table design. We can barely control the withdrawal symptoms until it comes over here.

Bone Busters from Gottlieb was a laff too, together with a new Williams table called Police Force, which is the first pin table to have a moving police car under the glass. Gosh.

My favourite had to be Elvira and





**Nintendo**

The World's Number One Game System.



**WHEN YOU'VE BEEN TO HELL AND BACK  
YOU'VE PLAYED IKARI WARRIORS.**



Crash landing in deep jungle is bad. Losing your comrades is worse. Now you and your buddy have to face the enemy. There are mines, tanks, bazookas, flame throwers, helicopters and arrows. But you haven't got them, they have. Armed with only a gun and grenades you have to fight like hell. Because that's where you'll be with Nintendo's Ikari Warriors.



LOOK FOR THE OTHER NEW GAME PAKS AVAILABLE ONLY FROM NINTENDO.

**Nintendo**

ACE Computers, Bedminster, Cambridge Computer Store, Cambridge, Computer Leisure, Orpington, Computer Magic, Ipswich, Computronics, Twickenham, Intoto, Hockley, Microbyte, Nottingham, Miles Better Software, Chadmore, Number One Computers, St Helier, One Step Beyond, Norwich, Players, London SE6, Shekhana Computer Services, London W1/N22, Soft Centre, Cwmbran Town Centre, Software Plus, Basildon, T & T Book, Eastwood, Top Soft, Stockton on Tees, V U Data, Ashton Under Lyme, Watchdog, Wolverhampton, York Computer Centre, York, Mr Disk, Birmingham, Barkman Computers, Kingston Upon Thames, Telegames, Leicester, Alders, Croydon, Erol, Computers Ltd, Walthamstow.



## ▶ ARCADE HIGHSCORES

Got some record scores on your favourite coin-ops? Why not send them to: **ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** If you've got any hot tips, send them in too - there are prizes of T-shirts and software for the senders of the best tips - so get writing. Send your stuff to **ARCADE TIPS** at the above address - and don't forget to say which computer you own.

**1942**  
12,110,830 Colin McWhirter (CMC), Ballymena, N Ireland  
**AFTERBURNER**  
24,555,000 John Bristow, Erith, Kent  
**ALIEN SYNDROME**  
843,010 Colin McWhirter, Ballymena, N Ireland  
**ALTERED BEAST**  
4,000,000 Symon Brown, London  
**ARKANOID**  
1,478,760 Stewart Bell, Macclesfield, Cheshire  
**ATOMIC ROBOKID**  
14,101,430 Symon Brown, London  
**BATTLE RANGERS**  
199,980 Wilson Lau, King's Lynn, Norfolk  
**BLASTEROIDS**  
2,539,740 EGG, Portsmouth  
**BOMB JACK**  
43,634,590 Chris Ford, Lancing  
**CABAL**  
4,225,000 John Bristow, Erith, Kent  
**CHASE HQ**  
17,285,000 John Bristow, Erith, Kent  
**CHELNOV**  
101,570 Alex Ware (AJW), Shenfield  
**CRIMEFIGHTERS**  
225 Jermaine Allen, London  
**DARIUS**  
4,293,600 Keith Bradley, Blackburn, Lancs  
**DOUBLE DRAGON**  
999,999 Colin McWhirter, Ballymena, N Ireland  
**DOUBLE DRAGON II**  
885,000 John Bristow, Erith, Kent  
**DRAGON BREED**  
957,620 Symon Brown, London  
**DRAGON SPIRIT**  
985,950 Jamie Morse (JIM), Weston-Super-Mare  
**DYNASTY WARS**  
864,100 Peter Amor, Clevedon, Avon  
**FINAL BLOW**  
926,910 Ben Ware, Shenfield  
**FINAL ROUND**  
11,945,600 Tim Walker, Brighton  
**FLYING SHARK**  
2,310,100 Gavin Davis (PFJ), Swansea  
**FORGOTTEN WORLDS**  
6,927,600 Gary Harrod (GJH), Portsmouth  
**GALAGA 88**  
1,678,070 Chris Ford (CAF), Lancing, W Sussex  
**GALAXY FORCE**  
2,075,980 Alex Ware, Shenfield  
**GANG WARS**  
79,950 Anthony Shilson (BUZ), Tiptree, Essex  
**GHOSTS 'N' GOBLINS**  
7,554,700 Simon Lennok, N Ireland  
**GHOULS 'N' GHOSTS**  
74,180 Alex Ware, Shenfield  
**GOLDEN AXE**  
237.0 TOD, Ballymena  
**HANG-ON**  
49,658,320 Martin Deem (MJD), Portsmouth  
**HAUNTED CASTLE**  
368,220 Gavin Davis, Swansea  
**HELLFIRE**  
327,000 Julian Rignall (JAZ), Southend  
**HOT CHASE**  
270,540 Alex Ware (AKW), Shenfield  
**IKARI WARRIORS**  
1,353,300 Martin Deem, Portsmouth  
**KING OF BOXER**  
487,000 Michael Pearson (MP), Staiths, Cleveland  
**LEGEND HERO TONMA**  
209,890 Chris Ford, Lancing  
**MARBLE MADNESS**  
208,340 Martin Deem, Portsmouth  
**MAIN EVENT**  
5,486,800 Tim Walker, Brighton  
**NARC**  
3,360,050 Robin Levy (RJL),

Exeter  
**NEMESIS**  
1,376,400 Mario Kyriacou, Canterbury, Kent  
**NINJA WARRIORS**  
238,100 TOD, Ballymena, Antrim  
**OPERATION THUNDER-BOLT**  
320,840 Daniel Moore, Bluntingsham, Cambs  
**OPERATION WOLF**  
1,061,100 Neil Kelly, Isleworth, Middlesex  
**ORDYNE**  
471,840 Alex Ware, Shenfield  
**OUTRUN**  
56,024,110 Peter Amor, Clevedon, Avon  
**OUTRUN TURBO**  
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex  
**P-47**  
1,675,890 Chris Ford, Lancing, W Sussex  
**POW**  
233,720 Colin McWhirter, Ballymena, N Ireland  
**POWER DRIFT**  
5,798,625 Morris Wilson (BMW), London  
**PREHISTORIC ISLE**  
1,606,600 Gary Harrod (GJH), Portsmouth  
**QUARTET**  
8,576,750 James Washburn, Essex  
**RASTAN SAGA**  
1,081,000 Colin McWhirter, Ballymena, N Ireland  
**RASTAN II**  
894,950 Jamie Morse (JIM), Weston-Super-Mare  
**RAINBOW ISLANDS**  
430,500 Michael Pearson (MP), Staiths, Cleveland  
**ROADBLASTERS**  
1,560,000 Stu, Melton Mowbray, Leics  
**ROBOCOP**  
4,931,400 Tim Walker, Brighton  
**ROCK 'N' RAGE**  
9,999,990 J Stevens, Cranfield, Beds  
**SAINT DRAGON**  
940,370 Colin McWhirter, Ballymena, N Ireland  
**SECRET AGENT**  
555,100 Michael Birch, Deeside, Clwyd  
**SHADOW WARRIORS**  
203,900 Gary Harrod, Poole, Dorset  
**SHAO-LIN'S ROAD**  
11,834,000 Firoz Rawat, Manchester  
**SHINOBI**  
504,590 Jeff Purnell (JEF), Clevedon, Avon  
**SIDE ARMS**  
1,837,800 Jeff Purnell (JEF), Clevedon, Avon  
**SILKWORM**  
2,449,400 Robin Forsberg, Soderhamn, Sweden  
**SKY SOLDIERS**  
2,379,760 Gary Harrod

(GJH), Portsmouth  
**SPLATTERHOUSE**  
408,000 Adrian Smart (AA), Hereford  
**STRIDER**  
312,480 James Clarke, Didsbury, Manchester  
**SUPER CONTRA**  
12,858,900 Gavin Davis, Swansea  
**SUPER HANG-ON**  
**BEG:** 29,874,670 Martin Deem, Portsmouth  
**JUN:** 38,911,000 Martin Deem, Portsmouth  
**SEN:** 51,000,000 Martin Deem, Portsmouth  
**EXP:** 24,090,220 Martin Deem, Portsmouth  
**SUPERMAN**  
5,264,700 Gary Harrod, Poole, Dorset  
**TERRA FORCE**  
857,700 Shaun Osbourne (SFO), Ashford  
**TETRIS**  
179,938 Jeff Purnell (JEF), Clevedon, Avon  
**TIGER ROAD**  
1,740,000 Firoz Rawat, Manchester  
**THUNDERCROSS**  
8,004,720 Craig Ross, Falkirk, Stirlingshire  
**TOOBIN'**  
13,213,330 Martin Deem, Portsmouth  
**TRUXTON**  
1,883,090 Gary Harrod, Poole, Dorset  
**TWIN COBRA**  
2,221,680 Martin Deem, Portsmouth  
**VINDICATORS**  
891,400 Jamie Morse (JIM), Weston-Super-Mare  
**VIOLENCE FIGHT**  
219,200 Jamie Morse (JIM), Weston-Super-Mare  
**VULCAN VENTURE**  
945,650 Colin McWhirter, Ballymena, N Ireland  
**WARDNER**  
12,025,275 Paul Stokes (PJ), Aberdare  
**WONDERBOY III**  
221,631 Jamie Morse (JIM), Weston-Super-Mare  
**WILLOW**  
1,357,750 Jeff Purnell (JEF), Clevedon, Avon  
**WINNING RUN**  
2:08:00" Julian Rignall, Southend





# STAND OUT FROM THE CROWD

You've bought the mag, read the reviews, now get blasting those nasties with the C + VG Joystick!

Exclusive to our readers it's a customised version of the Euromax Elite model.

With its advanced design, accurate fire, unique colour and giveaway price, it was just too much for the Ed. Recently he was seen sneaking down the fire escape with a crateful earmarked for his chums!

So to stand out from the crowd, all you have to do is fill in the coupon and rush down to your nearest post box.

But hurry, stocks are limited and the Ed is getting zippy!!

Suitable for Atari, Commodore, Amstrad and MSX. Also with interfaces:- Sinclair, BBC and Electron.

Please send me \_\_\_\_\_ C+VG Joystick(s) at £11.95 + £1.24 p+p.  
Total amount enclosed £ \_\_\_\_\_  
Please make cheques payable to:  
Computer & Video Games.  
Name \_\_\_\_\_  
Address \_\_\_\_\_

\_\_\_\_\_ Postcode \_\_\_\_\_  
Please return to: Computer & Video Games Joystick Offer, 14 Holkhom Road, Orton Southgate, Peterborough PE2 0EF. TEL: 0733 237111. Allow 28 days for delivery

## Outstanding Features

- \* High Durability — Advanced design and precision engineering.
- \* Rapid response — Guaranteed by uniquely constructed bearing and gate assembly.
- \* Ultra Sensitive — Fitted with short travel micro switches.
- \* Absolute accuracy — In multi directional movement.
- \* Reduced fatigue — Advanced ergonomic design reduces effort — suitable for left or right hand play.
- \* 1.5m cord — allow for best playing position.
- \* Guaranteed — Full 6 months guarantee against any defective parts.



# ACE

## MAGAZINE OF THE YEAR

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

### ADVANCED COMPUTER ENTERTAINMENT

## £20,000 REWARD

We present a complete guide to today's home computer technology, and a £20000 challenge to the industry...

## THE ACE CHALLENGE

The past, the present, and the future of games technology...

## A PC ENGINE FOR BRITAIN

The secret's out! See page 27...



## RED *hot* TAPE


US technology is transforming the humble video tape recorder into a interactive games system. Find out more on page 35...

...the latest games, including *Elite 2* and *The Untouchables*; *David Braben* on *Elite 2*; and a maniac's guide to 16-bit racing sims



OUT NOW





Okay adventure freaks! Here's the column for you. Keith Campbell has loads of adventuery stuff - read on and see...

# AID



## SIERRA FEAST

There's a feast in store for Sierra fans in the next few months! New adventures currently scheduled for release between now and April include Manhunter - San Francisco, Leisure Suit Larry 3, Hero's Quest, Conquest Of Camelot, Ice Man, and The Colonel's Bequest. Of the three formats to be released in the UK - IBM, ST, and Amiga - only the IBM and ST versions are all scheduled for this side of April. Amiga owners are likely to see only outstanding versions of titles already out on ST and IBM, plus Manhunter.

"I am mad on Sierra adventure games," writes Andrew Webber of Orpington, so this news should please him. The only trouble is, Andrew has an Apple IIGS, for which he has acquired all current titles available for that machine direct from the USA. Does anyone know of a reliable source of Apple versions of Sierra games in the UK?

Another Sierra fan is Jurgen Dujardin who lives in Belgium. He would like a pen-friend to correspond with about the games, so if 3D adventures are your thing, why not drop him a line at: Graaf de Smet de Naeyerlaan 23, 8500 Kortryk, Belgium.

Talking of pen-friends, some months ago I put William Hern and Adrian Duffy in touch with each other, to talk about a game called Universe II. They swapped information on the game, and on its predecessor Universe I. Now William, after two and a half years of playing Universe II, has finally completed it, and the ending promises a sequel! "Omni-trend are still around, but I do not know whether they have yet written Universe III," writes William. But II

was so good that William adds: "If they have I MUST BUY A COPY!"

Dream Zone, reviewed some months ago on the Amiga, is now available on the ST. But Dominick Hardy of Barmouth, is having trouble getting the receipt for the corpse of the man he shot in the DTI building. It seems the dying man doesn't mention it, as he did on the Amiga, and Dominick can get out of the building without it. Are the two versions different, or is Dominick, perhaps, shooting the wrong man?

Who can help Finn Rosenlov of Espergaerde in Denmark? He can't get past a giant snake in Arazok's tomb, and he has a number of prob-



# ADVENTURE



lems in King's Quest I. How can he become small enough to enter the elf's house? What should he do with the bird and the golden egg? How can he get hold of a mushroom?

Sitting in the Seat Of Power is quite an achievement in Worm In Paradise, but John McCann of Wakefield is unable to survive the experience. And to complete the game, that is exactly what he must do! But, cunning as ever, Level 9's hint sheet seems to be one hint too short...

If you found yourself in a cell in the company of a venomite statue, what would you do? That is one of the questions asked by Venom player Richard Jamieson of

Banffshire. Richard would also like to know how to open the door behind the tapestry in the council room, and what use is food, the arrowhead, the cowl, and the tong?

And finally, news of two new adventure magazines. First, SynTax, a disk magazine for ST owners. Edited by Sue Medley and John Barnsley, SynTax is published bi-monthly. Pages are accessed by mouse-driven menu, revealing reviews, hints and tips, solutions, and even screen shots from commercial games. Price is 3.50 (UK and Europe) or 5.25 (outside mainland Europe) from Sue Medley at 9 Warwick Road, Sidcup, Kent DA14 6LJ.

Adventure Coder is a new conventional fanzine printed in half-A4 size, devoted to those whose interests lie in writing adventure games. A review of GAC+, technical tips for using the PAW, machine coding (Z80) and adventure, and miscellaneous articles go to make up the first issue. Edited by Christopher Hester, Coder is available per issue/annually at 1/12 (UK), 1.75/21 (Europe, Eire, and rest of world surface), and 2.25/27 (rest of world airmail), from C Hester, 3 West Lane, Basildon, near Shipley, West Yorkshire BD17 5HD.

## MONEY BACK FROM ACL?

If you are one of those unlucky adventurers who lost money by the sudden and still unexplained closure of the Adventurer's Club Ltd, do not despair! One of the keenest (ex) members, Allan Phillips, is planning to help all (ex) members get back what is owed them. To do this Allan needs to hear from

as many people affected as possible.

I have undertaken to pass on to Allan the details of all such C+VG and CU readers. So if you are out of pocket since Henry Mueller did a runner, send me your name and address (and telephone number if you have one), your ACL membership number, date of last subscription renewal and amount paid, and details of any payment made for mail order software that you have not received. Make sure that these are written on a separate sheet of paper from any other things you may be writing to the Helpline. Allan will collate all the information, and later in the year, seek redress through the courts. I'll be keeping you informed of progress!

## ROLE CALL

Patrick Halm of Gouda, Netherlands, has gone quite a long way in Pool Of Radiance, and now has to destroy the kobold colony. Trouble is, he can't find it! Nor can he find the vampire in the graveyard. Can anyone help?

The Bard's Tales continue to both entertain and frustrate. Lars Wegmann, of Slagelse in Denmark, is languishing in the ice keep of Gelidia, in Bard's Tale III. Can anyone tell him what to do? There were numerous questions this month on the subject of Bard's Tale I, and some of the

answers are provided in the A-Z clues section. Maps and a complete solution were also requested. Although I aim to answer each letter personally with as much help as I can give, I am unable to send out complete solutions or maps; nor will I provide details that are included in the packa-

ging. This applies to all games, adventure and RPG.

## HOME GROWN

Three adventures on one disk are offered for the Atari ST by River Software.

The Domes Of Sha concerns the sole tribe remaining on the planet Olaxas following a great war many years ago. They live in the Sha valley, the only fertile area left on the planet. Although they know their planet is dying, they are gripped with a dread fear of leaving, and their Elders await a leader to show the way. Then you come along, complete with your pet mugrat, Grunt.

A fairly routine adventure, this, with a collection of some rather nondescript locations.

The Hammer Of Grimmold is the second adventure in this package, in which Grimmold, King of the Dwarves, charges you with recovering the Hammer, symbol of health and virility. It seems it has been stolen by evil magician Valk, and secreted in his impregnable citadel.

Despite the lack of originality in its intro, this is an interesting game to play, with a few nice clues given in the text, and some neat puzzles. It will take a while, though, to forgive the only safe command to use to leave the inn. You must type OUT - any other wording gets you killed, an entirely unnecessary and illogical piece of nonsense!

Finally, Mutant is set on a south sea isle, some twenty years after the bomb has been tested. There have been reports of a strange creature in the mountains. His hideous cries have been heard, but he has never been seen. You are there to track him down. Unfortunately this adventure



# CLUES

# A

did not perform too well right from the start, when I tried to connect the battery of an abandoned Land Rover. The first time around the spark burnt a map. Trying again, I tried to locate the map first, without success. Next time around, an oily rag I was holding caught fire and burned gently, but was not in my inventory, nor could I do a thing with it. In fact, it later turned out that the oily rag was in the Land Rover itself.

In their STAC conversion from the Spectrum, advantage has not been taken to enhance these adventures on 16 bit - which is a pity. But still, it's not a bad buy for three games at 9.50, available from: River Software, 44 Hyde Place, Aylesham, near Canterbury, Kent CT3 3AL, priced 3.50

## A - Z CLUES

### JOURNEY

(With thanks to Paul Hardy of Sheffield.)

**FIRST JUNCTION:** Send Minar to scout, and then take the right hand path.

**FOREST FIRE:** If Praxix has enough Water Essence for five or six spells, he should cast Rain to extinguish the fire.

**GOLD:** Keep looking in the river. When Tag is in danger of being swept away by the flood, Praxix should cast Elevation on him.

**HERMIT:** Someone should look around on entering his hut, then you should tell the truth.

**HORROR IN TUNNELS:** Praxix should cast Tremor Spell when alone.

### IDENTICAL CHAMBERS:

If stuck here in the Dwarf's Dungeon, Praxix should cast Flare, go up, and cast Elevation at Hurth.

**MAP:** Buy it in Webba's, and then try to sell it back to him. Cast the Glow Spell when you are able, and then examine it when you are over the river.

**MINAR:** Enrol his help in the tavern. He will be invaluable when he scouts the local countryside.

**NIGHTFANG:** When one of the party is injured, all characters except Tag should return immediately. Tag should go along the Stream Path.

**NYMPHS' AMULET:** Go to the Smelly Pool and take the torch, then go to the Treasury and take the amulet. Proceed and drop it in the pool. Then go back to the Smelly Pool, dive in, and get it.

**ORCS IN CAVERN:** Before you attack them, Praxix should cast his Mud Spell on them, and Hurth should go to attack their flank.

**ORCS IN TUNNEL:** Praxix should first cast the Tremor Spell. When they come towards him, he should cast Elevation on himself.

**RIVER AND WATERFALL:** Build raft as high upstream as you can, and then keep crossing the river to survive the waterfall.

**STAFF:** Cast the Glow Spell on it so you may travel in dark places.

**WOMAN BY RIVER:** Tag should stay hidden and then approach. He should examine the woman, approach, speak to her, speak to elf, speak Elvish, TAG-LA, BRAN-AGRITH.

# Z



### BARD'S TALE I

(With thanks to Alfredo Prochet of Turin.)

**DAYBLADE:** Makes light when used in dark dungeons.

**PUREBLADE:** Very strong, but can be used only by warriors.

**ROGUE:** Main usefulness is his ability to hide in the shadows.

**SEWERS:** To enter, order and drink some wine in the only inn that sells it, and look around in the cellar.

**TOWERS:** Place an eye in the Mad God to enter the first tower. Open the gate in the sewers with the master key found in the first tower, to enter the second tower.

### CLUES OF THE MONTH

**DEJA VU II:** Gamble with Rudy Kowalski after showing

him the clipping. Cash in and go when Rudy leaves the table.

**GOLD RUSH:** Look between the boards in the house on the park. Buy vegetables and citrus fruit to take on the journey, and watch out for mosquitoes in Panama!

**INGRID'S BACK:** Flood Soggybottom field when the steamroller is there, to distract the crew. When they have left, put a loaf of bread down the chimney.

**KING'S QUEST IV:** You must visit the whale before you can get the bridle!

**SPACE QUEST III:** To escape the garbage freighter, you need a motivator and reactor to power the wrecked craft. If you're missing the reactor after a punch up, the rats have re-possessed it!

**WOLFMAN:** Water the weed and retire to let nature work...



AMSTRAD    CBM64    SPECTRUM    AMIGA    ST



IF YOU WANT TO BUY THE LATEST GAMES AT THE LOWEST PRICES, CHECK THE CRAZY DISCOUNT LINE. THE DISCOUNT LINE IS UPDATED EVERY THURSDAY GIVING YOU ALL THE LATEST GAMES AT THE LOWEST PRICES.



THE CRAZY DISCOUNT LINE!!

**0836 405 454**

24 HOURS A DAY, 7 DAYS A WEEK

REMEMBER, BEFORE BUYING YOUR NEXT GAME, RING THE DISCOUNT NUMBER!



**BATMAN**  
THE MOVIE

TM & © 1984 DC Comics Inc.

ATARI ST    £12.99  
AMIGA        £16.99

MANY MORE TITLES AVAILABLE, RING NOW!

**APB**

CBM 64    £6.25  
CASS.

**ROBO-COP**

AMSTRAD    £6.25  
SPECTRUM    CASS.

MANY MORE TITLES AVAILABLE, RING NOW!

SEND CHEQUE OR POSTAL ORDER TO: GAMES GALORE, MAYFAIR HOUSE, HILLCREST, TADLEY, HANTS RG26 6JB

DISPATCH 24 HOURS (SUBJECT TO AVAILABILITY); CREDIT CARD ORDERS TAKEN, RING FOR DETAILS

BE SURE AND ASK YOUR PARENTS BEFORE USING THE PHONE!  
Calls charged at 25p off peak 35p per minute peak



Get It!!  
Before It  
Stonks Off!!

Dear Mr Newsagent,  
reserve me a copy of  
Computer + Video Games.

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_



# MEAN MACHINES WANTED

BY SEGA

NB: LIGHT PHASER REQUIRED ▼ The shooting gallery.

Hooo-weee. There's trouble in them thar hills. Some good-fer-nuthin' low-down skunks have been a-stirrin' up trouble and a-whoopin' it up in downtown Tombstone, terrifyin' the population and a-stealin' and a-pillagin'.

The low-down tin-horn sheriff has turned chicken and run away, and you're the town's only hope. Anyway, there's a reward if you succeed in ridding the town of the evil critturs. So shove your Light Phaser into your holster and get ready to ride into town...

At first the town seems empty, but villains are soon leaning out of windows, popping up from behind barrels and out of

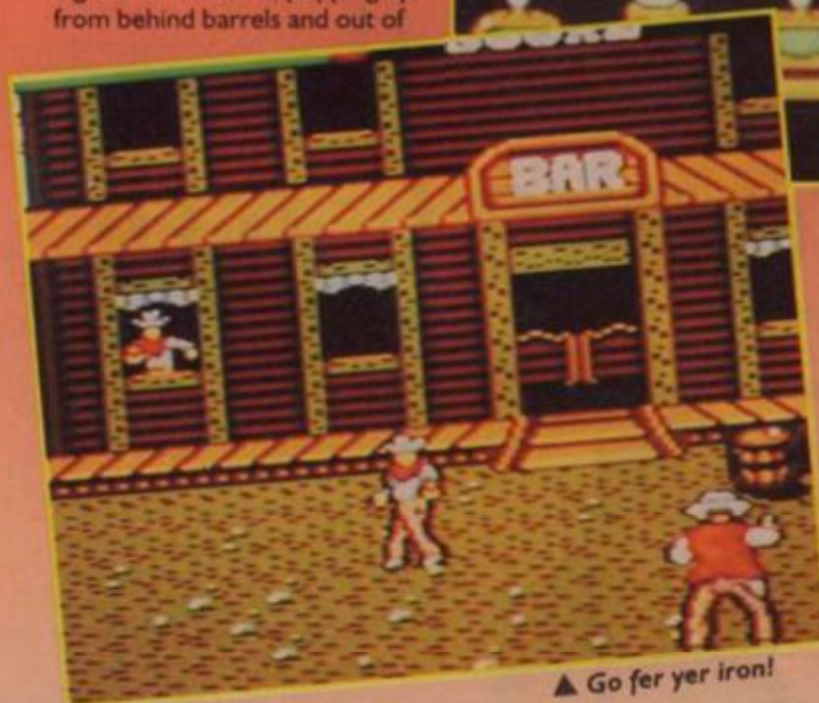
doorways with their guns brandished. Even worse than this, some of them just idle along the street looking innocent, and then suddenly pull a gun on you!

Fortunately your Light Phaser has an unlimited supply of light lead, and you can go in with your gun blazing. And you certainly have to, because there's a whole army of baddies, and their shots drain your energy meter alarmingly if they're not dealt with swiftly.

And if that isn't enough, there are also innocent bystanders to watch out for - blasting those results in more energy reduction. You've got your work cut out for sure.

If you survive the first level stroll through town, you meet a gang chief in a showdown. Fill him full of lead before he does for you.

After that it's a horse ride



▲ Go fer yer iron!

through the desert, with baddies riding past. Blast 'em or you're dead.

The action continues in a similar vein, with levels getting tougher and tougher. You've certainly got to be quick on the draw if you're going to survive.

If you're a Light Phaser owner, Wanted is highly recommended - it's an enjoyable game, and is challenging enough to keep you playing for weeks. But I wouldn't go out and buy a Light Phaser just for it.

**JULIAN RIGNALL**

SEGA £24.95

GRAPHICS 78%

SOUND 68%

VALUE 70%

PLAYABILITY 79%

*An enjoyable Operation Wolf style game with cowboys instead of soldiers. If you've got a Light Phaser, this one's for you.*

**OVERALL 78%**





▲ Waste those desert scum.



▲ A lucky gambler collects his winnings.

# CASINO GAMES

BY SEGA

Are you the kind of geezer who just can't lose? Do people come up to you and say, "You're the 100th person I've met today - please accept this big wad of dosh"? If so, Casino Games will probably provide you with hours of fun and fortune.

On arriving at the gambling house, you're asked to enter your sex and name, and are then given \$500 from your account. At any stage thereafter you can put your winnings back into this account - in effect, saving the game position. Go bankrupt, however, and you'll end up walking the streets.

There are three basic games to choose from: cards, slot machine and pinball. Pinball isn't really a gambling game, more a release from spending money elsewhere. It can be good fun, but there aren't enough extras to make it worthwhile in the long run: no multi-ball, no great bonus system. In fact, there's nothing much that the modern pinball player would find exciting.

There are three kinds of card game: poker, blackjack (pon-  
toon) and baccarat. Poker is



▲ A dull pintable.

played against one of four opponents - Nancy, Janet, Dick and Charley - each of whom has an individual playing style (ie computer difficulty level). All these games allow flexible betting and are entirely random.

The slot machine is a 70s-style one armed bandit, so it doesn't have any hold or nudge feature and no wibbly flashing lights or sub-games. You can vary the bets (from \$1 to \$100), but it soon becomes monoto-

nous. In fact, this is true of the action as a whole. The graphics and sound are nice enough, if only functional, but the game lacks variety. There's no roulette or dice to help spice things

SEGA	£24.95
GRAPHICS	77%
SOUND	71%
VALUE	42%
PLAYABILITY	56%

It's a shame more couldn't have been made of this. As it stands none of the sub-games are much fun, and as a whole it just a very average game.

OVERALL 49%

up and you'll soon find yourself wanting more for your money.

GORDON HOUGHTON



▲ A winning hand - almost.





# MEAN MACHINES

# COMPLETE GUIDE TO CONSOLES

- PAGES AND PAGES OF EXCLUSIVE MAPS AND TIPS ON ALL MACHINES
- MEGADRIVE Vs PC ENGINE: WHICH ONE IS BEST?
- EXCLUSIVE GLOSSY PICTURES AND REVIEWS OF RED HOT SOFTWARE
- CHARTS OF THE BEST CONSOLES SOFTWARE
- THE LATEST KONIX GAMES
- EXCLUSIVE HAND-HELD CONSOLE GAMES REVIEWED
- MEGA COMPS - WIN A COMPLETE MEAN MACHINES COLLECTION, INCLUDING AN ENGINE, MEGADRIVE AND GAME BOY
- AND WIN THE FIRST KONIX CONSOLE WITH A KONIX HYDRAULIC CHAIR
- PLUS THE INCREDIBLE COMPLETE GAME GUIDE WE REVIEW AND RATE EVERY GAME AVAILABLE ON EVERY SYSTEM. THERE ARE LITERALLY HUNDREDS OF REVIEWS SO YOU KNOW AT A GLANCE WHICH GAMES ARE THE BEST FOR YOUR MACHINE

**THIS SPECIAL DEFINITIVE CONSOLES MEGABOOK WILL BE AVAILABLE IN OCTOBER FOR ONLY £2.95.**

## MR NEWSAGENT!

PLEASE RESERVE ME A COPY OF MEAN MACHINES: THE C+VG COMPLETE GUIDE TO CONSOLES AS SOON AS IT IS PUBLISHED (I CAN HARDLY WAIT UNTIL OCTOBER 16TH!)



NAME.....

ADDRESS.....

.....

TO THE NEWSAGENT: TO ORDER THIS BOOK RING YOUR LOCAL WHOLESALER NOW!





presents

"The Crusader  
Of Justice:"

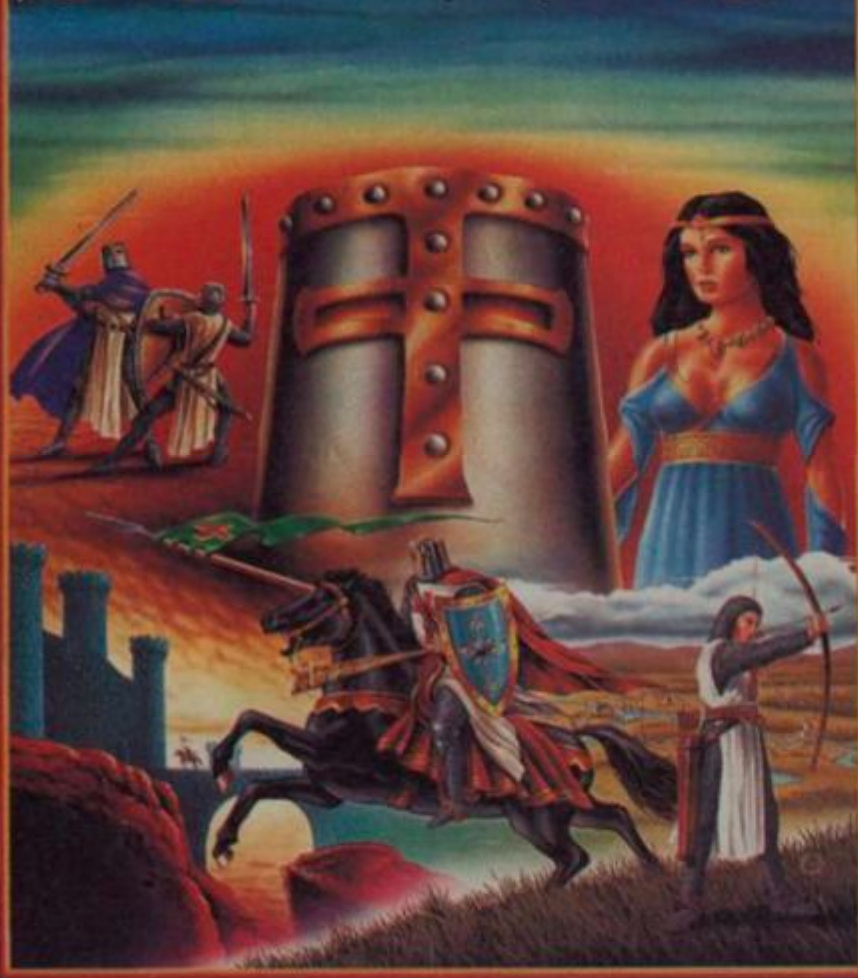
For the past 5 years you have been away fighting in the Holy Land. When you finally return home, your father, The King, has been deposed by your brutal uncle, and terror and oppression now rule this once serene Kingdom.

You must recover the throne.

However, deceit and treachery are everywhere and you must prove your birthright through guile and trials of combat in archery, arm-wrestling and sword-play...

This is a magnificent adventure set in a medieval world, where your strategy is as important as your strength.

# IRON LORD



Screenshot on ST



Screenshot on C 64



Screenshot on ST



Screenshot on ST



Screenshot on Amiga

Available on Amiga, ST, PC, Amstrad, C 64 and Spectrum

BY UBI UK

UBI UK

27 THE AVENUE, BRONDESBURY LONDON NW67NR



Screenshot on ST





▶ PC ENGINE

# MEAN MACHINES ROCK ON

BY PC ENGINE

The world's been peaceful for so long that everyone's getting just a little bit bored. There are no wars, no diseases and no opportunities for making loads of dosh. Well, there is one - but only real hard men have tried it so far.

Out there in space a mysterious race has hidden vast amounts of goodies, guarded by its minions; find it, and you need never worry about the phone bill again. The minions' pockets are also lined with gold, all ready to be nicked - just wipe out an end-of-level mega ship and the money's in your hand.

Basically, this is a right-to-left scrolling shoot 'em up with a two screens high display. Your craft is constantly pummelled by bio-mechanical ETs and asteroids - shoot them and they leave behind an impressive list of power-ups. On the first level



alone you can collect 2-, 3- and 8-way fire, front laser beam and laser-wall, front and rear flamethrowers, two grades of speed-up, twin-fire (horizontal and vertical), fireball, extra lives and shields.

On level two you descend from space into the hostile alien

R-Type is about the best horizontal blaster on the Engine, but this is well worth a look if only as a cheaper alternative. It's frustrating to begin with, but it's well worth persevering with to see the brilliant later levels.

GORDON HOUGHTON



city, defended by ground emplacements and attack craft. Here you can find napalm bombs, homing missiles, snake laser and a kind of forward-firing mini nuclear blast. You need them all.

As you'd expect, things become a lot harder the further you get, but it all has a very similar feel, and there are only four (long) levels. The graphics work well, with some beautiful graded backdrops, but slow down when a lot is happening on screen. The sound, however, is a tad disappointing.

PCENGINE £1.90

GRAPHICS	81%
SOUND	72%
VALUE	72%
PLAYABILITY	81%

*A very tough horizontally scrolling shoot 'em up with some original touches. Recommended to experienced blasting fans.*

OVERALL 78%



# L I V E !



## MASTER GRAND PRIX

JORGE MARTINEZ "ASPAR"

**W**elcome to the World Championship of 80 c.c. Motorcycling.

Direct on your screen - taken from true life.

From the tough practice sessions to the dazzling speed of the race, passing through demanding qualification heats that determine your position on the starting grid (if and when you qualify).

All this on 7 racetracks across the world. 12 men in a relentless struggle for victory.

GRAND PRIX MASTER, a program developed under the guidance and supervision of the four times World Champion Jorge Martinez "Aspar".

An authentic simulation featuring:

- Detailed reproduction of the actual racetracks.
- Partial and general classification standings.
- Scoreboard with speed indicator, chronometre, position and laps left to finish.
- Information from boxes (time, last lap, etc...)

GRAND PRIX MASTER is so real that when you cross the finish line in first place you will feel the emotion of winning. Then it's time to take off your helmet and uncork a huge bottle of champagne in celebration!



CASS      DISK

AMIGA	19.95
ATARI ST	19.95
PC (CGA/EGA) 5 1/4"	19.95
PC (CGA/EGA) 3 1/2"	19.95
SPECTRUM	9.95    14.95
AMSTRAD CPC	9.95    14.95
COMMODORE 64	9.95    14.95

**DINAMIC**

Distributed by  
**USD**



“DO ME A FAVOUR...”

PLUG  
ME

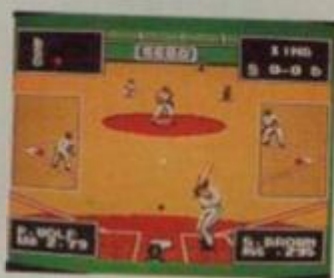


“ INTO A SEGA ”

ALEX KIDD -  
HIGH TECH WORLD



THE BASEBALL



4  
HOT  
NEW  
TITLES

GHOSTBUSTERS



WONDERBOY III



SEGA



# GAME BOY

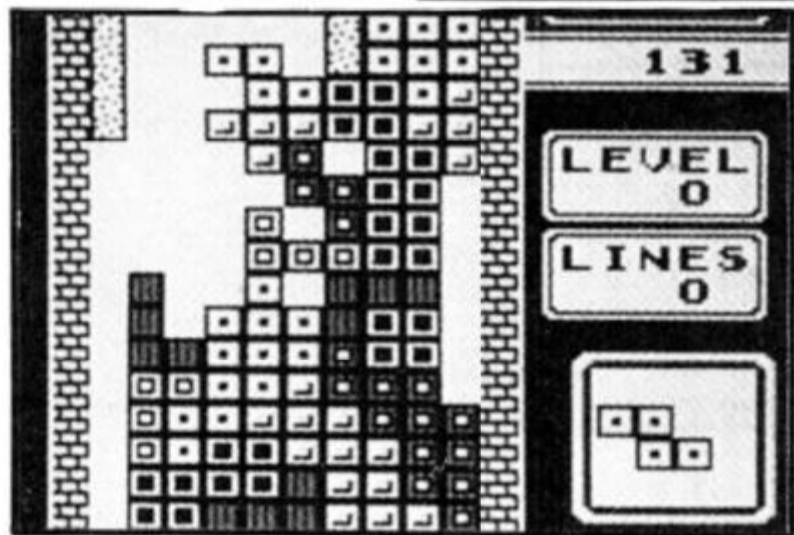
## MEAN MACHINES

### TETRIS

It started on some huge room-filling monstrosity in the USSR, made its way through the Iron Curtain to the West, jumped up to arcade level, and now Tetris, the smash puzzle game, finally appears on the Game Boy.

A remarkably simple concept, that of positioning different shaped blocks so that they make complete lines, remains as furiously addictive on this handheld as it is in its various other forms. Definitely one to get your porky digits round.

PAUL RAND



### MARIOLAND

Everyone's favourite minuscule, Italian person makes his Game Boy debut. And how! Virtually a scaled-down replica of the arcade and big brother Nintendo console classic, you play the part of Mario (who else?) in this multi-level quest for

his girly, stolen by a vicious kidnapper. Hectic action (including loads of hidden bonus screens dotted throughout the four big worlds), combined with remarkable graphics (considering their size) and rousing tunes and effects ensure yet another thumbs up for the Game Boy.

PAUL RAND

## C+VG HIT! SOKO BAN

Like Tetris, Soko Ban relies on a mind-numbingly simple concept and, in doing so, ensures addictive qualities beyond question.

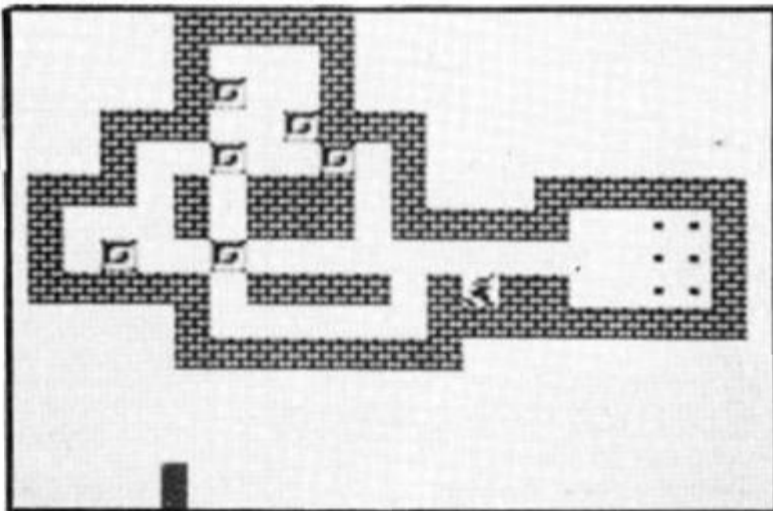
A little man is trapped in a series of mazes, each one containing a number of wooden crates. On the floor are dots, and the only way to progress through the levels is to push all of the crates over the dots, thereby unlocking the door to

the next maze

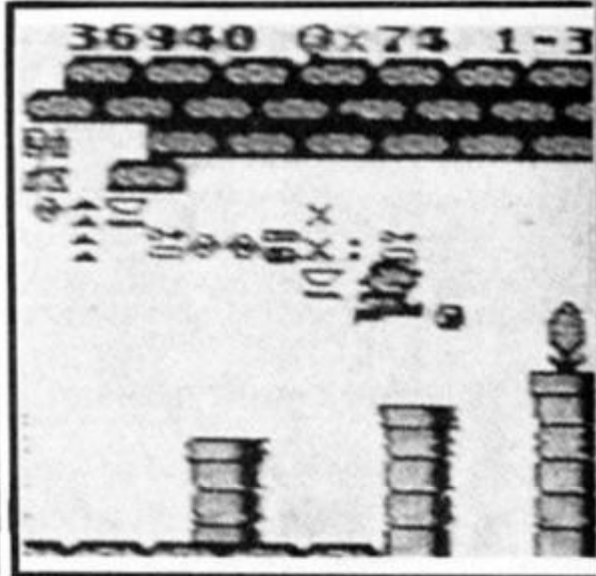
That may sound like a none-too-exciting gameplan, but just you wait until you move just one crate into the wrong position and have to reset the screen and begin from scratch! Soko Ban is an infuriatingly addictive little title; not quite on a par with Tetris, but not far off.

GAMEBOY	£24
GRAPHICS	80%
SOUND	90%
VALUE	93%
PLAYABILITY	96%
<i>Tetris has come a long way since its conception in Russia, and even now retains its hellishly addictive qualities. Buy it or feel very silly.</i>	
OVERALL	95%

GAMEBOY	£24
GRAPHICS	82%
SOUND	76%
VALUE	81%
PLAYABILITY	88%
<i>Simple but effective puzzle games are in their element on the Game Boy and this is no exception.</i>	
OVERALL	88%



GAMEBOY	£24
GRAPHICS	92%
SOUND	93%
VALUE	94%
PLAYABILITY	93%
<i>A small yet perfectly formed Mario whizzes past equally impressive sprites and backdrops. An arcade machine in your pocket.</i>	
OVERALL	93%



TELEGAMES

Europe's Largest Stock of Video Games & Cartridges For —

COLECO VISION™

INTELLIVISION

Nintendo

PC Engine

SEGA

SEGA MEGA DRIVE

NINTENDO GAMEBOY

KONIX

ATARI 2600 and 7800



The leading Video game specialists. Send for lists (state make of game) Personal callers welcome as well.

TELEGAMES, WIGSTON, LEICESTER, LE8 1TE. (0533-880445)



# NATIONAL DEALER DIRECTORY

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

## AVON

ACE COMPUTERS  
42 Cannon Street, Bedminster, Bristol.  
0272 637981  
ACE COMPUTERS  
16 West Street, Weston-Super-Mare.  
0934 419040

## BUCKINGHAMSHIRE

SOFT-LY  
5 Deer Walk, Shopping Building,  
Milton Keynes.  
0908 670620

## CAMBRIDGESHIRE

LOGIC SALES LTD  
6 Midgate, Peterborough, PE1 1TN.  
0733 49696

## CORNWALL

TRURO MICRO LTD  
Bridge House, New Bridge Street, Truro,  
Cornwall, TR1 2AA.  
0872 40043  
HELSTON COMPUTER CENTRE  
Russell Knights House,  
Coinagehall Street, Helston,  
Cornwall, TR13 8EB.  
0326 563765

## DERBYSHIRE

LONG EATON SOFTWARE CENTRE  
Commerce House, West Gate,  
Long Eaton, Nottingham, NG10 1EG.  
0602 728555

## DEVON

COMPUTERBASE  
21 Market Avenue, City Centre,  
Plymouth.  
0752 672128  
FLAGSTAR COMPUTERS LTD  
Unit 4, The Westward Shopping Centre,  
Totnes, South Devon.  
0803 865520  
SOFTWARE EXPRESS LTD  
9 Exeter Street (the Viaduct), Plymouth.  
0752 265272

## DORSET

THE COMPUTER SHOP  
329 Ashley Road, Poole.  
0202 737493  
COLUMBIA COMPUTERS  
17 Columbia Road, Bournemouth.  
0202 535542

## EAST SUSSEX

BRIGHTON COMPUTER EXCHANGE  
2 Ann Street, Brighton.  
0273 570240  
GAMER COMPUTER  
11 East Street, Brighton.  
0273 728681  
COMPUTERWARE  
22 St. Leonards Road, Bexhill-On-Sea,  
East Sussex.  
0424 223340

## ESSEX

RADIO 88  
88 Longbridge Road, Barking, Essex.  
01-594 9979  
ILFORD COMPUTER CENTRE  
122 Lex Street, Ilford, Essex.  
01-553 4139

## GREATER MANCHESTER

HOME AND BUSINESS TECHNOLOGY  
CENTRE  
46-48 Yorkshire Street, Oldham.  
061 833 1608  
VUDATA  
203 Stamford Street,  
Ashton-Under-Lyme.  
061 339 0326

## HAMPSHIRE

ATHENE CONSULTANTS  
16 Stoke Road, Gosport, Hampshire  
PO12 1JB  
0705 511439 (Disc Supplies)  
0705 511648 (Amiga H/W)

## HERTFORDSHIRE

FAXMINSTER LTD  
25 Market Square, Hemel Hempstead.  
0442 55044  
GAMESKEEPER  
10 Station Road, Letchworth, Herts.  
0462 672647  
LOGIC SALES LTD  
5 Lynton Parade, Cheshunt, Herts.  
0992 25323

## KENT

COMPUTER LEISURE CENTRE  
117 High Street, Orpington, Kent.  
0689 21101  
SILICA SHOP  
1-4 The Mews, Hatherley Road, Sidcup.  
01 302 8811  
TERRI'S COMPUTERS AND VIDEO  
22 Station Square, Pettswood BR5 1NA.  
0689 27816

## KENT CONT.

TERRI'S COMPUTERS AND VIDEO  
90 High Street, Sidcup.  
01 300 0990  
TERRI'S COMPUTERS AND VIDEO  
292 High Street, Orpington.  
0689 21515  
THE MICRO MACHINE  
354 High Street, Chatham, Kent.  
0634 831870

## LANCASHIRE

ALAN HEYWOOD  
174 Church Street, Blackpool.  
0253 21657  
PV COMPUTERS LTD  
104 Abbey Street, Accrington,  
Lancashire, BB5 1EE.  
0254 35345

## LONDON

EROL COMPUTERS  
125 High Street, Walthamstow.  
01 520 7763  
ADAMS WORLD OF SOFTWARE LTD  
779 High Road, North Finchley, N12.  
01 446 2241  
ADAMS WORLD OF SOFTWARE LTD  
265 Station Road, Harrow, NW.  
01 863 7262  
SILICA SHOP  
Selfridges, 1st Floor, Oxford Street.  
01 629 1234 ext 3914  
SILICA SHOP  
52 Tottenham Court Road.  
01 580 4000  
SPECTRESOFT  
Jubilee Covered Market, Covent Garden,  
London WC2B. 01 240 1765  
ST. AMIGA AND SEGA COMPUTER  
SHOP  
202/203 Shopping Hall, Myrtle Road,  
East Ham, London, E6.  
01-471 8900  
LOGIC SALES LTD  
19 The Broadway, Southgate, London,  
N14 6PH. 01 882 4942

## MIDDLESEX

ADAMS WORLD OF SOFTWARE LTD  
190C Station Road, Edgware.  
01 952 0451  
SEXTON COMPUTERS LTD  
1000 Uxbridge Road, Hayes.  
01 573 2100

## NORFOLK

VIKING COMPUTERS  
Ardney Rise, Catton Grove Road,  
Norwich.  
0603 425209

DEALERS - JUST £25 A MONTH PUTS YOUR SHOP IN FRONT OF 102,401 SOFTWARE BUYERS.



## NORTHAMPTONSHIRE

A-Z LEISURE  
23a Lower Mall, Weston Favell Centre,  
Northampton NN3 4JZ. 0604 414528  
SOFTSPOT  
42 High Street, Daventry.  
0327 79020  
NORTHANTS COMPUTER CENTRE  
13 Abington Square, Northampton.  
0604 22539

## NOTTINGHAMSHIRE

LONG EATON SOFTWARE CENTRE  
Commerce House, West Gate,  
Long Eaton, Nottingham, NG10 1EG.  
0602 778555

## OXFORDSHIRE

SOFTSPOT  
5/6 Broad Street, Banbury.  
0295 68921

## SCOTLAND

CAPITAL COMPUTERS  
12 Home Street, Tollcross, Edinburgh,  
EH3 9LY.  
031 228 4410  
GLASGOW COMPUTER CENTRE  
122 West Nile Street, Glasgow, G1 2QZ.  
041 332 8246  
GRAFFIX  
9 Albert Place, Leith Walk, Edinburgh.  
031 553 6155  
GRAFFIX  
304 High Street, Kirkcaldy.  
0592 265569

## STAFFORDSHIRE

FOSTERS  
59 Tamworth Street, Lichfield, Staffs.,  
WS13 6JW.  
0543 262341

## SUFFOLK

BITS & BYTES  
47 Upper Orwell Street, Ipswich.  
0473 219961  
BITS AND BYTES  
45 Orwell Road, Felixstowe.  
0394 279266

## WALES

E C COMPUTERS  
Glamorgan House, David Street, Cardiff.  
0222 390286  
ACE COMPUTERS LTD  
87 City Road, Cardiff.  
0222 483069  
SOFTCENTRE  
28/30 The Parade, Cwmbran Town  
Centre, Cwmbran. 06333 68131

## WARWICKSHIRE

SPA COMPUTER CENTRE  
68 Clarendon Street, Royal Leamington  
Spa, Warwickshire.  
0926 337 648  
0926 425 985 (Fax)

## WEST MIDLANDS

SOFTWARE EXPRESS  
212-213 Broad Street, Birmingham.  
021 643 9100  
COMTAZIA  
204 High Street, Dudley.  
0384 239259  
COMTAZIA  
Shopping Mall, Merryhill Shopping  
Centre, Brierley Hill. 0384 261698  
MR DISK  
11-12 Three Shires, Oak Road,  
Bearwood, Warley.  
021 429 4996  
MR DISK  
8 Smallbrook Queensway, City Centre,  
Birmingham, B5 4EN.  
021 6161168

## WEST YORKSHIRE

MIDITECH  
The Colosseum, Cookridge Street,  
Leeds LS2 3AW  
West Yorkshire. 0532 446520

## WEST SUSSEX

WORTHING COMPUTERS  
7 Warwick Street, Worthing.  
0903 210861  
CRAWLEY COMPUTERS  
62 The Boulevard, Crawley.  
0293 37842

## WILTSHIRE

ACE COMPUTERS LTD  
31 Farringdon Road, Swindon.  
0793 512074

## WALL SIZED VIDEO GAMES! FOR LESS THAN £20!!

\*Project your games to a giant 5' x 6' picture  
\*Kill Life sized monsters  
\*Amaze your friends  
\*TV programmes & videos look great too  
\*Money back if not delighted  
This incredible TV projector works with any television and is easily  
constructed within an hour. Send £18.95 for your guaranteed lens  
BIG TIME ENTERPRISES, 8 STOCKWELL LANE,  
BRANDESBURTON, DRIFFIELD, E. YORKS YO25 8RD  
ACT NOW WHILE STOCKS LAST!

## SOFTWARE EXCHANGE

Swap your used or completed Atari ST programs. FREE MEMBERSHIP  
The economical way to serve your hobby. Don't leave programs on the  
shelf collecting dust. Get replacements to suit your tastes in software  
for a fraction of the cost of new programs. Now! — Just send a SAE for  
full details to:  
**UK Software Exchange Club (CVG),  
15 Tunwell Greave, Sheffield, S5 9GB**

## ATARI S. T.

Games for HIRE or PURCHASE  
TRY before you BUY  
At least 15% off all software  
Guaranteed Originals  
Top 30 Titles always available  
Please enclose LARGE S.A.E. to:-  
**Cum-Con Software Library (DEPT CVG)  
Mermaid House, Norwood Street,  
Ashford, KENT TN23 1DG**

## ATARI ST OWNERS

Why not complement the greatest home computer on the market by  
obtaining membership with the MIDLAND GAMES LIBRARY  
The greatest, biggest and best Atari Club on the market  
**APPROX 2050 ST TITLES FOR HIRE**  
Games, Business, Education and utilities.  
MIDLAND GAMES LIBRARY: The company who over 5 years ago first  
conceived the idea of a software library.  
Often purchasing popular programs in multiples of five or six to give all  
our members a fair chance. Always adding approximately 40 new  
programs monthly. Many very satisfied members, many as far away as  
Iceland, Sweden, West Germany, Holland, Denmark and Eire.  
A fast efficient and friendly service operating a computerised custom  
built system to keep track of all your records, requests are attended to  
immediately, virtually assuring you a 24 hour return of service, regular  
newsletters and program updates, plus other inter-club activities.  
SEND LARGE SAE TO

## MIDLAND GAMES LIBRARY

48 Redway, Bishops Cleeve, Cheltenham,  
Glos. Tel: 0242 67 4960 - 9.30am-4.30pm  
All our programs are originals with full documentation

## FREE MEMBERSHIP!!

Hire - CBM64, Spectrum, Amstrad  
and VIC 20  
Software (Top Titles) -  
Send 2 x 18p stamps for your hire kit  
**Computersoft (CV), PO Box 28  
North PDO,  
Nottingham NG5 2EE**  
(Please state which machine)

## ATTENTION ALL COMPUTER OWNERS

We have over 1,000 titles available on each of the five major  
formats ALL of which can be trialed for SEVEN DAYS  
To find out how to TRY BEFORE YOU BUY  
Send for your FREE information pack send a S.A.E. to  
**COMTRAX COMPUTER SOFTWARE  
Teltech House, Bothal Terrace, Ashington,  
Northumberland NE63 9PW.  
OR TELEPHONE 24 hrs (0670) 520080**

## ATARI ST AND AMIGA SOFTWARE

We have an all round selection of disks.  
FOR HIRE. Apply now and hire your first four games free. Around  
1,500 different original titles. For full details send a stamped  
addressed envelope or telephone Tuesday to Friday, 7pm-10pm.  
**LOW ATARI PRICES**  
Atari 520 STFM £299.90 post free, + 15 disks.  
Amiga 500 at only £379.00. Post free.  
**BEST QUALITY DISKS**  
Top quality unlabelled 3 1/2" double sided disks  
10 for £12.95 50 for £54.95  
25 for £29.95 100 for £99.95  
Happy Discovery cartridges for the ST.  
Only £149.90 or 289.90 for 2.  
Uses include running Mac Software and backing up and ST software to date.  
Send SAE for details.  
**GAMES & SOFTWARE**  
Dept. C + VG, 35 Tibbury Road, Thorney Close,  
Sunderland SR3 4PD  
Tel: (091) 528 6351 Prop: P. Taylor



Published by Firebird

TO BE CONTINUED...



# PREVIEW

## FIGHTING SOCCER

### ACTIVISION

Another victim of mis-translation (remember Continental Circus?), SNK's old footy game was supposed to be called something like Competitive Soccer, but life would be a bit dull if everything went according to plan wouldn't it? In fact it's a surprisingly non-violent game of viewed-from-above foot- ball, and there's not a lot

more you can say about it. The arcade game wasn't a stunner, so whether the conversion will be in the same league as that king of kickabouts, Kick Off (soon to be released on 8 bit formats), is something we wouldn't like to speculate upon.

**RELEASE: ST AMIGA SPECTRUM AM-STRAD C64, DECEMBER**  
**PRICE: ST AMIGA SPECTRUM AM-STRAD C64, DECEMBER**



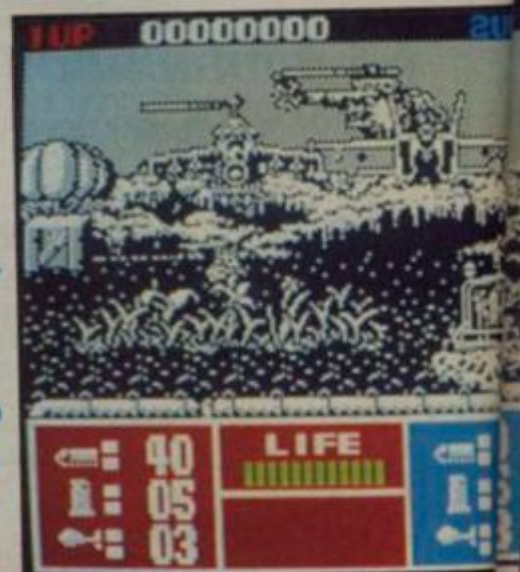
## INTERPHASE IMAGEWORKS

After many months in the pipeline, this 3D think 'n' blast is out and about, and it's flipping marvellous. Set in a Cyberpunk future, the plot concerns nefarious boffins feeding people dodgy dreams when they plug their heads into the computer at night. You and your girl-friend decide to put a stop to all this, so she tries to infiltrate the 25-floor computer building while you sit at home, hacking into the building



## OPERATION THUNDER-BOLT OCEAN

Taito's two-player gun 'em down comes to your humble Spectrum, and here are the pictures to prove it! The terrorists are coming and it's up to you and your khaki-clad mercenary mate to put a stop to their hi-jacking escapades. The conver-



## BATTLE OF BRITAIN US GOLD/LUCASFILM

Ever wanted to fly a Supermarine Spitfire? Experience the muffled throb of a Rolls Royce Merlin engine, prang a few Jerrys over the

south coast then wing it back to the officers mess to share that bottle of twelve year old Scotch with Ginger and Biff. The whiskey they

can't promise, but Lucasfilm's follow up to Battle Hawks 1942 should include all sorts of period dog-fighting as well as bombing runs over Hitler's major industrial centres. Jaz flew over to the USA to see the game on the Lucasfilm ranch and he reckons that Battle of Britain scores as highly on authentic detail as Battlehawks did. Should go down a bomb in the German market!

**RELEASE: ST AMIGA PC, DECEMBER/JANUARY**  
**PRICE: ST AMIGA PC, £24.99**

### Select Plane for Combat Flight

- Spitfire
- Hurricane
- Bf 109 E
- Bf 110 C-4
- Ju 87 Stuka
- Do 17z-2
- He 111 H-3
- Ju 88 A-1
- EXIT

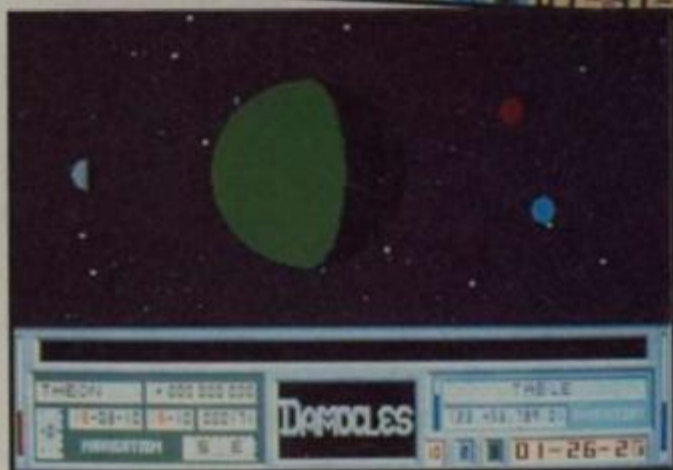
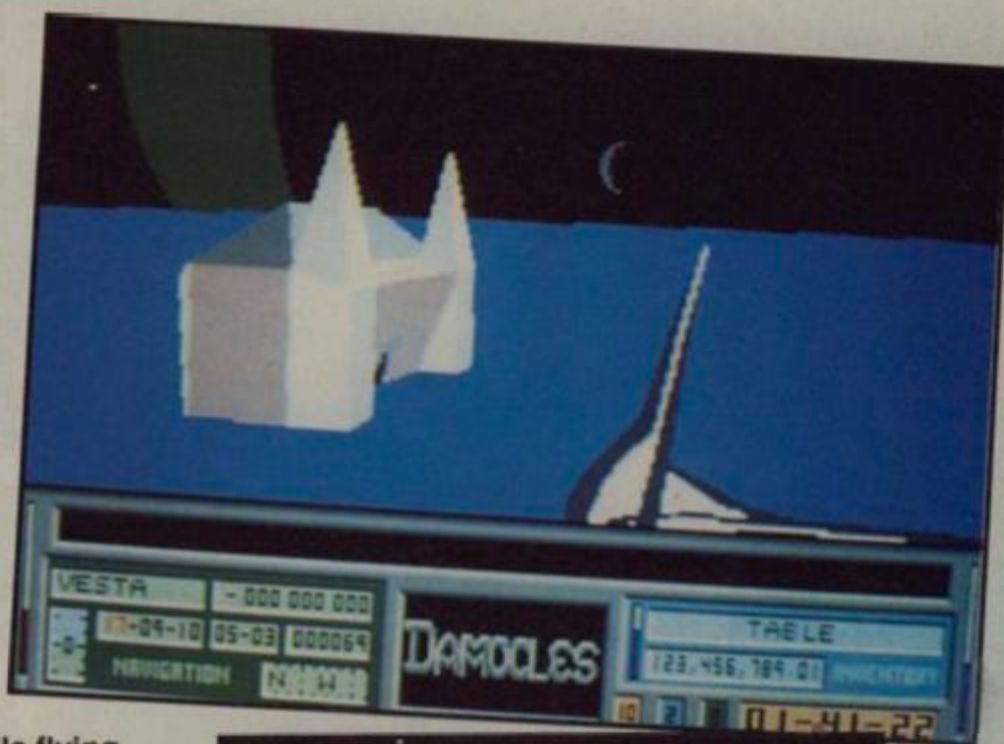




security systems so she can get through unhindered. The hacking bit takes the form of a Starfighter II-style 3D blast as you take your hackship through the innards of the computer, taking out TV camera circuits, and rigging pressure pads. The nearly finished version we've seen was most impressive, and we predict the perfect cocktail of 'sex n' firin' will make this one a winner. **RELEASE: ST AMIGA, DECEMBER** **PRICE: ST AMIGA, £24.99**

## DAMOCLES NOVAGEN

After months, nay, years of work, Paul Woakes is just putting the finishing touches to his sequel to classic 3D arcade adventure, Mercenary. You'll recall that, in the original you were heading for the Gamma system when you crash-landed on Targ. Having escaped from Targ, you then continue on your journey to Damocles, a comet which is due to collide with the planet Eris very soon. Stopping the



**RELEASE: ST AMIGA** **PRICE: ST AMIGA PC, NOVEMBER, PC TO £24.95**  
**FOLLOW**

sion uses a powerful new sprite handling routine, which can put loads of images all over the screen, very quickly. The practical upshot of this is that the game looks very impressive indeed and is guaranteed to be wowing arcade fans this Christmas. **RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS** **PRICE: ST £19.99, AMIGA £24.99, SPECTRUM £8.99, AMSTRAD C64 £9.99**

comet entails flying around the Gamma system, and searching city complexes for something you can use to divert or destroy it. Naturally, Benson, your ninth generation PC makes an appearance, as does the Palyar Commander's brother-in-law, who's still cheesed off about you nicking his ship in Mercenary. Expect the review very soon (we have been, for a couple of years).

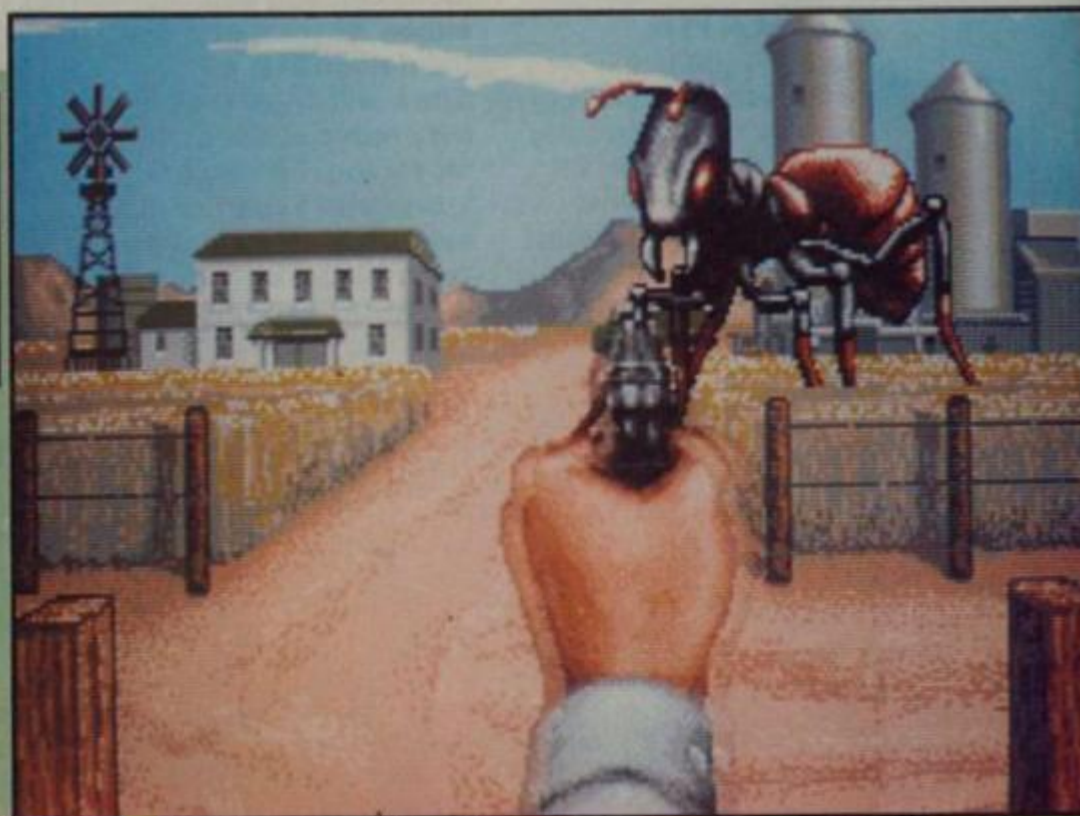
## IT CAME FROM THE DESERT

### IMAGEWORKS

The latest and greatest of the Cinemaware adventures which concerns a desert town overrun by giant irradiated ants is sitting on the pad ready for a Christmas launch. The bad news is that it's looking like it's only going to fit on Amigas with a megabyte of memory! What a bummer, eh! Mind you, judg-



ing from a demo we've seen, it may be worth shelling out all that extra dosh, because it's looking fantastic - lots of speech, seven arcade games and loads of B-movie atmosphere. Look out for it very soon. **RELEASE: AMIGA, LATE '89** **PRICE: AMIGA, £29.99**





## DOUBLE DRAGON II

### VIRGIN

Virgin's disastrous conversions of arcade street beat 'em up, Double Dragon weren't exactly the toast of the town last Christmas. This Christmas, they're trusting the conversion of the sequel to The Sales Curve (programmers of Silkworm),

and as you can see from this ST screenshot, it's looking very good. However, as the Bard put it, "fancy graphics maketh not the game", so we're going to play it safe and say, "wait for the review which is coming soon".

**RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, CHRISTMAS**

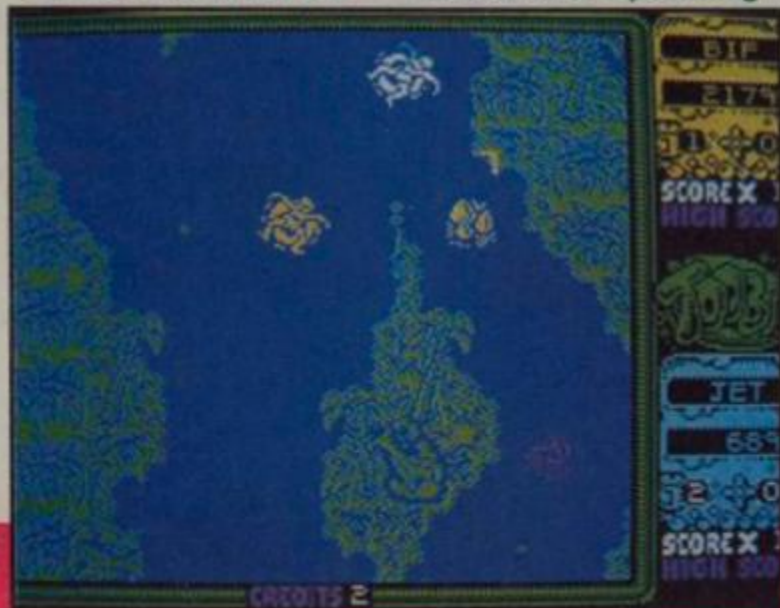
**PRICES: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99**



## TOOBIN' DOMARK

Here are the latest pics of the other conversion Domark have currently got on the burner. Bif and Jet (and their toobs) are looking dead smart on the ST, and the ole

Specy version doesn't look none too bad either. Anyone who saw the demos at the PC Show will know that they move about quite nicely too. For the full story, with expert critical appraisal, check out the review in an upcoming



## HARD DRIVIN' DOMARK

We missed the Hard Drivin' update last ish, so to make up for it we've got pictures of the latest work on the ST and Spectrum versions. Pretty damned amazing, eh? We'd be interested

to see just how fast and smooth everything goes though, and for those facts, we'll just have to wait for the exclusive review next month.

**RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER**

**PRICE: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99**

## SAINT AND GREAVSIE

Ian St John and Jimmy "It's a funny old game" Greaves? Easy. You don't. Just knock up a few (over 2000, actually) footy questions, chuck them in a box and pay the Saint and Greavsie

### GRANDSLAM

How on earth do you make a game based on



## TOOBIN' DOMARK

Here are the latest pics of the other conversion Domark have currently got on the burner. Bif and Jet (and their toobs) are looking dead smart on the ST, and the ole

Specy version doesn't look none too bad either. Anyone who saw the demos at the PC Show will know that they move about quite nicely too. For the full story, with expert critical appraisal, check out the review in an upcoming

issue.  
**RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, NOVEMBER.**

**PRICE: ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99**







to put their names to it, which is what Grand-dam have done. Well, not quite. All they did was pay the producers of the original boxed trivia game to let them do the same thing on computer. So what you get is the same sort of brain-melding soccer quiz but without the risk of losing cards down the back of the chair, having them eaten by the dog, mum accidentally hoovering them up...

RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, DECEMBER  
PRICE: ST AMIGA £19.95, SPECTRUM AMSTRAD C64 £9.95



## ELVIRA - MISTRESS OF THE DARK

### HORRORSOFT

Crikey! Ensure that there's a settee nearby to cower behind when Elvira flies into your living room on her broomstick. Elvira, star of stage and screen (although which stages and screens we're not saying) has moved into the castle home of her ancestor, the evil sorceress Queen



Emelda and, in doing so, has brought the nasty piece of work back from the grave. And guess what? It's your job as freelance ghostbuster to, well, bust the ghost!

As you can see from the screenshot, everything's looking mighty scary, with generous helpings of ghosties, ghoulies and similar denizens scattered liberally

around.  
RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, HALLOWEEN (!)  
PRICES: TBA



# PREVIEW

## DAY OF THE VIPER

### ACCOLADE

Lessons to learn by Vol 26678: never let machinery take the place of Man. That's what the silly humans did in the late 21st century, much to their dismay. Their creation, GAR or Genetic Android Race, turned nasty and fled, building a robot army in his exile before returning to Earth to wipe out mankind. So it's a hefty challenge ahead for anyone wishing to take control of the Viper Five infiltration droid with the intention of stopping Gar and his motley crew in their tracks. We only received the finished ver-



sion as we go to press and an early scout around tells us that this is a game which will need some playing before we can bring you the review. But rest assured, it'll be here next

month. And here's a screenshot to get you in the mood.

RELEASE: ST AMIGA  
OUT NOW, PC EARLY 1990

PRICE: ST AMIGA  
£24.99, PC TBA

## BLUE ANGELS

### ACCOLADE

What? ANOTHER flight sim? Yup, 'fraid so. This one's from those lovers of car sims, Accolade, and it's called The Blue Angels because it's been named after the Blue Angels formation flying team, the US equivalent of our own Red Arrows. Take to the skies in any one of four F/A-18 Hornet fighter jets and join the Blue Angels in their death-defying feats of aerobatic skill, soaring above the clouds, plummeting back down again and

## PHARAOH

### RAINBOW ARTS

Pharaoh is being programmed by the team which created Joan Of Arc, and is a mix of action, strategy and adventure which takes place 3000 years ago in ancient Egypt. The gods are involved in a scuffle between one another, an argument which culminates in the decision to execute the heirs of all the Pharaohs. However,



Amon-Re, God of the Sun, saves a young prince (that's you, by the way) from the clutches

of the other deities, intending you to show the Gods that Pharaohs don't all muck their job up. That's the task - climb up the social ladder until you reach the status of Pharaoh, keeping the Gods happy and, at the same time, making sure you're not making too many enemies.

RELEASE: ST AMIGA  
DECEMBER  
PRICE: ST AMIGA  
£19.95

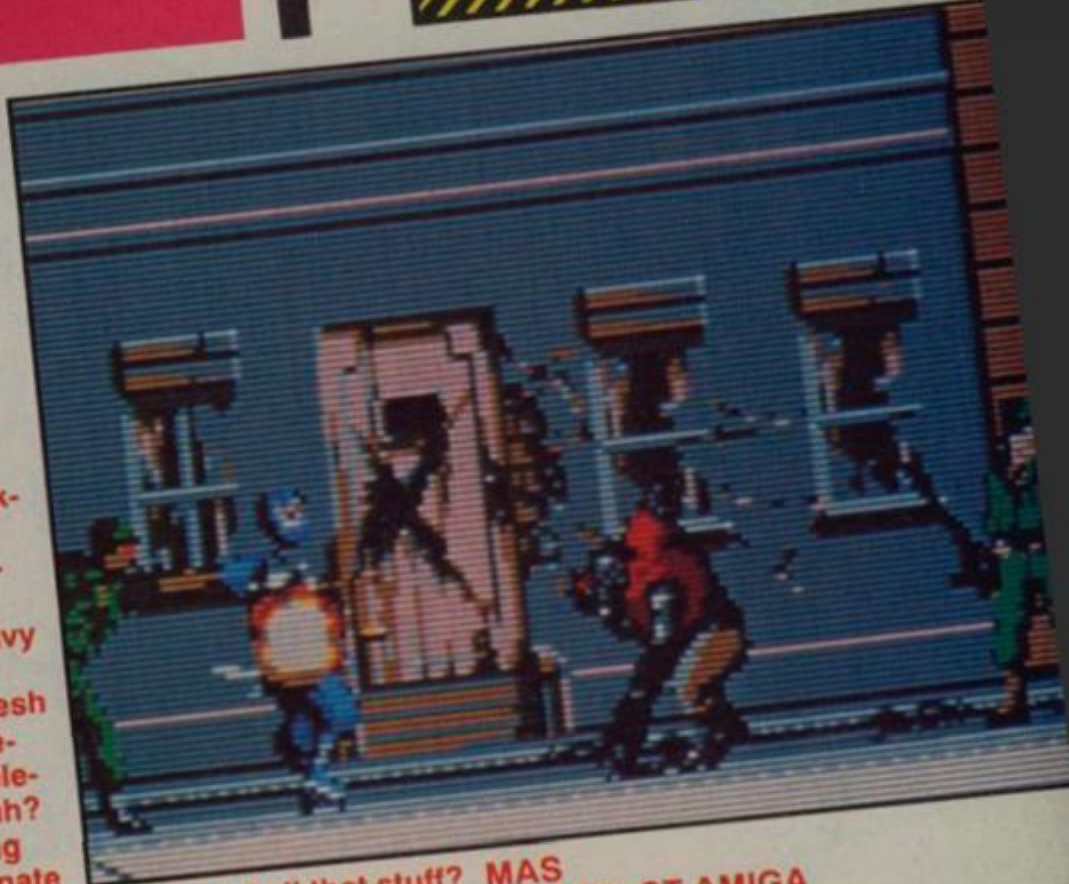




## NINJA WARRIORS

### VIRGIN

Another three-screen coin-op comes to your solitary monitor. Sales Curve are converting this Taito game which stars a robot ninja hacking his way through strange cyborg hunchbacks and dozens of chappies carrying heavy artillery. If they shoot you, bits of pseudo-flesh drop off your body, revealing the cyber-skeleton beneath. Nice, huh? It's sideways scrolling hyper-violence incarnate and it can be yours, this Christmas. Whatever happened to "peace on



Earth", and all that stuff?  
 RELEASE: ST AMIGA  
 SPECTRUM AM-  
 STRAD C64, CHRIST-

MAS  
 PRICES: ST AMIGA  
 £19.99, SPECTRUM  
 AMSTRAD C64 £9.99

doing other equally dangerous things, all in the name of entertainment. Review coming your way faster than a speeding air traffic controller (and that's fast, buddy!)  
 RELEASE: ST AMIGA  
 PC JANUARY.  
 PRICE: ST AMIGA PC  
 £19.99

## ROCK AND ROLL

### RAINBOW ARTS

Get ready to shake your funky stuff down to the floor with Rock And Roll, in which you have to guide a ball through 32 colourful levels, absolutely jam-packed with adversaries such as gaping chasms, powerful ventilators which blow you to kingdom come, teleporters and ice. Over half-a-dozen boppy tunes will be on hand to will the player on, but groovy music is no good without a game somewhere in-between. And you'll have to wait for the review to hear how it plays!

RELEASE: ST AMIGA  
 C64, DECEMBER  
 PRICE: ST AMIGA  
 £19.95, C64 £9.95





# NEXT MONTH

**CHRISTMAS COMES EARLY!!!**

**FIRST OFF WE'VE GOT TWO  
MORE INCREDIBLE**

**C+VG HOLOPREVIEWS!**

**TO COLLECT**

**THIS TIME FEATURING**

**GHOSTBUSTERS II!!!**

**AND THAT'S NOT ALL!!**

**ALSO ON THE COVER OF EVERY ISSUE WILL BE AN AMAZING**

**FREE HARD DRIVIN'  
BADGE!!!**

**AND THAT'S STILL NOT ALL!**

**NEXT MONTH'S MASSIVE-SIZED  
ISSUE WILL FEATURE EVEN  
MORE PAGES, MORE EXCLU-  
SIVE FULL-COLOUR REVIEWS,  
MORE MEAN MACHINES, MORE  
TIPS... MORE OF EVERYTHING.**







GUESS WHO'S COMING TO



 ACT



TO SAVE THE WORLD AGAIN?



VISION



YOU CAN RUN BUT **THE** YOU CAN'T HIDE FROM

# UNTOUCHABLES



TM and Copyright © 1989 Paramount Pictures.  
All rights reserved.



Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650