

Britain's best selling computer magazine DEC 88 £1.20

US\$7.20 Dm6.50 350pta HFL 6.50

COMPUTER

+video

GAMES

OPERATION WOLF

Shoot to Kill!

All Versions Reviewed

180 PAGE
Bumper Issue

WIN: R-TYPE THE COIN-OP, WIN 50 LORICIELS PORSCHE'S
MAPPED: NINJA II - LEVELS 4, 5, AND 6, ARMALYTE
REVIEWED: TURBO CUP, S.D.I., LAZER SQUAD, SAVAGE
DOUBLE DRAGON, AFTERBURNER, HELLFIRE ATTACK, RETURN OF THE JEDI.

The **WORLD'S** **NO.1** **ARCADE GAME!**

Six levels of thrilling coin-op action are brought to life on your home micro. Without fast and accurate shooting skills you will never complete your mission which takes you through steaming jungles and enemy strongholds as you attempt to liberate the prisoners and secure a safe getaway.



With all the original arcade play features – magazine reloads, energy bottles, hidden supplies, rocket grenades and much, much more.



COIN-OP

SPECTRUM
£8.95
SPECTRUM

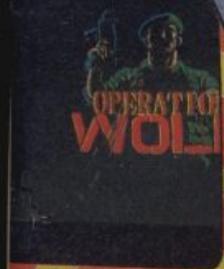
AMSTRAD
£9.95
COMMODORE

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS

OPERATION

WOLF

NOW
THE NUMBER 1
COMPUTER GAME



ATARI ST
£19.95
ATARI ST

AMIGA
£24.95
AMIGA

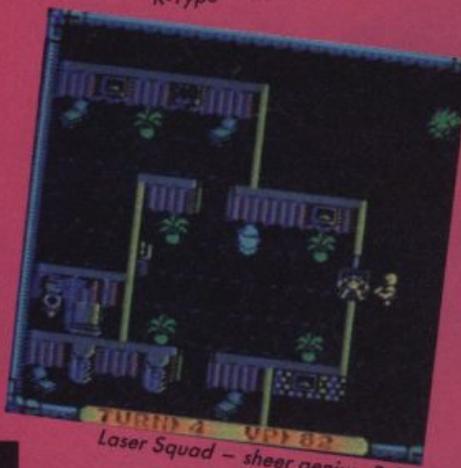


phone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

Contents



R-Type - win the coin-op. P.28.



Laser Squad - sheer genius. P.89.



Armalyte - the maps. P.128.

Fax Sexy games from Franco, win a ghetto blaster and a packet of Chewits every year plus all that's hot in computer games. **8**

Operation Wolf **20**

Game of the year? We review all versions including a World exclusive - first full evaluation of the ST copy.

R-Type Win the coin-op. Your very own 'master blaster' for your bedroom. **28**

Reviews Yuk for Arctura (P.37) and hurrah for Muncher (P.38) as two Gromlin **37**

games tastes the bitter and sweet flavour of C+VG reviews. Afterburner scores a Nil (P.52), as does Savage (p.66) and Lazer Squad

(P.89) which Tony Dillon thinks is one of the most brilliant and underrated games of the year - so there, plus IK+ is meaner than mean on the ST

(P.74), and Turbo Cup from Loriciels shows that the French know what's what when it comes to racing games (P.78) - all that and Emlyn Hughes

pops in to pick up a C+VG Nil for his C64 footy game. What ever computer you've got - C+VG knows best.

Big Screen **93**

Ward R Street gets involved in serious gang fighting as he chooses his Colours (who's got the licence? Ed.)

Funny Old Game, Innit Cecil! **98**

"Robson Out, Robson Out, Robson Out". The fans want to know about good computer football. Tony Dillon has the answers.

AGM Brand new, sparkling C+VG column providing all the news, reviews. **106**

and gossip about Role Playing computer games and board games, adventure games, PBM and anything else that is truly challenging.

Playmasters **118**

Ninja II maps - Part Two, Armalyte Maps Part I, Julian Rignall's home made, hand written, players tips and Starglider II tipped and hinted.

Mailbag Moan, moan, moan. Creep, creep, creep. Don't blame me. You guys write this stuff. **131**

Arcade Action **137**

Robocop, Power Drift, hints and tips, and a guide to London's arcades are on the menu this month. Yum, yum.

Frame Up No Sabrina shots yet - but loads and loads of cars. **156**

Mean Machines **160**

Double Dragon goes head to head on Sega and Nintendo - Zelda is mapped, and Rambo III (Sega) looks a lot like Operation Wolf.

Out To Lunch **178**

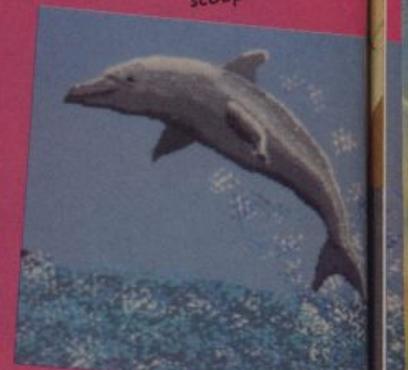
Minson jaws with Gerry Anderson (Thunderbirds man) about his new film, computer games, and Lou Tennant.

Subscriptions

All enquiries to EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough, PE1 2RP.



Afterburner - C+VG scoope review. P.52



Frame Up is back. P.156

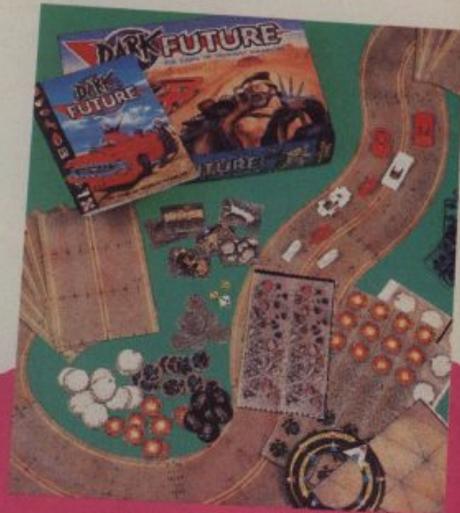
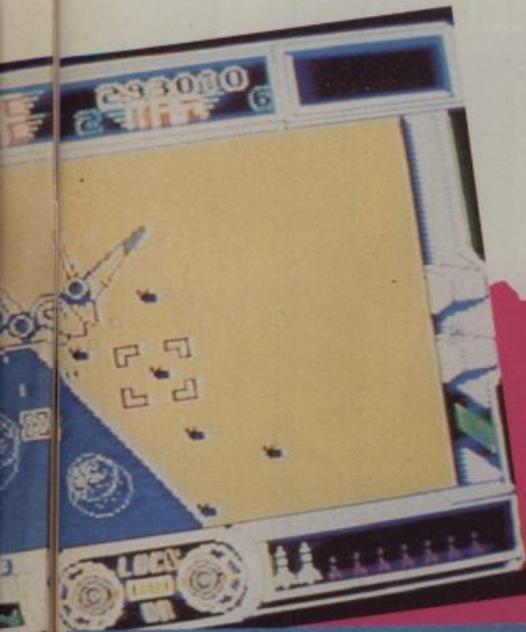


Specy Op Wolf? Wrong - Sega Rambo P.163.

Don't miss...

Big changes are sweeping C+VG. Tony Takoushi gets the boot as Julian Rignall takes over our re-vamped Mean Machines column – bringing you all that's hot, and some of what's not, on the Nintendo, Sega, and PC Engine.

AGM is our brand new column for role playing enthusiasts and adventurers. Playmasters is bigger and better than ever, plus you could win an R-Type coin-op and a host of other goodies if you play your cards right. It's all inside for you – (including our booklet we are 114 pages of top notch editorial) for just £1.20, which quite simply kicks everyone else into touch. Enjoy.



+ VG
P. 52

156



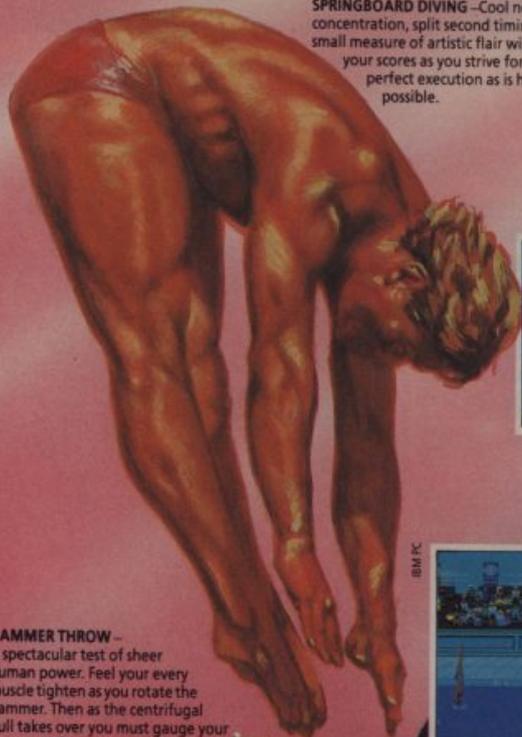
Operation Wolf – Atari ST exclusive review. P.20.



Rambo III.



Naughty Larry is back in AGM. P.106.



SPRINGBOARD DIVING - Cool nerves, total concentration, split second timing, and not a small measure of artistic flair will determine your scores as you strive for as near perfect execution as is humanly possible.

IBM PC



IBM PC



UNEVEN PARALLEL BARS - Balance strength and artistic flair are the vital ingredients which make this event, perhaps the most demanding, expressive and thrilling of all the gymnastic disciplines.

IBM PC



HAMMER THROW - A spectacular test of sheer human power. Feel your every muscle tighten as you rotate the hammer. Then as the centrifugal pull takes over you must gauge your moment of release to perfection to achieve that medal winning throw!



IBM PC

HURDLES - Speed, strength, rhythm. Three essentials in an event that is perhaps the toughest on the track. Be quick and judge your stride to perfection. The slightest mistake and you're not only out of the medals, you're out of the race!

IBM PC



© 1988 Epyx Inc. All rights reserved. Epyx is a registered trademark No. 1195270. All screen shots are from the CBM64 version of the game.



Manufactured and distributed under licence from Epyx Inc. by U.S. Gold Limited, 2/3 Holford Way, Holford, Birmingham B6 7AX.

The Ambitions of athletes from all corners of the Earth culminate in these championships. For it is here that the cream of the World's sporting elite have gathered in a once in a lifetime opportunity to compete for the most coveted titles known to man. Now Epyx, the undisputed masters of games simulation software, offer you the chance to compete with the World's best in eight disciplines that will test your courage and prowess to the absolute limit! You must be grateful and quick. You'll require deadly accuracy and nerves of steel. You'll need strength, stamina, artistic and physical skills. And above all else you'll need the will and determination to be a winner!

- Eight thrilling events. ● Opening and Closing Ceremonies
- Multiple player option, each player competing for a different country. Or compete against the computer
- Unique "First person" perspective allowing you to assess your performance.

EPYX

**THE
SUMMER
GAMES**



OLYMPIC GAMES

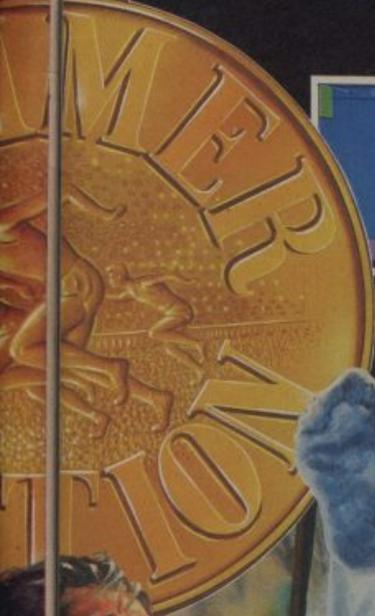


IBM 64



ARCHERY - A strong and steady arm, and an accurate eye will be essential for success in an event that combines skills that are in essence centuries old with twentieth century technology.

IBM 64



IBM 64



RINGS - A controlled gymnastic performance which features the most testing piece of gymnastic apparatus yet devised. Flexibility, fluidity, static strength, and strength in movement make the rings the most unique and demanding of the men's gymnastic exercises.



IBM 64

IBM 64



POLE VAULT - An event that is as skillful as it is daring! Accelerate down the track; position the pole and climb to its top. Strength and technique are everything as you stretch your body in a dramatic attempt to clear that near impossible horizontal bar.



IBM PC



IBM PC

VELODROME SPRINT CYCLING - A tough physical and psychological battle in which the ability to outwit your opponent and the strength to beat him to the finish line are required in almost equal measure.



Available now for: **CBM64/128 • IBM PC & Compatibles** Available soon for: **Amiga • Amstrad CPC • Atari ST • Spectrum 48K, +2, +3**

Fax

Twisting Circuits

The barrage of car racing games continues apace, with two newbies from Mandarin and Accolade taking their places firmly in the realistic simulations camp, as opposed to the Roadblasters school of fantasy. Grand Prix Circuit is a Formula One sim for the PC (shown, £24.95) and the C64 (£9.95/14.95) from Accolade. Racing around such famous courses as Detroit and Monaco, you compete against nine other drivers in a choice of McLaren, Williams or Ferrari cars. There are five levels of difficulty, pit stops to slow you down and the de rigueur opponents seen edging up in the wing mirrors.

Mandarin software have taken a slightly more unusual route and created a rally game based around the Lombard/RAC rally. Here you sit behind the wheel of a Ford Sierra RS Cosworth as you plough through four different stages, including through a wood and night driving. With help from Ford and the RAC the game is promised to be a faithful rendition of the hairpin bends and dangerous surfaces of rally driving. Released initially on ST and Amiga (£24.95) budding drivers on other systems should be able to join the fun in the new year.



Terror Baal

Psygnosis have one of their strongest ever 16 bit releases available for ST and Amiga (£19.95) around the time you read this. BAAL is a multi-level scrolling platform shoot 'em up with some stunning screens. You guide "Time Warriors" through a series of tunnels and platforms in an attempt to destroy the many scattered components of an alien death machine. One to watch out for Christmas, and while it looks as visually excellent as their very similar "Obliterator", we hope that it plays a bit more smoothly.



Elite have Space Harrier 2 on ST (£19.95) and Amiga (£24.95) available in November amongst other major new releases. Mike Reid's Pop Quiz should also be out at about the same time to join the other trivia quizzes competing for the Christmas sales.



The 8 bit Rastan look-a-like Storm Warrior is also due this year, at standard prices for Amstrad, Spec and 64, but the latest competitor in the racing wars, Supertrux, will wait until January. At £9.99 for 8 bit, hurling those four tonne monsters round a track might be fun.



Super

Drive

As far as crazy arcade game ideas are concerned, there's no one to touch the Japanese. As if any more proof were needed, we saw this whacky remote control cars

set-up on a recent trip to Tokyo. A bank of converted Outrun sit-down machines contain the pilots of the six racing cars, each of whom sees the course via a video camera mounted in the snoot of his car. The course is pretty complicated and the effect is apparently "brilliant", though don't hold your breath for them to appear down the local sea front.

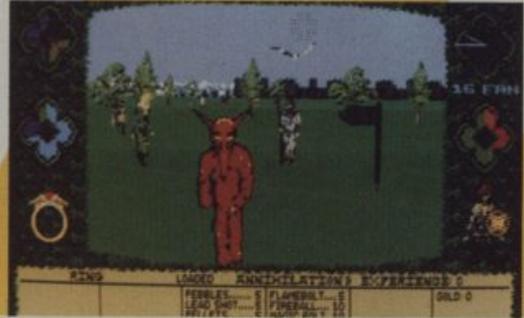


Gremlin's Motor Madness is an all-systems post-apocalyptic racing game to join all the other post-apocalyptic racing games. Lots of thrills, spills and destruction are promised, as well as an unusual top view of the action (available November).

Motorway Madness

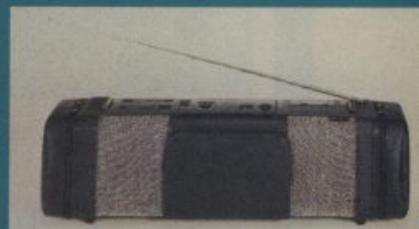
Pun of the month must this time go to Elektra Software for the title of their new - if unfinished - adventure, "Let Sleeping Gods Lie". This is an unfinished early screenshot, but the whole thing looks most biz arre.

Pun of the month



Mr Joystick Radio Comp

One of the things many of you may be finding your stockings this Christmas - it's not so far away, you know! - is a new joystick. The Mister Joystick range from Powerplay have a number available, from the Blue, Black (£9.99) and clear (£12.99 with autofire) Cruiser range, to the new, more upmarket Crystal model. These are all truly clear - as opposed to being merely opaque like most "clear" sticks - with red handle and particularly snazzy innards. The standard model comes at £14.99 with the fast auto-fire equipped Turbo model coming in at £16.99. To celebrate, we have a Christmas present even better than a joystick to give away: the Sony Sound Bag. This is a portable, high quality radio cassette encased in a soft, squidgy bag for style and user-friendliness. To win it, we'd ask you to come up with a new name for a whizzo top of the range joystick that you reckon everyone would rush out to buy. Give some technical details of it too if you want: even draw a picture. We'll chose the one we like the look of best, and should we manage to resist taking the prize home ourselves, someone will get an extra Xmas pressie.



Mail Call

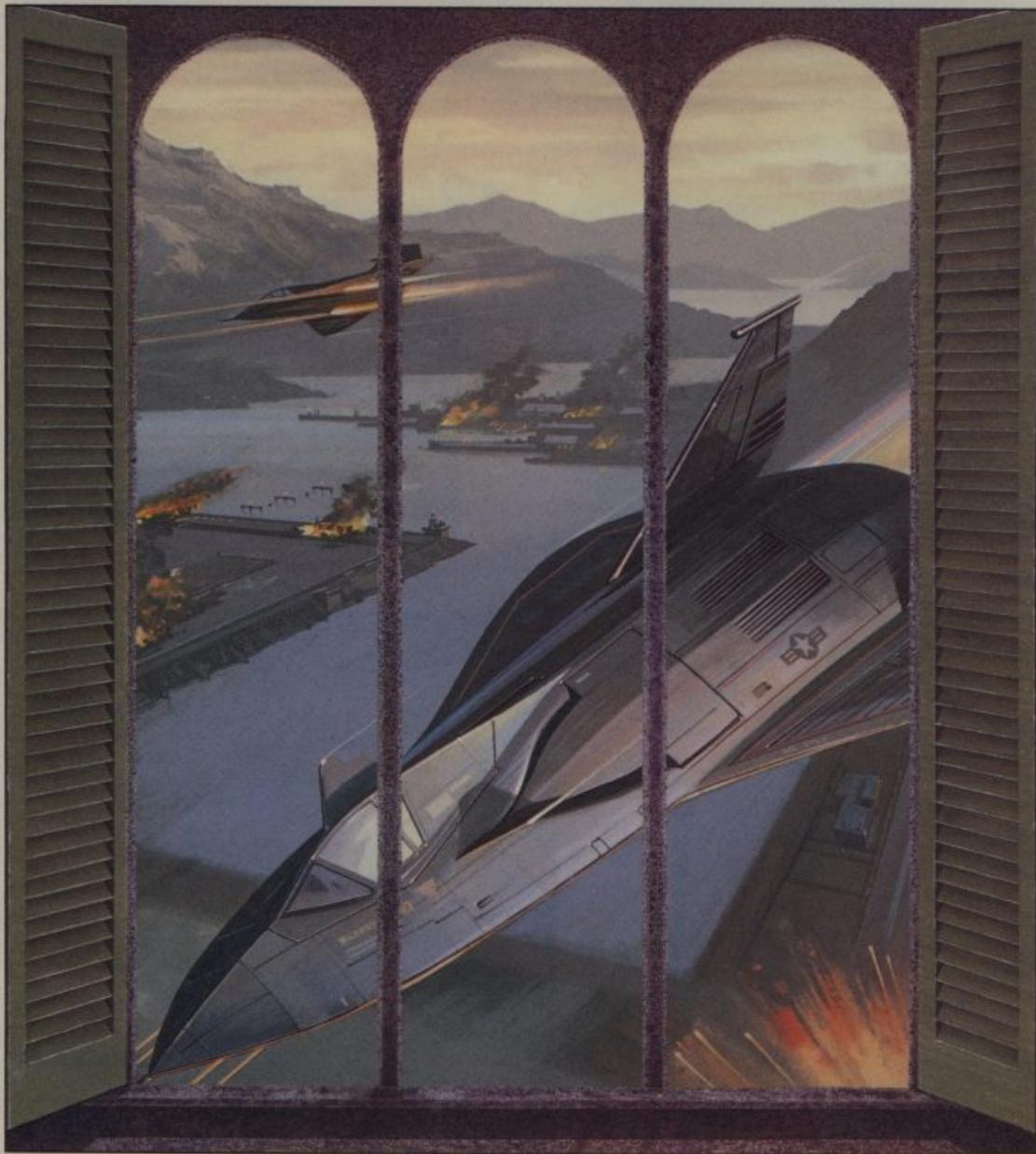
There can be few characters in popular culture who haven't been computer gamerised at some point or other. And there could scarcely be such a popular hero, nay icon, as the bubbling and effervescent Postman Pat. Therefore: Pat should become a computer game. Now the unthinkable has come true. Top budget label Alternative have bought their first ever license for a character, and intend to have an 8 bit hit in the shops for Christmas. Quite how you can make a game out of the thrilling adventures of a postie - Paperboy notwithstanding - we await with interest, but we look forward to the appearance of the black and white cat.



Name.....
 Address.....
 Name of new joystick.....
 Specifications.....

Send to: Mr Joystick Compo, C + VG, Priory Court, 30-32 Farringdon Road, London EC1R 3AU.

MICROPROSE REVEALS MORE



THAN A GLIMPSE OF THE FUTURE

P R O J E C T
**STEALTH
FIGHTER™**

The latest spectacular flight simulation by MicroProse gives you the chance to actually experience the future, putting you in control of America's newest, and top secret fighter plane. Shrouded in mystery, the F-19 is the product of leading-edge technology and engineering.

Using the skill and ingenuity for which they are renowned, the aviation experts at MicroProse have accurately reproduced its operational systems to create an incredibly realistic simulation. A simulation with such exceptional playability and depth that it has become an instant award-winner.

Go on solo strike missions to Libya, the Persian Gulf, North Cape and Central Europe. The revolutionary feature of your F-19 is its ability to remain virtually radar-invisible, so your success (and future promotion prospects) rests on mastering the jet's electromagnetic profile.

At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

Available for C64/128 Disk £19.95. Cassette £14.95. Coming soon for Spectrum, Spectrum +3 & Amstrad.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326

Fax

Avez vous un
Beat'em Up,
Silver
Plate?

3rd Festival de la Micro: The trials and tribulations of a Yorkshireman in Paris.

Show report by Matt à Paris

For the seasoned British PC Show goer, the first impression of the Paris Festival would be of something small and sober. The largest stands were little bigger than your average living room, there was only one free play coin-op around (Operation Wolf) and the show bimbos were conspicuous by their absence.

Only Titus bothered having a big set piece on their stand (a Ferrari) and worst of all, there was no bar.

The Titus stand had Crazy Cars 2, which looked about 150% better than its predecessor. You drive an ultra-rare, ultra-expensive and ultra-ultra quick Ferrari F40 across four American states, steering clear of police and other road users with user of your radar detector. It should be available for Amiga/ST/PC/Amstrad in November and Spec/64 next year.



Over at the Infogrames/Cobra Soft they were showing an impressive adventure called Murder in Venice which was hard to fathom (being in French) but which featured a very impressive backdrop of the Grand Canal.

They also had Tintin on the Moon, unfinished but based on the famous comic book character, and an undersea thing with sharks, submarines and skin divers called Bob Morze's Oceans or some such.

Over at Microgiz a four-wheel motorcycle racing game called Imp Trackers was being given the big push, you race your quad across a hostile island while the natives try to do for you, as does your competitor. Out now in France, though we'll have to wait until the new year. In fact, the game was described by one person as using much of the code as the Eddie Edwards Superski thing, but with bikes replacing skiers.

An almost finished police car driving game named Highway Patrol also shared the stand, along with a 3D flying game called Eagle Rider. This was unusual in that you stay in a head spot and the space ship you control flies away and towards you, over your head like a remote control plane. Loricels



shared this stand, though in a very low key way and with no product to push.

Coktel Vision had a number of new

German games which they handle the distribution for on show, but their main effort was with an adventure game called Freedom based on the escape of slaves from a Caribbean plantation.

This had some nice graphics and a Barbarian style fight scene, but perhaps overshadowed by another adventure based on Jules Verne's 2000 Leagues Under the Sea. As told by the captured sailor Ned, it tells of the escape from Nemo's

Nautilus, fights with sharks etc. In the section of the show taken over completely by Atari there was a fairly large education section which - before you stop reading completely - had some nice looking 16 bit programmes for five year olds. The graphics of bunnies and so on were as good as you get in most "proper" games. In fact, there were a



number of products aimed at the younger player. Coktel's short but sweet Peter Pan being one we can expect to see over here soon enough. "Yipee!" says a rather bland Peter in sampled tones, as he competes in a series of very simple Pacman style mazes and so on.

One of these sub games involves picking flowers. I mean, really!

Outside the halls themselves there was apparently some confusion going on on the first day. Since the whole complex was underground, marked only by a sign which appeared to be pointing to nothing more than a full size replica of Stonehenge, some people were in confusion as to where to go. In fact, the escalators down were hidden between the arches, but an enterprising computer shop near the tube station exit had diverted many into their store by plastering the windows with massive "Welcome to the show" signs. Clever move, non?

This might have been the last festival de la Micro in its present form - many expressed hopes that Amstrad would allow it to merge with their own next year giving Paris one big show - which would be good news all round. The French software industry is certainly quite lively and interesting these days - particularly for adventure fans - and deserves something bigger.

Fax

Take a Butchers at This

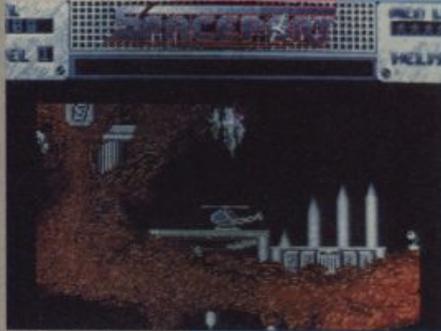
Jungle warfare: it's just the ticket these days, isn't it? Looking not too dissimilar to the game that has just graced almost ever magazine cover under the sun - though to be fair it is no clone - is Gremlin's Butcher Hill. Through three sections - a rubber dingy ride down a river, on foot through a jungle and a village - you make your way through Vietnam to "Butcher Hill". It's a shoot 'em up for Spec, Amstrad, 64, ST and Amiga in January.

Axxiom Stations

German Software house Axxiom are starting to be distributed in the UK, and intend to be one of the bigger names in the 16 bit arena by the end of next year, or so. Their first three releases are all to be available before Christmas on the Amiga, though later ST versions will be available. Way of the Little Dragon, which they see as being potentially the first hit, is a karate game to be played against either the



Way of the Little Dragon.



Spaceport.



Crystal Hammer.

machine or another player. Graphics are rather nice, though gameplay is less than original; an accusation that could be quite easily levelled against the other games as well. Crystal Hammer is a Breakout/Arkanoid clone, while Powerstyx bears a remarkable similarity to old fave Qix; you must build up a picture by sectioning off portions of the screen with your cursor, while avoiding the hostile skulls and so on whose touch means death. Later releases include Gunshoot, a cowboy game; a 3D helicopter sim called Skyblaster; and Spaceport, where you pilot a helicopter through underground caverns. All games will be £14.95 which makes for very good value. Watch C+VG for the first reviews.



Gunshoot.

SPECTRUM TOP TEN

1	Bomb Jack - Encore
2	Joe Blade 2 - Players
3	D. T'sons Olym Chall - Ocean
4	Track Suit Manager - Goliath
5	Gauntlet - Kixx
6	Typhoon - Ocean
7	1943 - US Gold
8	Football Manager 2 - Addictive
9	Battleships - Encore
10	Eur. Five-a-side - Firebird

Typhoon, a new entry, does well and can be expected to do better in the coming months. More full price games in the chart than there have been for months as the budget houses slip and the market braces itself for Christmas.

AMIGA TOP FIVE

1	Star Glider - Rainbird
2	D. T'son's Olym Chall - Ocean
3	Interceptor - Electronic arts
4	Carrier Command - Rainbird
5	Garfield - The Edge

Daley and Garfield are new entries, while the rest of the chart stays EXACTLY the same as last time. I.e. Star Glider 2 stays right at the top.

ALL FORMATS COMBINED TOP TEN

1	D. T'son's Olym Chall - Ocean
2	Joe Blade 2 - Players
3	Bomb Jack - Encore
4	Ghostbusters - Mastertronic
5	Kik Start 2 - Mastertronic
6	Track Suit Manager - Goliath
7	Football Manager 2 - Addictive
8	Yagi Bear - Alternative
9	1943 - US Gold
10	Soccer Boss - Alternative

Daley Thompson may not have managed it at the Olympics, but he finally makes number one in the software charts, while new entry 1943 puts in sterling service for US Gold. Best selling individual version, however, is the C64 version of Barbarian 2.

ARCADE ACTION



From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim ... Guerrilla War is the means!

GUERRILLA

WAR

SNK
San Nishu Kaku Corp.

Imagine
..the name
of the game

AMSTRAD
COMMODORE

£9.95

SPECTRUM

Fax

Software Circus

This is the opening of a shop called Software Circus deep in the heart of London. It is unique in that - it's claimed - it is Britain's first store selling computer software only. The Oxford Street shop has both business and games programs on sale, and aims to be the first of a national chain of about 50. Already there are plans for a second in London, with more to come.

It might be an idea to pop into the Plaza centre and check it out if you're ever in the area - boss man Steven Markham seems pretty confident they'll soon be the *Forbidden Planet* of computer games.



Go!'s deal with arcade mega-company Capcom bears first fruit with the (almost) simultaneous release of new game *L.E.D. Storm* on both home computer and arcade. The game, which only recently arrived in European arcades, will be launched in December on all major formats.

It is yet another tale of road racing over empty, post-nuclear wasteland in the tradition of *Road Blasters* and *Overlander*, though graphically it looks possibly better than either. Nine levels of varied terrain, dotted with ramps, broken bridges and other hazards beckon for

Spectrum (£8.99/12.99), Amstrad and C64 (£9.99/14.99), ST (£19.99) and Amiga (£24.99).



Storm Warning

German

German correspondent Carsten Borgmeier is at it again, with all the new product coming out of Magic Bytes, Rainbow Arts and more...

Softgold, who handle the international marketing of products from many German software houses, including Rainbow Arts and Reline, is currently touting a whole range of new stuff on the German market. Games we can expect to see in the near(ish) future include *Graffiti Man*, in which you must prove yourself by spraying walls in eight different locations - in the face of opposition from police, grannies and other such upstanding citizens. Anti-social or what?!

Down at the Trolls comes under the less controversial category of fantasy adventure, allowing up to eight players to fight through a labyrinth of tunnels.

Oxxonian is a four way scrolling thingie where you must run around beaming hostile creatures back to their home planet, while *Danger Freak* features three long levels of stuntman sim, including motorcycle stunts, hanging from helicopters and other such foolhardy stuff.

Also available now in Germany are an adventure game centered on the story of *Joan of Arc*, and *Starball*, which looks like a cross between a Breakout clone and those tennis games which were among the first ever video games.

Towards the end of February these will be joined by *Grand Monster Slam*, a dueling game in which trolls, goblins and dwarfs compete by hurling "living

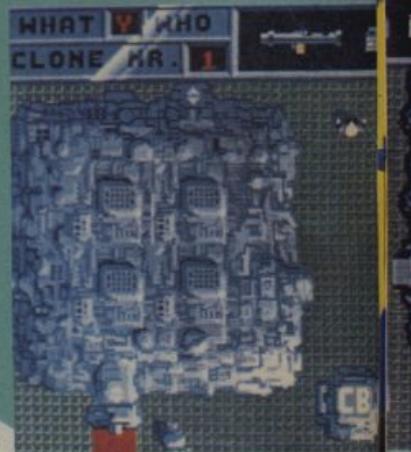
USS John Young.

Danger Freak.

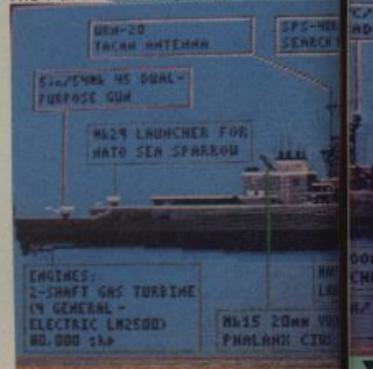


balls" at each other. *Circus Circus*, based around various big top acts, is out at the same time too. Most of these games are on 64, ST and Amiga, with some also on Amstrad and IBM. Meanwhile, in the Magic Bytes camp, the end of the year will see a bizarre thing called *The Paranoia Complex* which works like the computerised city equivalent of *Gauntlet*. You and your

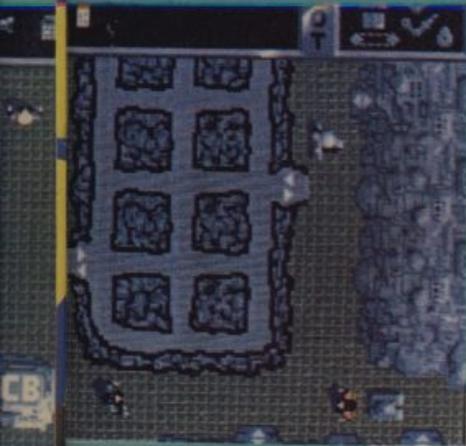
faithful robot must serve the giant computer by killing those citizens powerful enough to be a danger to it, and so rise the social ladder yourself, be careful though - once you start to do your job well, the computer may decide you are efficient enough to be a danger! *Mini Golf* is self explanatory, while *Wall Street* - an attempt at a stock market sim, promises not to be as



▲ The Paranoid complex.



Bytes (II)



programmers for the month and the game mentioned in the October is now to be called -- you guessed it -- *Persian Gulf Inferno!* Biggest news of change though comes direct from the mouth of one Marc Alexander Ullrich, M.D of Rainbow Arts. "After some trouble with Nintendo and Mediagenic because of the Mario Brothers clone *Giana Sisters II* and the R-Type clone *Katakis*, Rainbow Arts first hesitated to bring it (sic) on the market. But now they decided to change some sprites and bring it out under new names. *Katakis* will be called *Denaris* will be out very soon on Amiga and C64 in France and the UK.

Giana Sisters gets another name which is not sure yet. This brilliant clone will be out the beginning of next year."

At least he admits they're straight clones, but *Denaris* still looks, at the very least, uncomfortably close to its inspiration, and whether name changes are enough to stop new action being taken remains to be seen.

And that's the news from Germany, just between us!



▼ *Down at the Trolls.*



▼ *Oxxonian.*



baffling as the real thing.

Best of the bunch looks to be *USS John Young*, a solid vector graphics game for C64 and 16 bit machines, based not on flight of any sort -- but on modern naval warfare. You must play the captain of a US destroyer in the Persian Gulf of the near future, battling Iranians, Soviets and all sorts. In fact the Persian Gulf seems to be a

Video Star



You see here the best Christmas present for '88 that will not be.

The Sony Video Walkman will be available some time in the new year, at a price about the same as a good non-portable VCR (a few hundred pounds).

Using an 8mm video cassette the GV-8 has a three inch LCD screen with 92,160 resolution and offers up to three hours play at a shot. Using dry cell batteries it can be watched on the bus or tube or wherever, though we wouldn't recommend the car battery power source option for true portability.

It can record both from TV and through a portable video camera, though what quality will be like we don't know. All in all, it makes you almost look forward to '89, and could soon be seen on every bus, train and park bench in the land.

Chewits Eat-Until-You're -Ill Compo

To tie in ever so neatly with Gremlin's release of the Chewit's "Muncher" game (see JR's thumbs up review this issue) we have an extra neat munching compo. Ten C+VG readers can get a year's supply of our fave fruity sweets (i.e. 365 packets) simply by writing in to tell us what flavour that they don't already make you'd like to see cluttering up the local newsagent's shelves, and a big box of the things could be yours. Now why not check out the review on page thirty eight?



Name.....

Address.....

New Chewits flavour and why.....

AFTER BURNER

F-14
AERIAL ARCADE ACE

SHAKE. R



 **ACTIVISION**

SEGA[®]

AFTERBURNER – THE ARCADE S

Afterburner™ Sega[®] are trademarks of Sega Enterprises Ltd. Game has been manufactured under license from Sega Enterprises Ltd., Japan. Marketed and distributed by Activision.
Mail Order: Activision, Blake House, Manor Farm Estate, Manor Farm Rd., Reading, Berkshire. Consumer Enquiries: 0734 311666 Technical Support: 0703 229694.

Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£12.99), Amiga (£24.99)

RATTLE. ROLL IT..



Amiga screen shots shown



ST screen shots shown

DE SENSATION OF THE YEAR'

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 a seething 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!**

Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99), and MSX (£9.99).

Fax

Sticky Decision

This here is a Spectrum look at Dark Fusion, a new 8 bit shoot 'em up from Gremlin. Fight nasty aliens and all that stuff, but you'll also find you have to fuse your own lifeform with that of your failed foes (ick!) to survive. Big monsters at the end of levels and all that jazz no doubt, out early December.



AMSTRAD TOP TEN

1	Daley T'son Olym Chall - Ocean
2	Adv. Pinball Sim - Code Masters
3	Kik Start 2 - Mastertronic
4	Joe Blade 2 - players
5	Bomb Jack - Encore
6	Air Wolf - Encore
7	Ace of Aces - Kixx
8	Glider Rider - Bug Byte
9	Ghostbusters - Mastertronic
10	Game Over 2 - Dinamic

Advanced Pinball, Glider Rider and Game Over 2 are all new entries. Sales are low, but expected to rise sharply as the strong Christmas product gets a hold.

Come Play With Me...

Forget Robo-cap. Forget The Running Man and Die Hard: this is the film license they'll all be talking about. Not on show in Paris, but due from Cocktail Vision before Christmas, is *Emmanuelle* - a computer game based on the famous soft-core porn flick! Apart from the fact that it is an adventure based closely on the plot of the original film - whatever that was - details are vague at the moment. More news as and when...



Roy's a Boy Toy

Footie games continue to come out of the woodwork at a quite alarming rate - just check out



Chubby Dillon's round up on page 98 - and not least of these is Gremlin's Roy of the Rovers. This is a Spectrum look at a game that will have been released just before this mag goes on sale - check out the full review soon. Roy's fictitious team Melchester wear red and yellow vests, we believe, which doesn't seem to have some over too well on the Speccy!

C64 TOP TEN

1	Barbarian 2 - Palace
2	Daley Thomp Oly Chall - Ocean
3	1943 - US Gold
4	Track Suit Manager - Goliath
5	Football Manager 2 - Addictive
6	Bomb Jack - Encore
7	Gold, Silver and Bronze - US Gold
8	Supreme Challenge - Beau Jolly
9	Pro Ski Simulator - Code Masters
10	Joe Blade 2 - Players

Competitions like Supreme Challenge and Gold, Silver... do well while the top two remain the same. Only three budget games in the ten: Bomb Jack, Pro Ski and Joe B.

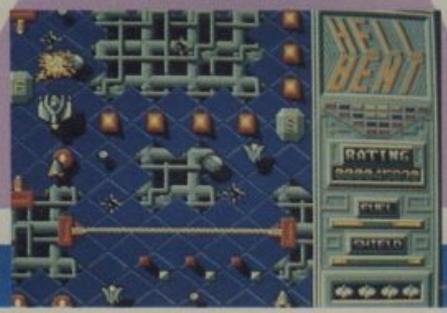
ATARI ST TOP FIVE

1	Star Glider 2 - Rainbird
2	STOS Game Creator - Mandarin
3	Virus - Firebird
4	Where Time Stood Still - Ocean
5	Dungeon Master - Mirrorsoft

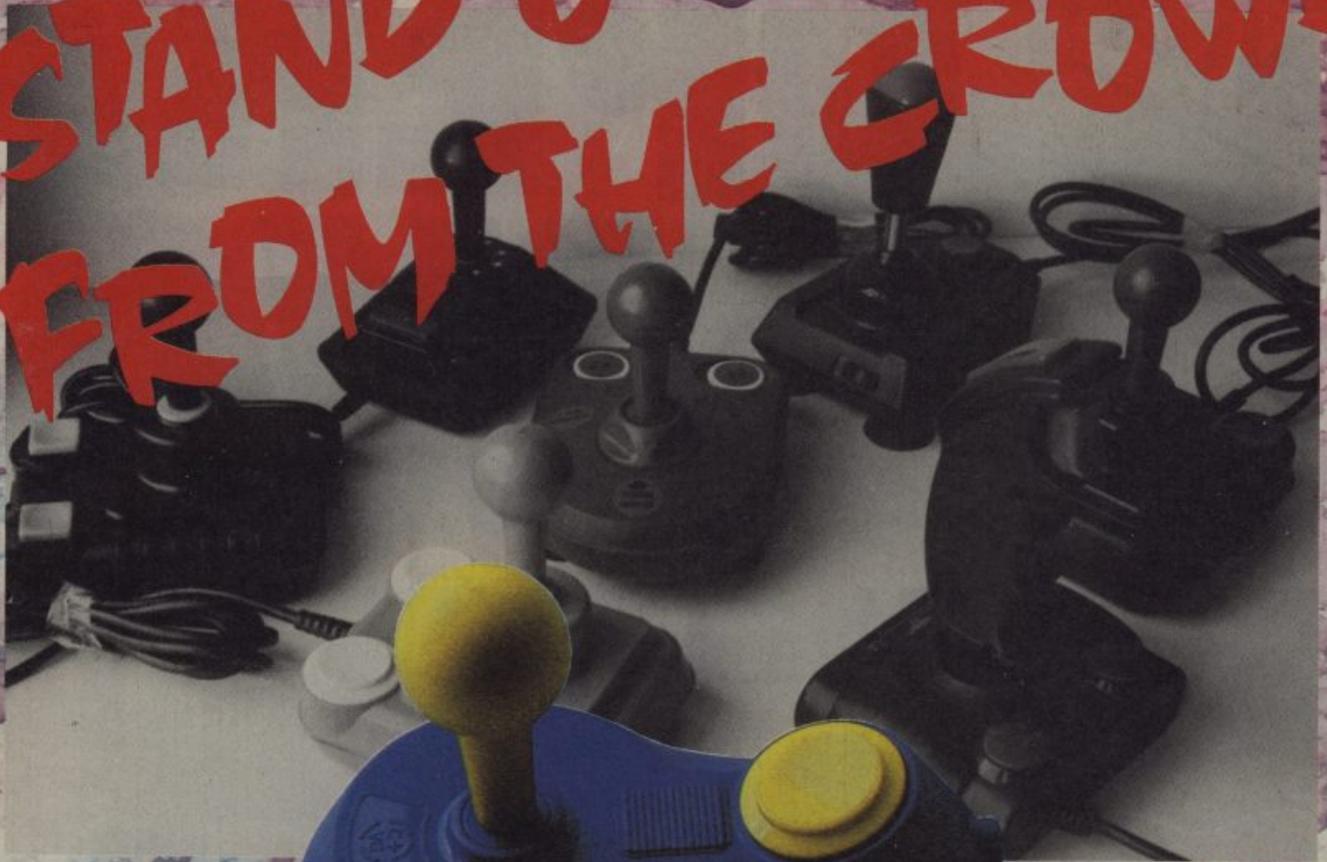
Night Raider and Lancelot are both new entries at 7 and 8 while Strip Poker and Dungeon Master reenter and Star Glider 2 begins to slide, while retaining the top spot.

Helibent

Keen not to get lost in the Christmas rush - "helibent" you might say - is this new 16 bit release from Novagen. A scrolling shoot 'em up for ST and Amiga. Helibent is the company's third 16 bit release, and the first done by someone other than company boss Paul Woakes - in this case a young chappie with the unlikely name of "Danovan Prince".



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.



In terms of the consistent quality of the game across a variety of machines it definitely is the best ever.

What I particularly like about the original game design is the way it simulates the strategic – as well as the blood and guts of the battle. The six levels are: The communications set-up, the jungle, the village, the powder magazine, the concentration camp, and the airport.

Each level sets you a specific task which helps a little towards your goal of freeing the hostages.

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.

Reviews

OPERATION WOLF

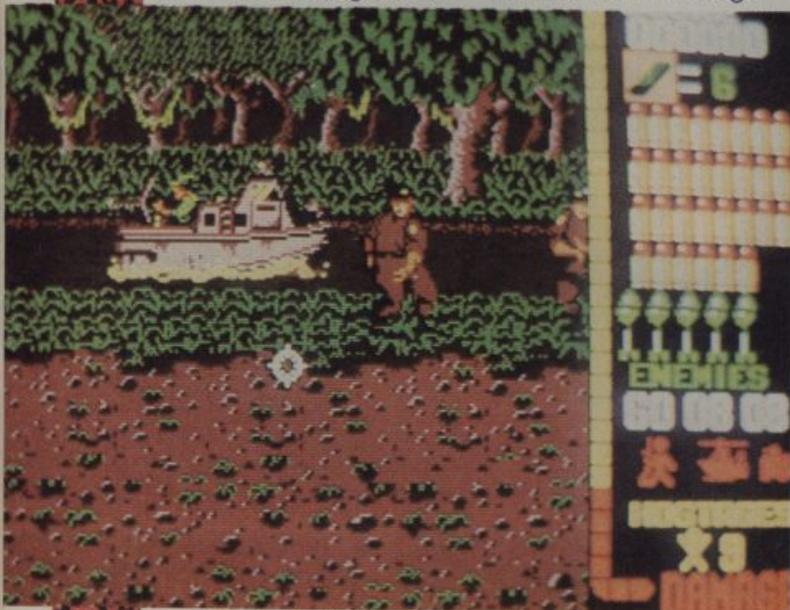
► **MACHINES:** ATARI ST, AMIGA, C64, SPECTRUM, AMSTRAD.
 ► **SUPPLIER:** OCEAN.
 ► **PRICES:** £8.90 SPECTRUM, £9.95 C64, AND PLUS 3 DISKS £14.95, ST £19.95, AMIGA £24.95.
 ► **REVIEWER:** EUGENE LACEY.

Operation Wolf – or 'Op-Wolf' as most addicts call it – is definitely the coin-op of the year. OK, I know, you are pig sick of

Chances are it is also the game with a cluster of gamers huddled around it.

When you have your first go you can easily get the impression that all the game amounts to is a case of swivelling that Uzi on its base and spraying the enemy with machine gun fire – attacking anything that moves.

Nothing could be further from the truth. Although



▲ Gunboats blast you in the jungle level.

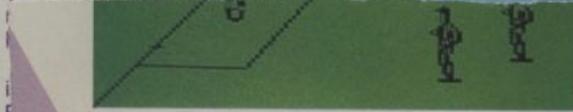


▲ Armoured cars patrol the concentration camp.

that phrase "coin-op of the year". I know all the ads claim that their coin-op conversion is the one that all the punters are pumping their dosh into. Well, there is nothing I can do about all this hype – all I can tell you is that the official arcade industry charts prove that *Op-Wolf* is the real number one. And if that isn't conclusive enough for you, the game is also the one that the C+VG team have put more '10ps' into than anything else this year.

There is no missing the game in your local arcade. It's the one with the Uzi machine gun mounted on the front of its vast, bulky cabinet.

you are armed to the teeth – with stacks of bullets and grenades – you have to make every bullet count if you are to succeed in your



Chubby Dillon's round up on page 98 – and not least of these is Gremlin's *Roy of the Rovers*. This is a Spectrum look at a game that will have been released just before this mag goes on sale – check out the full review soon. Roy's fictitious team Melchester wear red and yellow vests, we believe, which doesn't seem to have some over too well on the Speccy!



! RESCUE HOSTAGES !

with his pistol.

ATTENTION

LETTERS

that had been achieved previously in military shoot-ems up like *Green Beret* and *Combat School*.

The use of the Uzi led many people to believe that its absence in the home versions would make the game unconvertible. Mike Pattenden, for example, writing in the December '87 edition of CU said "Why do they bother? Are they going to

issue an Uzi sub-machine gun with every copy".

Ocean's programmers came up with a far cheaper solution. They simply replaced the gun with a floating on-screen cross hair. Controlled by joystick or mouse, you simply move the cross-hair to the target and press fire. OK – so its not quite as good as handling, and feeling the weight of the Uzi pressing against your

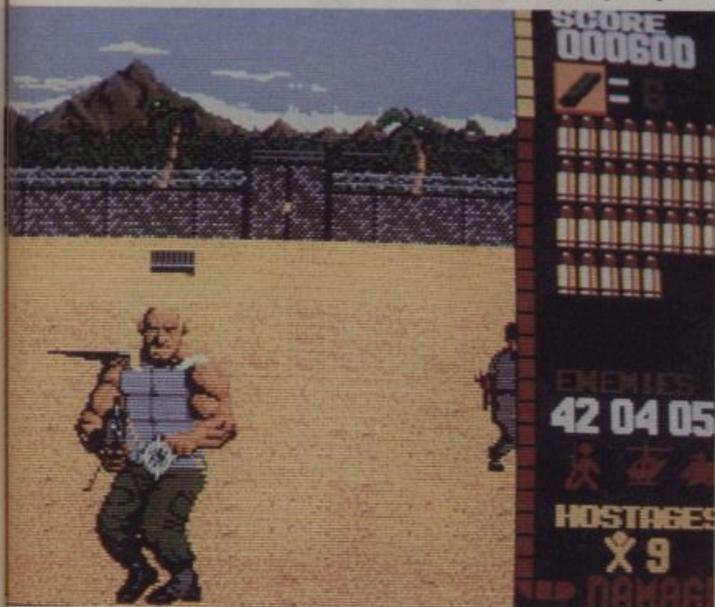


Level 1 is set in the Communications compound where your aim is to cut the enemy off and stop them from calling up more reinforcements.

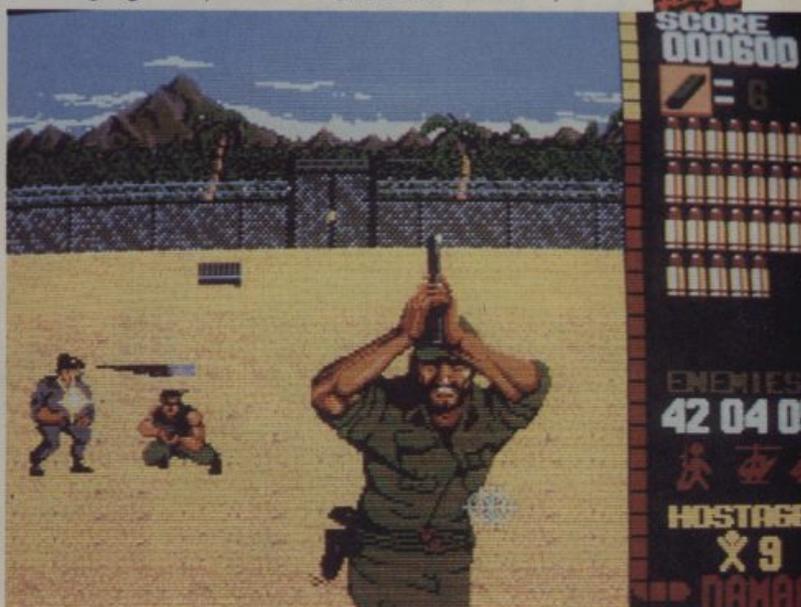
The enemy constantly fire at you, lobbing grenades, throwing knives, and – should you let them hover – straffing you from helicopter gunships.

Each hit weakens you and makes your Damage Barometer tick downwards. If it reaches zero it's curtains, and a grim sounding voice will inform that "Sorry you are finished here" (only on ST and Amiga versions).

The aim of the game is to avoid sustain hits by



▲ Into the action by paratroop, parachute.



▲ Skinhead mercenary lets fly with his bazooka.



▲ Blasts that torpedo before it blasts you.

shoulder blade – but from just about every other angle this game has to be ranked as one of the best conversions ever.

In terms of the consistent quality of the game across a variety of machines it definitely is the best ever.

What I particularly like about the original game design is the way it simulates the strategic – as well as the blood and guts of the battle. The six levels are: The communications set-up, the jungle, the village, the powder magazine, the concentration camp, and the airport.

Each level sets you a specific task which helps a little towards your goal of freeing the hostages.

shooting the grenades out before they hit you and eliminating the soldiers before they take aim.

Get through this and you find yourself in the jungle of **Level 2** where your mission is to extract information from the enemy about the concentration camp.

Level 3 is not for pacifists. You are ordered to go into the village and kill all the enemies whilst at the same time to "take a rest" I should point out the amidst all this glorification of war *Op Wolf* does have some semblance of conscience – there are hostages civilians fleeing from the mayhem – and nurses trotting across the battlefield carrying the wounded on their

FIVE FIST-FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a-side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race **MUST** rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk

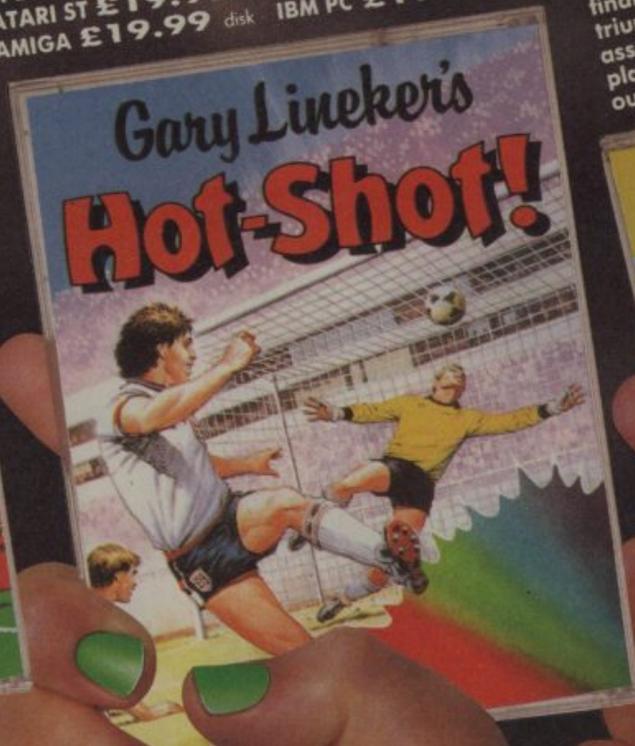
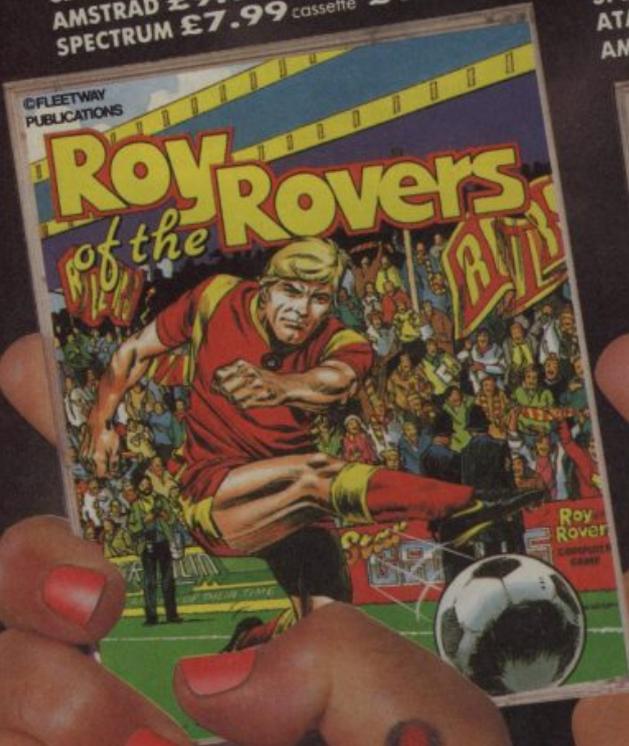
GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card. With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk
 ATARI ST £19.99 disk
 AMIGA £19.99 disk IBM PC £19.99 disk

SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!



Screen shots from various formats.

F SPORTING POWER

GARY LINEKER'S SUPERSKILLS

Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication - dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

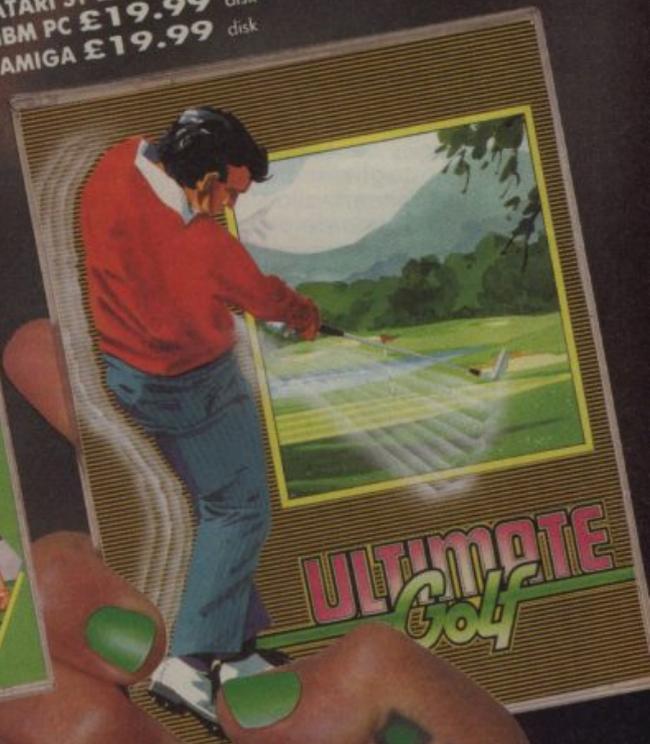
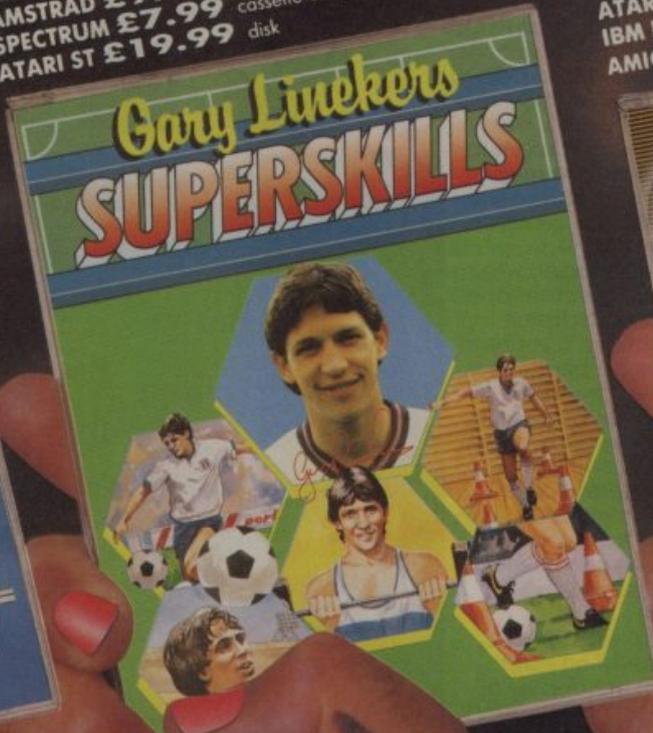
CBM 64/128 £9.99 cassette
 £14.99 disk
 AMSTRAD £9.99 cassette
 £14.99 disk
 SPECTRUM £7.99 cassette
 £12.99 disk

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk
 ATARI ST £19.99 disk

ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

CBM 64/128 £9.99 cassette £14.99 disk
 ATARI ST £19.99 disk
 IBM PC £19.99 disk
 AMIGA £19.99 disk



Reviews

OPERATION WOLF

stretchers. Should your bullets accidentally hit any of these you are punished by losing energy.

Level 4 is set in the enemy's ammunition dumps – your task is to "take the ammunition by force".

If you survive this far you get your first chance to rescue some of the hostages. **Level 5** has five hostages incarcerated in the concentration camp. Your orders are to "help them".

You have to a pretty good Op Wolf player to get to the **Level 6**. Set in the airport – this is where the remainder of the hostages are being held. Your orders are to rescue the hostages in the airplane and get away.

The gameplay of the various levels is essentially the same. The battle field scrolls slowly from left to right – your cross hair gun site panning across with it. The enemy rush on from both sides – in three set planes. There are soldiers in the foreground that practically fill the screen when they dash on middle sized ones in the mid

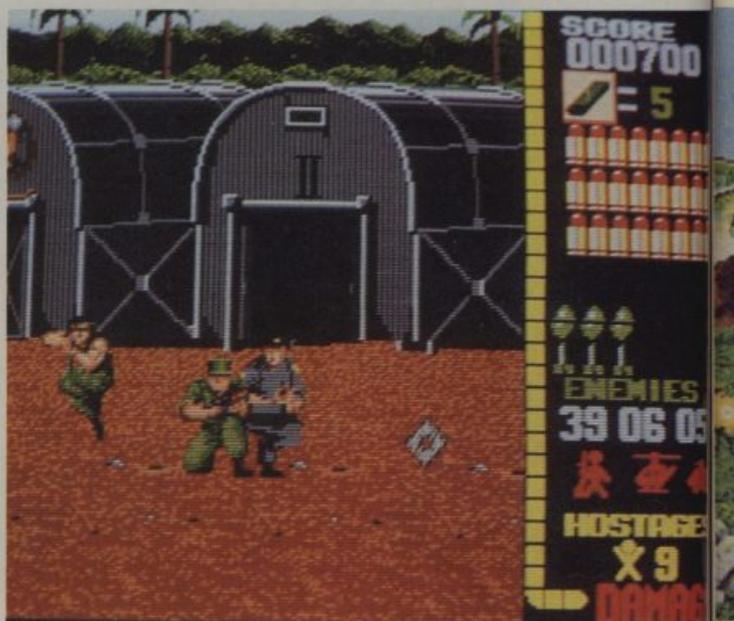
ground, and dozens of troopers that dash across the screen in twos and threes in the far distance.

Depending on what level you are on the tanks, lorries, motorcyclists, choppers, or gun boats (in the jungle level) usually arrive in the foreground.

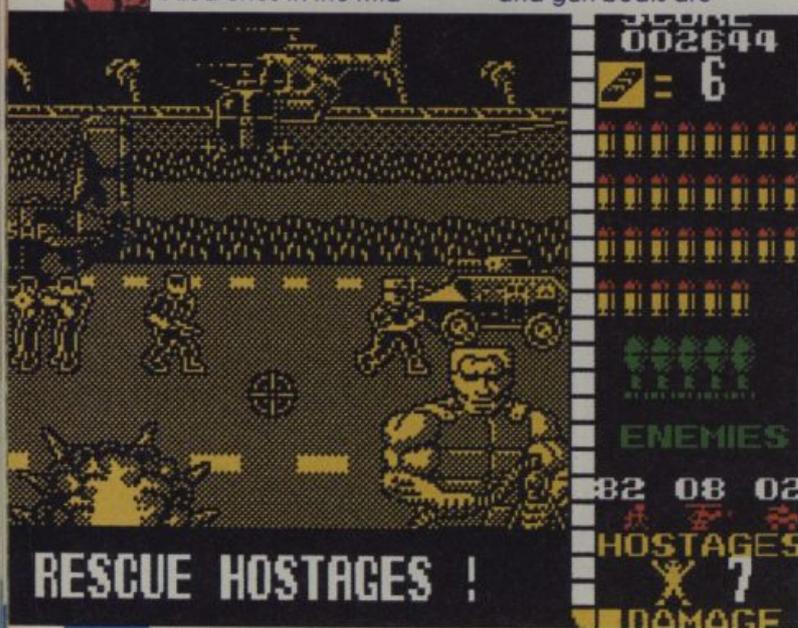
The game is at its best when you take out the enemy vehicles. You can knock them out with persistent Uzi fire but the most effective method is to use the grenade launcher. You can even take out two vehicles with one massive boom.

The lorries rip apart when the grenade hits them and go up in a ball of flame and grey smoke. Trouble is you have to be careful not to waste your grenades as you only have five of them at the beginning of each level. (Which is why a certain, nameless C+VG reviewer's policy of blasting the nurses with grenades as soon as they appeared is not particularly recommended).

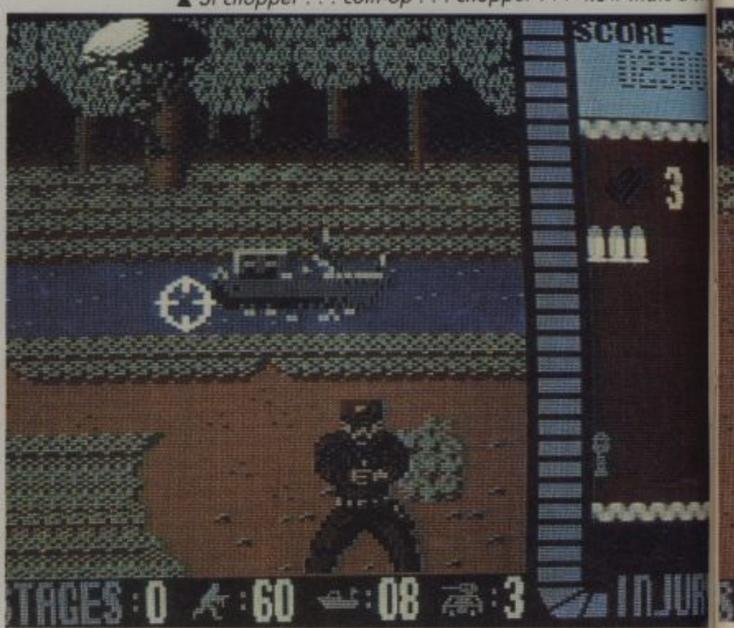
Special mention has to be made of the quality of the graphics on the ST and Amiga versions – the armoured cars, choppers, and gun boats are



▲ St chopper... coin-op... chopper... now thats a co



▲ Monochromatic but excellent Speccy version.



▲ C64 version – smoooth 'n' pretty.

ATION

LE

identical to their counterparts in the coin-op.

I suppose a certain degree of near-coin-op graphics is now taken for granted in ST and Amiga conversions – but what pleased me particularly on the ST version is the little details of game play that have not been forgotten. The tricks that you discover

after you have played Op – Wolf a good few times, like shooting the birds, and the pig that scampers on to pick up more ammo. It is this kind of attention to detail that makes for a good coin-op conversion irrespective of the graphical capabilities of the computer you are playing the game on.

The software tycoons are having right battle royal this Christmas. Bets are being placed, claims are being made as to who will be number one. It reminds me of the famous Bill Shankly quote about football being much more important than, life, or death, or something like that. To you *Op Wolf*, *Afterburner*, and *Thunderblade* may just be games. To the tycoons they are company profits, reputations, image and a whole host of other things. C+VG doesn't take sides in

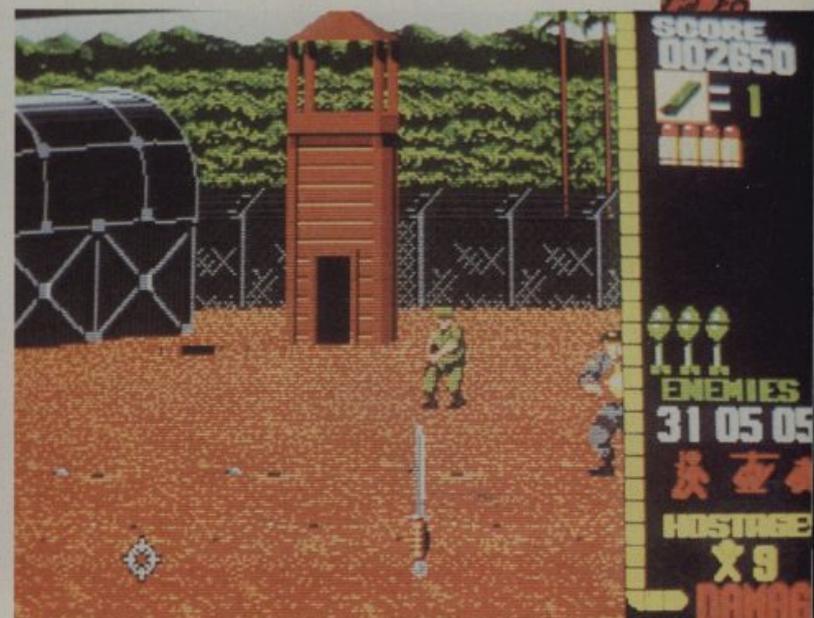
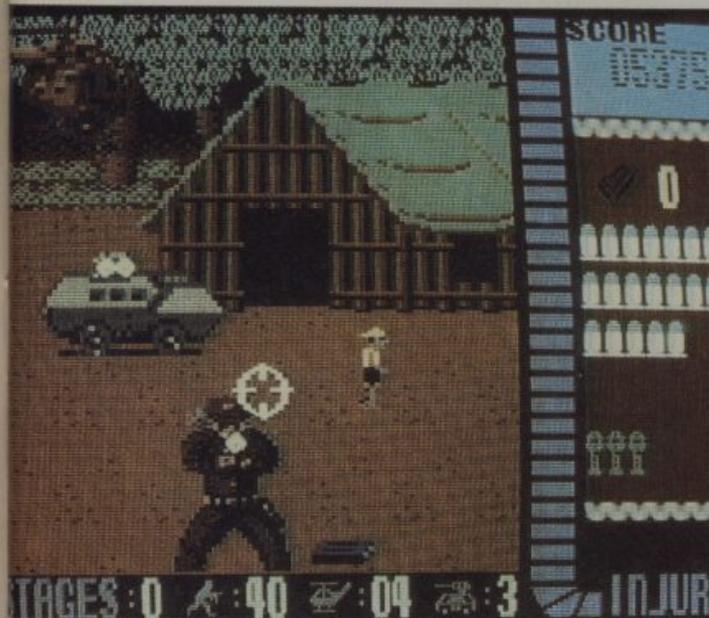
these matters. We just review the games. So what is our advice should you only be buying one coin-op conversion this Christmas? Buy *Op – Wolf* – it's a brilliant conversion and you will get a lot of fun out of it.

UPDATE . . .

Op Wolf will be out on all formats by the end of November. The PC version is being coded in the US and won't be ready until next year. Expect big things from the Amiga version – like ultra smooth scrolling, speed and improved digitised speech. Sega *Rambo III* is an *Op Wolf* clone, and an officially licensed Nintendo version will be on sale next year.



	ST	SPECTRUM	C64
▶ GRAPHICS	9	8	9
▶ SOUND	9	9	8
▶ VALUE	8	9	9
▶ PLAYABILITY	9	9	9
▶ OVERALL	91%	91%	92%



▲ Kaboom – the C64 shudders with explosions.

▲ Watch out for the dagger.



"There we were, okay yah, in our GTI, okay, playing this frightfully good game, okay"



SAVE THE WORLD!

Destroy the credibility of six world leaders (although Ronnie's got a new job) and SAVE THE WORLD.

PREVENT ARMAGEDDON FROM THE COMFORT OF YOUR OWN PARK BENCH.



"I'm absolutely delighted to be on this advert"

"MORE EXCITING THAN NINJA GERBIL"

"MORE ABSORBING THAN MASTERS OF THE POP UP TOASTER"

What they said about the Spitting Image game:
"COMPLETELY BRILLIANT", all at Domark
"STUNNING" The Spitting Image Accountants.
"DEFINITELY THE BEST COMPUTER GAME I HAVE EVER PLAYED IN MY WHOLE LIFE!"
The girl on the Spitting Image switchboard.

WARNING: DAMAGE

A good way to really damage your cassette or disk is to smear marmalade all over it or leave it overnight in a bucket of creosote.

AVAILABLE FOR ALL COMPUTERS... EXCEPT THOSE THAT IT'S NOT AVAILABLE FOR!

A
DM
DOMARK
PUBLICATION

© Spitting Image Productions Ltd. 1988
Writer: Geoff Atkinson · Music: Phil Pope
Illustrator: Paul Cemmick · Puppets created by Fluck and Law
Ferry House, Lacy Road, Putney, London, SW15 1PR.
Telephone 01-780 2224

The completely brilliant

SPITTING IMAGE

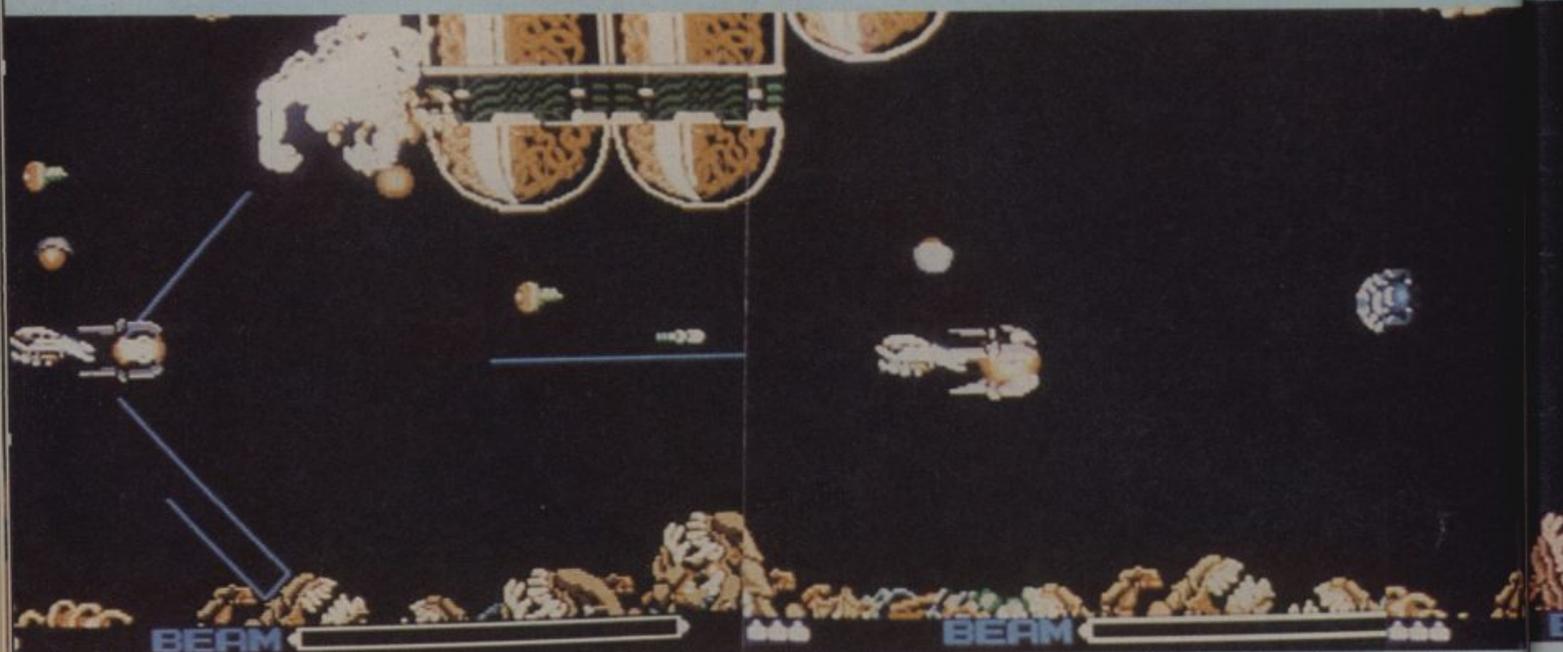
COMPUTER GAME



BARRY MANILOW
FREE!
SEE PACKAGING
FOR DETAILS

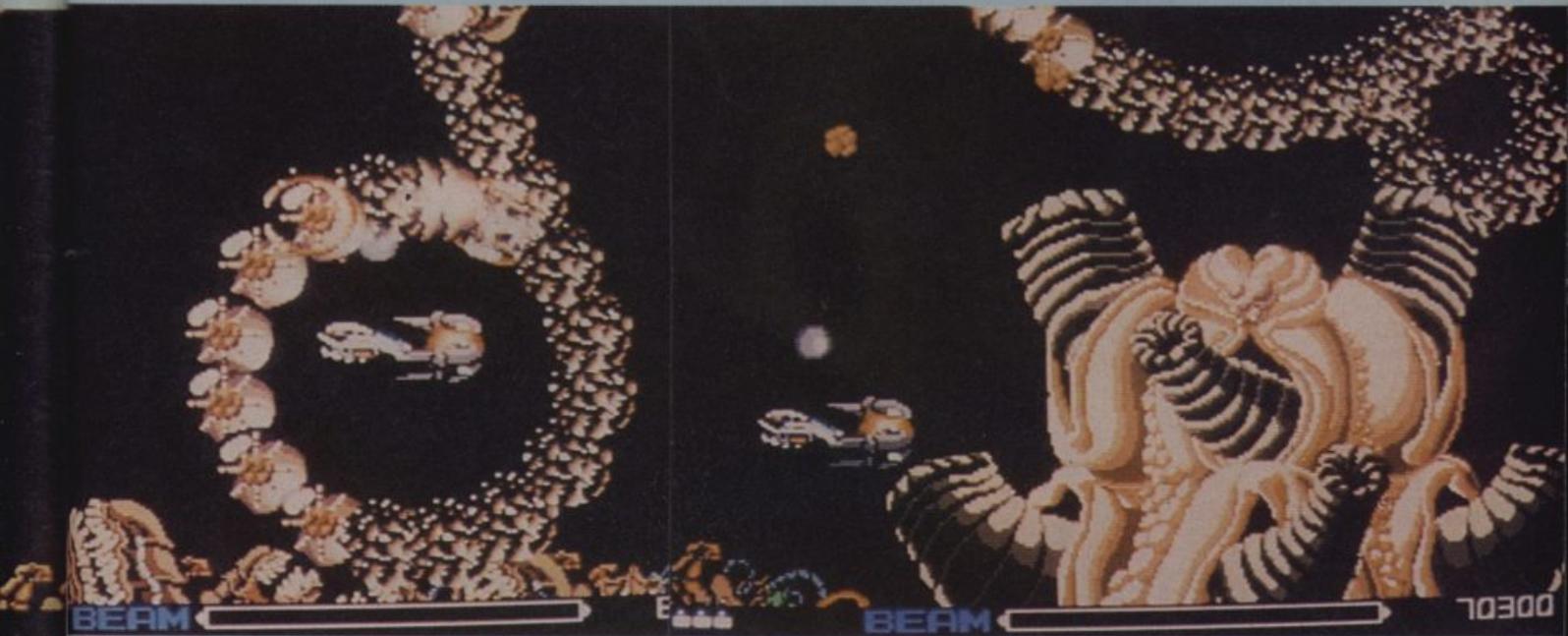
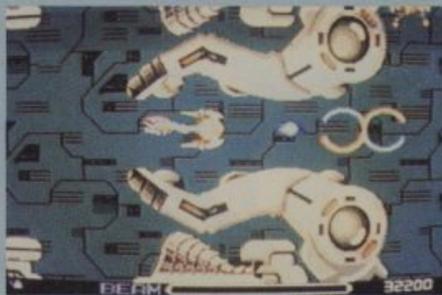


A strip of scrolling action from R-Type – fly through the flak, centre your R-9 assault craft in the centre of the worm and blast it, kill worm number two by shooting out its orange lights, and pump everything you've got into the seething mass of kidneys at the end of level two. Phew – what a game.



R-TYPE COMPO

2
R-TYPE
COUPON NO
2



R-Type is the master blaster conversion of the year. Spectrum, ST, and C64 versions received the thumbs up in last month's issue.

Lucky C64 and Speccy owners also got the chance to play the first level. If all of that fails to impress get set to win the real thing – a stonking great R-Type coin-op machine for your bedroom.

All you have to do to win is cut out the R-Type coupon No 2 from the top right hand corner of this page.

Fill in this form and send off without delay to: C+VG, Master Blaster Compo, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The R-Type coin-op would go well in my bedroom because (please complete this sentence in not more than 100 words).

Remember you must include R-Type coin op Coupon No 1 from last month's C+VG to qualify for entry. That'll teach you not to miss out on C+VG every month.

Name _____

Address _____

A MAMMOTH COMPILATION OF WORLD BEATERS...

When the golden team take their golden games and add a little bit of golden magic, then there's only one outcome a GIANT success. Five giant games squeezed into one giant compilation.

OUTRUN... "To be blunt this game is going to outsell anything a

flippin' good game - test drive one today!!" *Your Sinclair*

720? ... "Virtually flawless arcade game. Addictive,

smooth and slick, easily U.S. Gold's finest hour. Don't

miss this one." *Sinclair User*

GAUNTLET II... "It's one of the finest conversions

I've ever seen" *C & VG*

ROLLING THUNDER... "An excellent game, full of

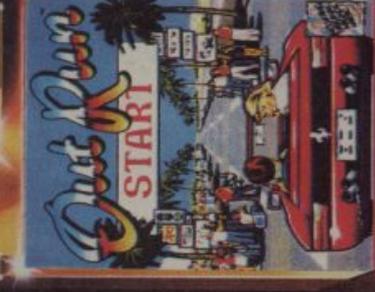
atmosphere, suspense and outstanding

playability. Do not miss it!" *CCI*

CALIFORNIA GAMES... "Quite simply the apex of computer

sports gaming" *Zzap 64*

WORLD BEATERS



SPECTRUM 48/128K
£12.99t, +3 £14.99d
CBM 64/128
£12.99t, £14.99d
AMSTRAD
£12.99t, £14.99d

U.S. Gold Ltd.,
Units 2/3 Hollard Way,
Hollard, Birmingham
B9 7AX, Tel. 021 359 3368

DREAM ZONE



DEEPER IN IS THE ONLY WAY OUT.

It's the wierdest dream you ever dreamed. And you're trapped. Unless you can find your way out -- through misleading clues, over wild landscapes and past characters stranger than you ever imagined. No wonder the top U. S. magazines hailed Dream Zone a "masterpiece," "filled with biting satire," and "outstanding graphics." Ask for it at your favorite software store.
Available on Atari ST®, Amiga®, IBM®, and Apple IIGs® at £24.99

Distributed in U.K. by
 **Leisuresoft Ltd.**

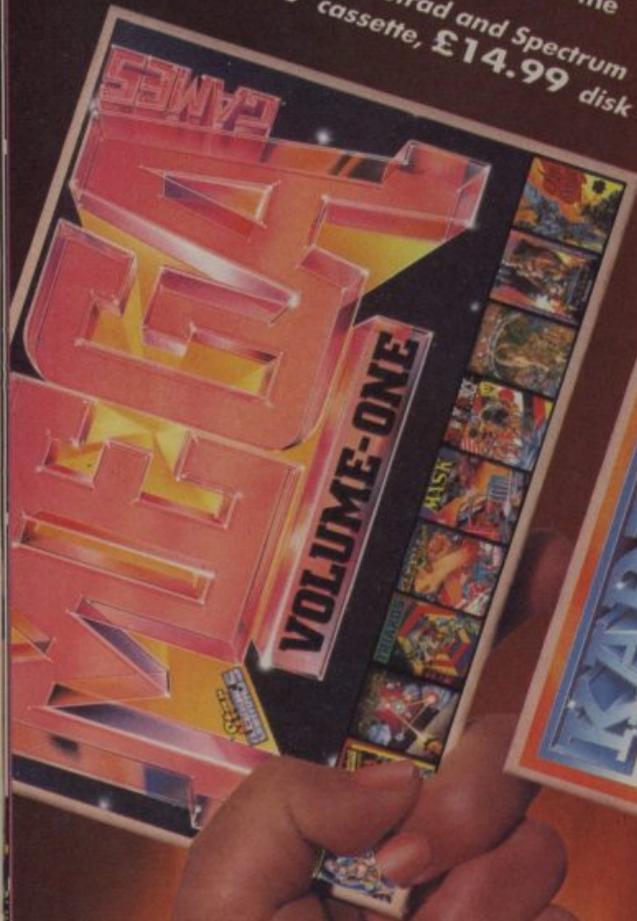
BAUDVILLE  TM
High Performance Software
All manufacturers' trademarks are acknowledged.

FIVE FIST-FULLS OF BU

TEN MEGA GAMES

The future. The past. A mega mix of combat, adventure and fantasy from 10 very individual challenges. Featuring: Northstar, Cybernoid, Deflektor, Triaxos, Blood Brothers, Mask II, Tour de Force, Hercules, Masters of the Universe, Blood Valley.

CBM 64/128, Amstrad and Spectrum cassette, £12.99
disk £14.99



KARATE ACE

The definitive compilation of Martial arts classic combat games combining arcade action and role playing adventure in these 6 outstanding examples of their genre. Featuring: The Way of the Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samurai Trilogy, Uchi Mata and Way of the Tiger.

CBM 64/128, Amstrad and Spectrum cassette, £12.99
disk £14.99



BURNING EXCITEMENT

ACTION ST

5 bit action to match 16 bit technology - colourful, fast, immense ... a startling collection for a startling machine featuring Deflektor, Northstar, Trailblazer, 3D Galax and Masters of the Universe.
Atari ST £19.99

FLIGHT ACE

After controlling the airways of the busiest airport in the world and harnessing the power of the most fearsome aircraft of the century, no player will ever again be satisfied with life on the ground. Featuring Air Traffic Control, Ace, Spitfire 40, Strikeforce Harrier, Tomahawk and Advanced Technical Fighter.
CBM 64/128, Amstrad and Spectrum
£14.99 cassette, £17.99 disk

SPACE ACE

The time ... the choice is yours. The place ... not yet in existence! Except that is for within this mind boggling collection of epic microcosms of the future. Featuring Xevious, Venom Strikes Back, Cybernoid, Northstar, Zynaps, Trantor and Exolon.
CBM 64/128, Amstrad and Spectrum
£14.99 cassette, £17.99 disk



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

FIVE FIST-FULLS OF F

MOTOR MASSACRE

The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for simple dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

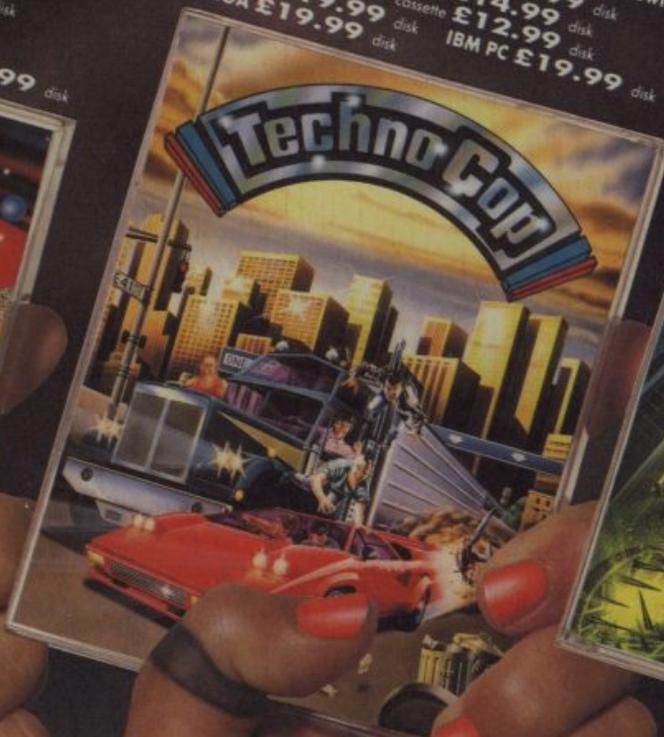
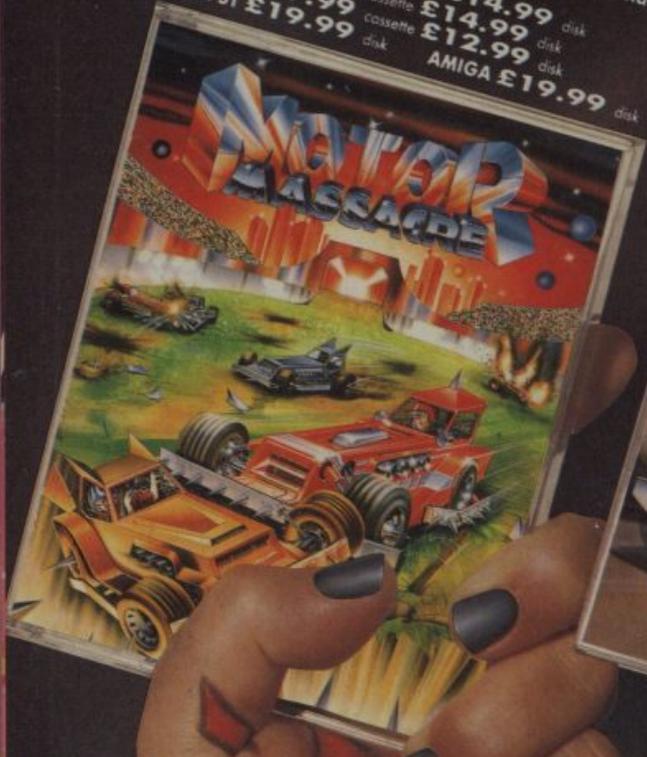
CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk
 ATARI ST £19.99 disk
 AMIGA £19.99 disk

TECHNO COP

Step into the future... technology has overtaken society - the rich are richer, the poor are poorer - chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk
 ATARI ST £19.99 disk
 AMIGA £19.99 disk
 IBM PC £19.99 disk

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk



Screen shots from various formats.

FEROCIOUS ACTION

DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors - co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision - enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.

BUTCHER HILL

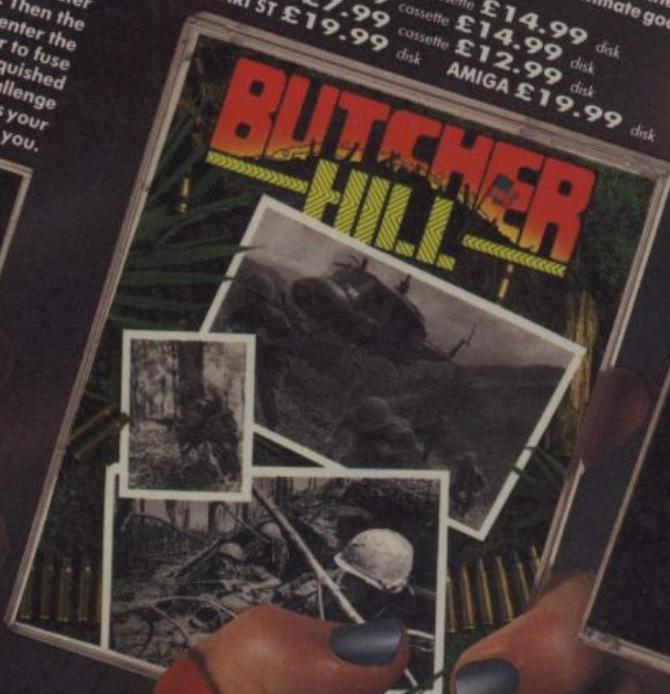
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village, and enemy gunposts. The final obstacle between you and your ultimate goal - the assault on Butcher Hill.

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk
 ATARI ST £19.99 disk AMIGA £19.99 disk

ARTURA

Stand proud Artura - son of Pendragon - and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

CBM 64/128 £9.99 cassette £14.99 disk
 AMSTRAD £9.99 cassette £14.99 disk
 SPECTRUM £7.99 cassette £12.99 disk
 ATARI ST £19.99 disk



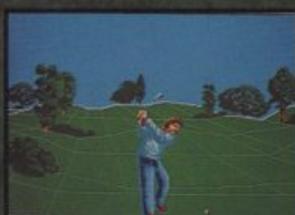
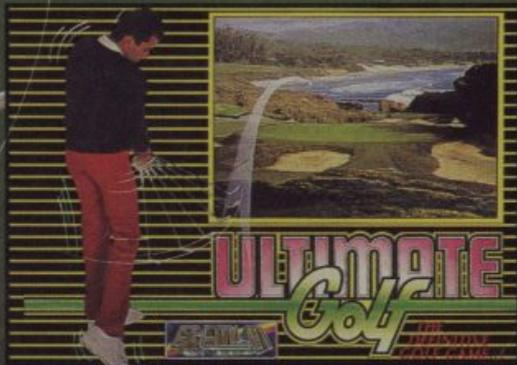
ULTIMATE Golf

WHERE
SIMULATION
STOPS..



AND REALISM TAKES OVER

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.



THE DEFINITIVE GOLF GAME

All mail order enquiries to:

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS

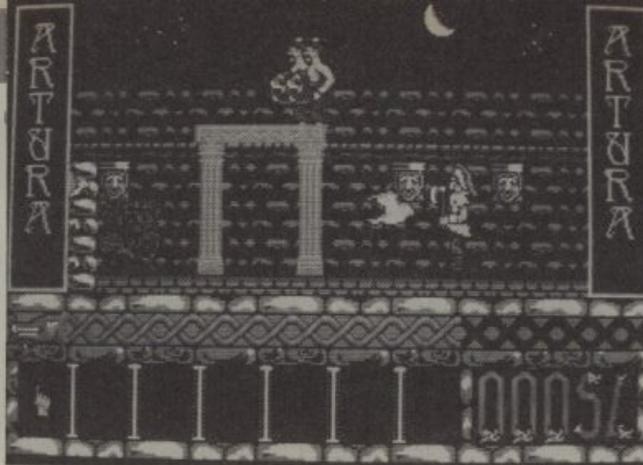


CBM 64/128 £9.99
DISK £14.99
ATARI ST £19.99
IBM PC £19.99
AMIGA £19.99

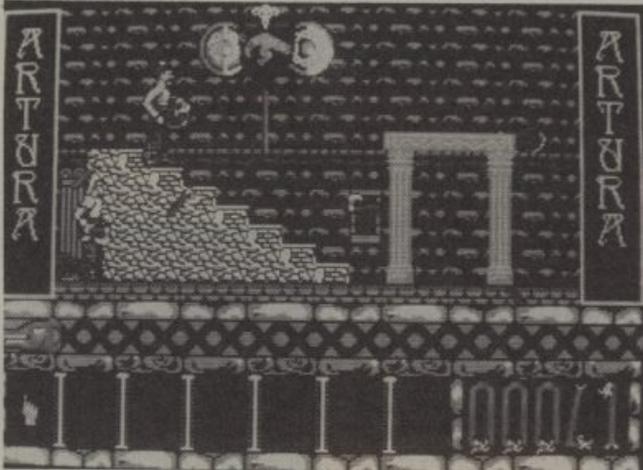
ARTURA

- MACHINES: ATARI ST/C64/SPECTRUM/AMSTRAD.
- SUPPLIER: GREMLIN.
- PRICE: ST £19.99, SPECTRUM £7.99, C64 £9.99.
- VERSION TESTED: ATARI ST.
- REVIEWER: CIARÁN BRENNAN.

"Look back through the dark mirror of the seasons to the time when the Eagles deserted this land of Albion to the ravaging of the Saxons. Look back to an age of bloody war and mysterious magicks." And while you're at it, why not take a look back to about three years ago to a time when Boots was filled with Spectrum games that involved semi-mythical characters floating around dungeonesque



▲ Artura fails to impress.



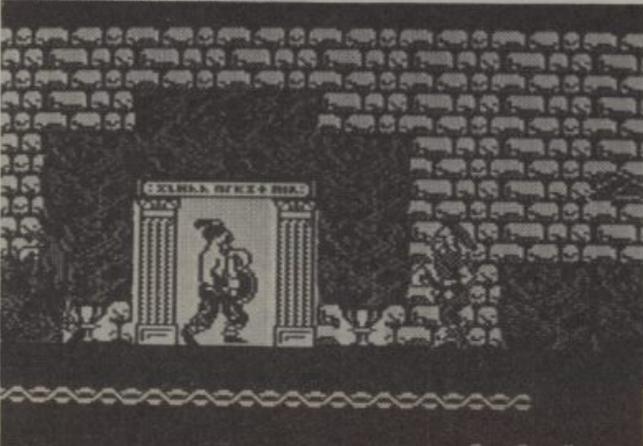
▲ Can this really be an ST game.

backgrounds like Captain Pugwash characters.

These 'classics' usually involved searching for the lost sword of someone-or-other and fighting to the death against hordes of beasts from the dark side... get the picture? What this bijou history lesson is leading to is that Gremlin has for some reason decided to resurrect the genre – probably so that 16-bit games players can be introduced to the 'joys' that these games bring.

Artura starts with the usual sub-Arthurian legend gibberish. You are Artura, son of Pendragon and half-brother to the vil Morgause. This witch has kidnapped Nimue, apprentice to the wizard Merdyn... etc, etc. This bunk could easily have been avoided by then use

▼ Not one of Gremlin's best.



of one sentence: find the lost Rune stones and rescue the girl.

The blurb also describes Artura as an 'arcade adventure', but I'm loath to use this term as neither word is really applicable. Basically the idea is to explore a multi-roomed castle, consisting of left to right scrolling walls with doors in both the background and foreground allowing access both onto 'into' and 'out of' the screen.

Along the way there are opponents to be mangled, giant rats and falcons to be disposed of, food to be eaten and sections of Rune stones to be collected ('these stones will be the rune of me' – form the Kenneth Williams school of awful puns). An enery bar below the play area diminishes every time Artura comes into contact with a nasty of any

Reviews

description – and guess what happens when this bar runs out?

Attack is always the best form of defence, and in Artura's case a

never-ending supply of axes is used to deal with the opposition. Rats and the like can be seen off with a single swipe, but it takes a Castlemaine (that's four axes to you mate) to get rid of the rest of the opposition.

When a Rune is completed, play can then be switched into 'Rune mode'. This involves placing a pointer finger icon on the completed Rune and then stepping back in amazement as the 'Wheel of Cerriddwen' transports you to another plane – phew!

Try as I might, I couldn't find anything about Artura to recommend. The graphics are awful, the gameplay is seriously dated, the levels are too similar, the landscape is too confusing and no spark of interest is generated at any point.

This next little piece may sound like it should be shouted out from speaker's corner on a Sunday afternoon, but I really believe the software publishers shouldn't release games like this. Computer hardware has developed in leaps and bounds over the last two years – and as a sort of knock-on effect 8-bit games have improved beyond recognition in the same time. To my mind there's no excuse whatsoever for taking what is already a sub-standard 8-bit game and converting it upwards.

I'm going to have one last try at thinking of something nice to say about Artura... erm, the cover artwork's nice.

► GRAPHICS	3
► SOUND	5
► PLAYABILITY	4
► VALUE	2
► OVERALL	17%

Reviews

MUNCHER

► MACHINES: SPECTRUM/C64.
 ► SUPPLIER: GREMLIN GRAPHICS.
 ► PRICE: SPEC CASS £7.99, C64 CASS £9.99, SPEC DISK £12.99, C64 DISK £14.99.
 ► VERSION TESTED: C64.
 ► REVIEWER: JULIAN RIGNALL.

Have you seen the Chewits ad? You know, the one with an angry green monster who's running amok in a cardboard version of London? Just when he's about to sink his fangs into a famous landmark, he suddenly spies a Chewit, pops it into his cavernous cake-hole and finds his ravenous appetite suddenly satiated. Well, Beam Software, in conjunction with Gremlin Graphics, has decided to base a game around this whacky ad, and have managed to persuade Chewits to endorse it.

Rather than tackle the subject head-on and cast the player as a Chewit, those devious Beam people have decided on an alternative approach and have put the player firmly into the size 237 boots of the Godzilla-like monster!

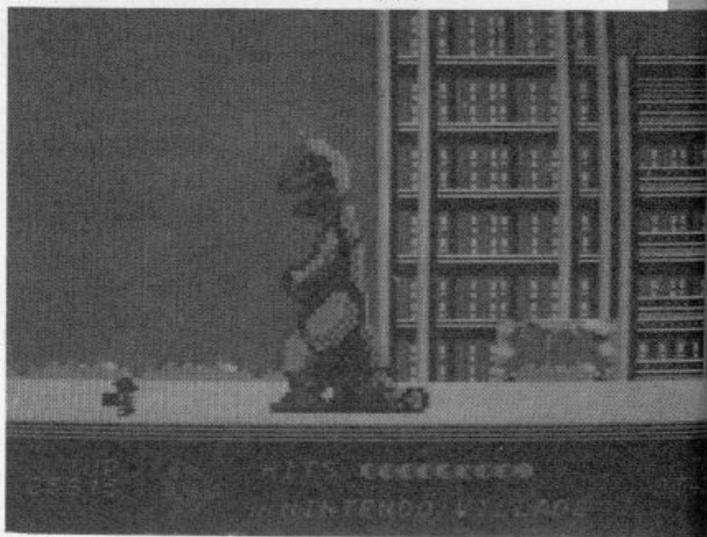
The mission of mayhem begins at the sea shore. Soldiers immediately start walking from both sides of the screen, and shoot at

the monster, knocking a chunk off his energy bar with every hit. However, these weak and puny humans are no match for the monster, who can leap on them, splattering them into horrible smears on the road. If he's feeling peckish, he can bend down, pick them up and eat them. Yum! And this frolicsome exercise adds a bit of energy to the bar! Innocent bystanders in the form of briefcase-carrying city nerds and pram-pushing women also run around in terror, and are similarly blatted or noshed.

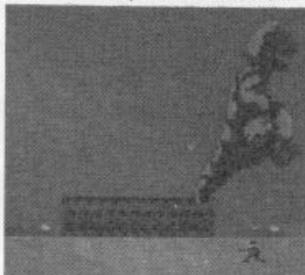
Soon reinforcements

play with. The third level, the army base, has even more soldiers and vehicles. However, at the end is a big brown monster who fights with fireballs, feet and claws.

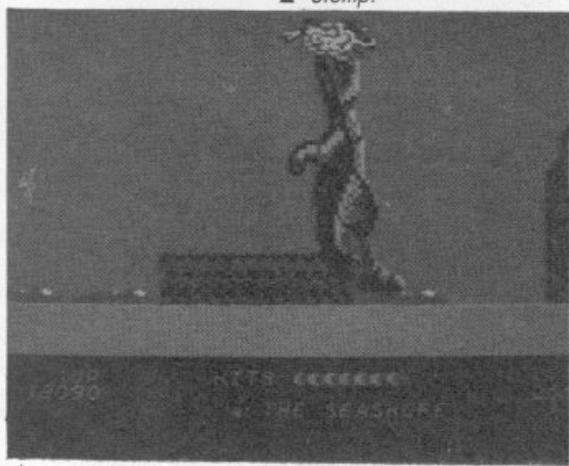
As you might have already gathered, *Muncher* is a game with a sense of humour. I thoroughly enjoyed playing it, and many a smile was in evidence as I bashed, smashed and chomped my way through the enemy forces. If you are a highscore fiend, the game throws down quite a challenge, and should keep large-scale vandals happy for some time.



▲ Chasing some lunch.



▲ Stomp!



▲ Leap and chomp a chopper.

arrive, with tanks, jeeps and helicopters firing missiles and ruining the monster's fun – but he leaps and snaps at the choppers with this great choppers, and jumps on the vehicles in a display of wanton destruction. The monster can also spit fire.

Buildings are encountered frequently, and can be bashed with the monster's tail, or climbed and thumped, *Rampage*-style. If he's feeling particularly tough he can climb to the rooftops of a particularly high building and roar derision at the piffling humans below.

When the end of the first level is reached, the action switches to Nintendo village (ahem, you're going to change that aren't you Gremlin?), which offers more of the same gratuitous violence, only with more things to

The graphics and sound are both fine, and even though the novelty will eventually wear off, there's plenty of fun in store.

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	8
► OVERALL	77%

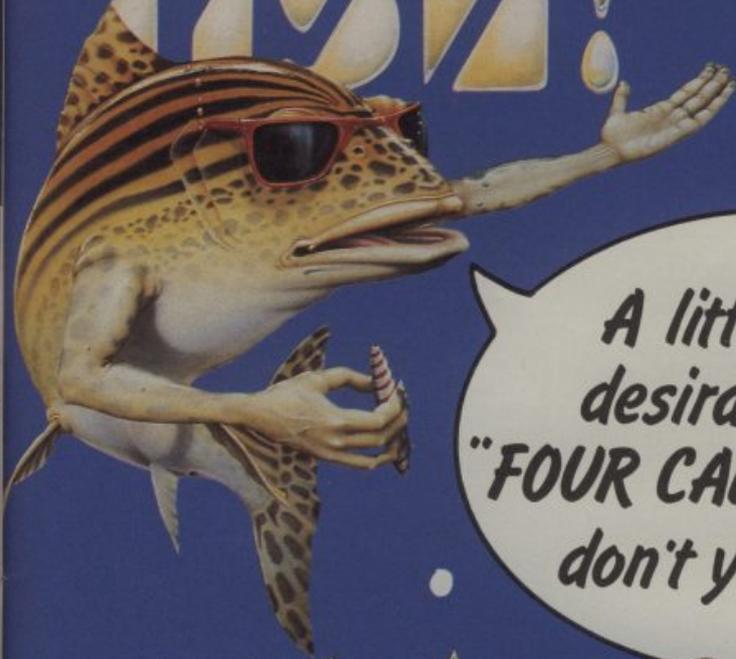
UPDATE . . .

The Spectrum version looks even better than the Commodore, with slightly faster gameplay and more impressive sprites.

Gremlin say that there may be an ST version next year, although couldn't confirm that as definite. Let's hope so – improved graphics and sampled sounds mixed with the 8-bit gameplay could produce an incredibly good game!

STARGLIDER 2

Wish!



A little more desirable than "FOUR CALLING BIRDS" don't you think?



VERMINATOR

CORRUPTION



Game of the year

Please send me further information on these Rainbird products.
NAME _____ ADDRESS _____ POSTCODE _____



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.



Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS

Software Centre

AVON

Ace Computers Ltd
42 Cannon Street
Bristol
Tel: 0272 637981

Ace Computers Ltd
3 North Street
Bristol
Tel: 0272 666341

The Model Shop
8 Fairfax Street
Bristol
Tel: 0272 273744

Virgin Games Centre
18 Merchant Street
Bristol
Tel: 0272 294779

BEDFORDSHIRE

Hobbyte Computing
1G The Ardale Centre
Luton
Tel: 0582 457195

Software Plus
Unit 11, The Boulevard
Harpur Centre
Bedford
Tel: 0234 66598

BERKSHIRE

Ace Computers Ltd
485-499 Oxford Road
Reading
Tel: 0734 393615

BUCKINGHAMSHIRE

Sub-Ly
5 Deer Walk
Shopping Building
Central Milton Keynes
Tel: 0908 670620

CAMBRIDGESHIRE

Software Plus
43 Burleigh Street
Cambridge
Tel: 0223 353643

CLEVELAND

Chips Computer Shop
151-153 Linthorpe Road
Middlesbrough
Tel: 0642 219138

Chips Computer Shop
Silver Court Shopping Centre
Silver Street
Stockton-on-Tees
No telephone number

Multi Coloured Micro Shop
Dundas Arcade
Dundas Street
Middlesbrough
Tel: 0642 230323

Multi Coloured Micro Shop
Dundas Street
Redcar
Tel: 0642 486643

The Computer Shop
14 West Row
Stockton-on-Tees
Tel: 0642 606166

Topsoft Computer Software
3 Humberston Yard
Stockton-on-Tees
Tel: 0642 670503

CO DURHAM

Chips Computer Shop
Clarks Yard
Darlington
Tel: 0325 381046

Topsoft Computer Software
5 Wellington Court Mews
Grange Road
Darlington
Tel: 0325 486689

DERBY

Computa Centre
17 Campbell Street
Belper
Derby
Tel: 0773 826830

DEVON

Software Express Ltd
9 Exeter Street
(The Vioduct)
Plymouth
Tel: 0752 265272

The Model Shop
11 Old Town Street
Plymouth
Tel: 0752 221851

EAST SUSSEX

Brighton Computer Exchange
2 Ann Street
Brighton
Tel: 0273 570240

Computerware
22 St Leonards Road
Beahill-on-Sea
Tel: 0424 223340

Game Computers
71 East Street
Brighton
Tel: 0273 728681

Virgin Games Centre
157-161 Western Road
Brighton
Tel: 0273 725313

ESSEX

Computarama
88/90 London Road
Southend-on-Sea
Tel: 0702 335443

LANCASHIRE

Lan Computer Systems Ltd
1063 High Road
Chadwell Heath
Ramsford
Tel: 01 587 8851

Ramsford Computer Centre
72 North Street
Ramsford
Tel: 0708 765271

Softsellers
36A Osborne Street
Colchester
Tel: 0206 550638

LANCASHIRE

Software Plus
336 Chartwell Square
Southend
Tel: 0702 610784

Software Plus
Liberty Shopping Hall
Bispham
Tel: 0268 27922

Software Plus
15 Kingsway
Colchester
Tel: 0206 760877

Software Plus
Unit 1, 2B/31 Moulsham Street
Chelmsford
Tel: 0245 491746

Software Plus
Unit 1, Queensgate Centre
Orsett Road
Grays
Tel: 0375 391164

GLOUCESTERSHIRE

The Model Shop
79 Northgate Street
Gloucester
Tel: 0452 410693

The Model Shop
22 High Street
Stroud
Tel: 0453 85920

GREATER MANCHESTER

Microbyte Home Entertainment Centre
Unit 175 Halle Mall
The Ardale Centre
Manchester
Tel: 061 832 1438

The Computer Shop
Knightsbridge Mall
The Ardale Centre
Manchester
Tel: 061 832 0876

HAMPSHIRE

Software Plus
Unit 8, The Boulevard
Wallington Centre
Aldershot
Tel: 0252 29882

Ultima Retail Ltd
118 East Street
Southampton
Tel: 0703 639419

HEREFORD & WORCESTER

Artics
16 St Swithins Street
Worcester
Tel: 0905 22335

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs
Tel: 0286 765500

HERTFORDSHIRE

Hobbyte Computing
10 Market Place
St Albans
Tel: 0727 41396

Software Plus
13 Town Square
Stevenage
Tel: 0438 742374

Software Plus
Unit 94, Inshops
St Albans
Tel: 0727 64347

KENT

Computer Leisure Centre
117 High Street
Orpington
Tel: 0688 21101

Modena Computer Ltd
30 St Johns Road
Lunbridge Wells
Tel: 0952 511555

Software Plus
35 High Street
Gravesend
Tel: 0474 333162

Software Plus
Unit 2, 4-6 Orange Street
Canterbury
Tel: 0227 458112

Terris Computers & Video
80 High Street
Sidcup
Tel: 01 300 0990

Terris Computers & Video
292 High Street
Dagenham
Tel: 0689 21515

The Video Machine
194-196 Canterbury Street
Gillingham
Tel: 0634 56460

LANCASHIRE

Alan Heywood Video and Computer Centre
174 Church Street
Blackpool
Tel: 0253 21657

Castle Computers of Lancaster Ltd
9 Gage Street
Lancaster
Tel: 0524 61133

Home & Business Technology Centre
48-48 Yorkshire Street
Oldham
Tel: 061 633 1008

PV Computers Ltd
104 Abbey Street
Accrington
Tel: 0254 35345

LEICESTERSHIRE

Cavendish Commodore Centre
88 London Road
Leicester
Tel: 0533 550993

LINCOLNSHIRE

Oaktree Computers (Tunstall)
Unit 3, The Old Malhouse
Springfield Road
Grimsby
Tel: 0476 76994

LONDON

Ace Computers Ltd
755 Green Lane
Winchmore Hill
London N21
Tel: 01 360 3671

Adams World of Software Ltd
778 High Road
North Finchley
London N12
Tel: 01 446 2241

Erol Computers Ltd
125 High Street
Walthamstow
London E17
Tel: 01 520 7763

G & D Computer Electronics Ltd
230 Tottenham Court Road
London W1
Tel: 01 255 1502/1

G & B Computer Electronics Ltd
13 Tottenham Court Road
London W1
Tel: 01 580 3702

Micro Anika Ltd
220A Tottenham Court Road
London W1
Tel: 01 636 2547

Pilot Software Ltd
32 Rathbone Place
London W1
Tel: 01 636 2666

Shikana Computer Services
221 Tottenham Court Road
London W1
Tel: 01 631 4627

Software Circus
The Plaza on Oxford Street
120 Oxford Street
London W1
Tel: 01 436 2811

Software Plus
Inshops, 37-43 South Mall
Edmonton Green Shopping Centre
London N9
Tel: 01 803 8581

Tri Computer Software Ltd
161-169 Uxbridge Road
Ealing
London W13
Tel: 01 840 6136

Virgin Games Centre
100 Oxford Street
London W1
Tel: 01 637 7911

Virgin Games Centre
527-531 Oxford Street
London W1
Tel: 01 491 8582

Virgin Megastore
14-18 Oxford Street
London W1
Tel: 01 631 1234

MERSEYSIDE

Bis & Bytes Computers Ltd
18 Central Station
Panelagh Street
Liverpool
Tel: 051 709 4036

MIDDY

Adams World of Software Ltd
190C Station Road
Eggham
Tel: 01 952 0451

Adams World of Software Ltd
765 Station Road
Harrow
Tel: 01 863 7262

Dix (Amiga Specialists)
Unit 16, Willowlea Farm
Spout Lane North
Stamwell Moor
Stones
Tel: 0753 682988

Electronic & Computer Service
1000 Uxbridge Road
Hayes
Tel: 01 573 2100

NORFOLK

Jarrod Department Stores
London Street
Norwich
Tel: 0603 680661

One Stop Beyond Ltd
11A Castle Meadow
Norwich
Tel: 0603 663796

Viking Computers
Acroy Rise
Cotton Grove Road
Norwich
Tel: 0603 401982

NORTHAMPTONSHIRE

A-Z County Supplies
23A Lower Mall
Weston Favell Centre
Northampton
Tel: 0604 414528

Northants Computer Centre Ltd
13 Abington Square
Northampton
Tel: 0604 225339

Soft Spot Computers
42 High Street
Daventry
Northants
Tel: 0327 78020

NORTH HUMBERSIDE

Tomorrows World
27 Paragon Street
Hull
Tel: 0482 24887

NORTH YORKSHIRE

The Computer Store
14 St Sampsons Square
York
Tel: 0904 648934

Yarcom - The York Computer Centre
9 Devygate Centre
Davygate
York
Tel: 0904 641862

NOTTINGHAMSHIRE

Byteback
6 Mumby Close
Newark
Tel: 0636 79097

The Computer Shop
Unit 250
Victoria Centre
Nottingham
Tel: 0602 410633

Virgin Games Centre
6-8 Wheelersgate
Nottingham
Tel: 0602 476126

OXFORDSHIRE

Soft Spot Computers
5 George Street
Banbury
Tel: 0295 88921

SOUTH YORKSHIRE

Just Micro Ltd
22 Carver Street
Sheffield
Tel: 0742 752732

The Computer Store
21A Printing Office Street
Doncaster
Tel: 0302 25260

STAFFORDSHIRE

Castle Computers
6 Hope Street
Hanley
Stoke on Trent
Tel: 0782 267952

Castle Computers
11 Newcastle Street
Burslem
Stoke on Trent
Tel: 0782 575043

Miles Better Software
219/221 Cannon Road
Chadsmow, Cannock
Tel: 0543 466577/8/9

Software City
53 Foregate Street
Stafford
Tel: 0765 41899

SUFFOLK

Softsellers
5A Dogs Head Street
Ipswich
Tel: 0473 57153

Software Plus
22 St Matthews Street
Ipswich
Tel: 0473 54774

SURREY

Barkman Computer Services
1st Floor, Cardinals of Kingston
Hayes
Tel: 01 546 5941

The Games Room
Unit 15, In-Shops
Epsom Indoor Market
High Street
Epsom
Tel: 03727 44465

The Model Shop
89E Woodbridge Road
Salford
Tel: 0483 38115

Ultima Retail Ltd
1st Floor, White Lion Walk
Salford
Tel: 0483 506939

TYNE & WEAR

Microbyte Home Entertainment Centre
56 Garden Walk
The Metro Centre
Gateshead
Tel: 091 460 6054

Sunderland Computer Centre
29 Crowtree Road
Sunderland
Tel: 091 565 5711

The Computer Shop
7 High Friars
Eldon Square
Newcastle
Tel: 091 261 6260

The Computer Shop
9 Maritime Terrace
Sunderland
Tel: 091 510 8142

WEST MIDLANDS

Evesham Micros Ltd
1762 Pershore Road
Catteridge
Birmingham
Tel: 021 458 4564

Mr Disk
11-12 Three Shires Oak Road
Beechwood, Witley
Tel: 021 429 4996

Software City
3 Lichfield Passage
Whitworthhampton
Tel: 0602 25304

Software City
1 Goodall Street
Walsall
Tel: 0922 24821

Software Express Ltd
212-213 Broad Street
Birmingham
Tel: 021 643 9100

Watchdog Home Entertainment Centre
40 Duxon Street
Wolverhampton
Tel: 0902 313600

Virgin Games Centre
98 Corporation Street
Birmingham
Tel: 021 236 2523

WEST SUSSEX

Crawley Computers
62 The Boulevard
Crawley
Tel: 0293 37842

Worthing Computer Centre
7 Warwick Street
Worthing
Tel: 0903 210861

WEST YORKSHIRE

Microbyte Home Entertainment Centre
33 Kirkgate
Wakefield
Tel: 0294 376656

Microbyte Home Entertainment Centre
29 Queen Victoria Street
Leeds
Tel: 0532 450529

Microbyte Home Entertainment Centre
1 Kirkgate Mall
The Kirkgate Centre
Bradford
Tel: 0543 466577/8/9

The Computer Store
13 Westmorland Street
Wakefield
Tel: 0524 290159

The Computer Store
34/36 Ivegate
Bradford
Tel: 0274 732094

The Computer Store
40 Trinity Arcade
Leeds
Tel: 0532 428284

The Computer Store
10 Square, The Woolshops
Halifax
Tel: 0422 69077

The Computer Store
4 Market Place
Huddersfield
Tel: 0484 514405

Virgin Games Centre
94-96 The Bingley
Leeds
Tel: 0532 443681/2

WARWICKSHIRE

Spa Computer Centre
68 Clarence Street
Leamington Spa
Tel: 0926 37648

WILTSHIRE

Ace Computers Ltd
31 Farrington Road
Swindon
Tel: 0793 512074

Artics
8 Regent Circus
Swindon
Tel: 0793 611253

EIRE

Virgin Games Centre
14-18 Aston Quay
Dublin 2
Tel: Dublin 777361

SCOTLAND

MegaByte Computer Centre
12 Ettrick Square
Town Centre
Cambusnaveid
Tel: 0236 738398

Virgin Games Centre
28-32 Union Street
Glasgow
Tel: 041 221 0103

Virgin Games Centre
131 Princes Street
Edinburgh
Tel: 031 225 4583

WALES

Ace Computers Ltd
87 City Road
Cardiff
Tel: 0222 483068

Bus Morgan
22/24 Castle Arcade
Cardiff
Tel: 0222 229065

EC Computer Exhibition Centre plc
2nd Floor, Glamorgan House
David Street
Cardiff
Tel: 0222 390286

Soft Centre
28/30 The Parade
Llwynbrannan Town Centre
Llwynbrannan
Tel: 06333 68131

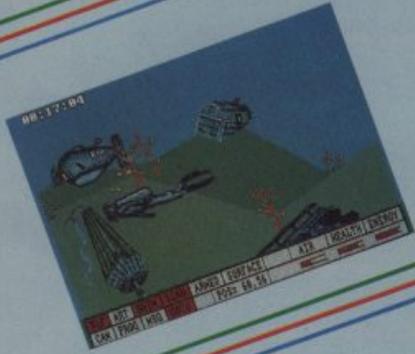
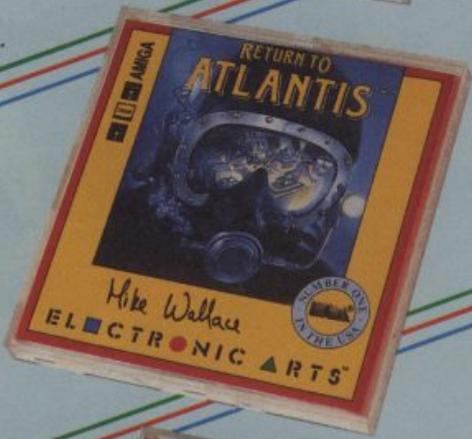
Now you can test your skills on Land, Sea & Air or challenge new frontiers.

SOFTWARE DESIGNED TO EXPLOIT THE POWER OF THE AMIGA™

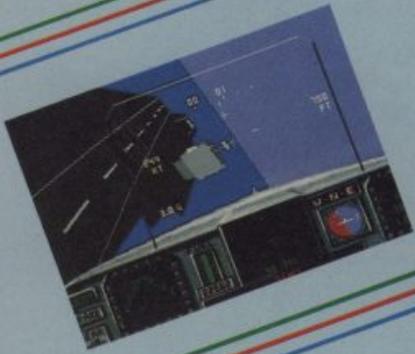
FERRARI FORMULA ONE.
 "Ferrari Formula 1... a departure from the standard... a game of incredible complexity and truly remarkable realism."
THE GAMES MACHINE.



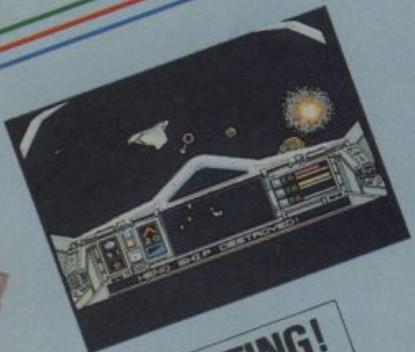
RETURN TO ATLANTIS.
 "...Return to Atlantis is a thoroughly enjoyable game... As such, it represents excellent value for money."
YOUR AMIGA.



F/A 18 INTERCEPTOR™
 "If you want seat-of-the-pants air combat action, miraculous graphics and NO six month training period, look no further!"
ACE.



SKYFOX II.
 "Skyfox II is great... it's good fun. So strap yourself into the seat and go kick some alien backside."
THE GAMES MACHINE.



EXCITING!
ORIGINAL!
AUTHENTIC!

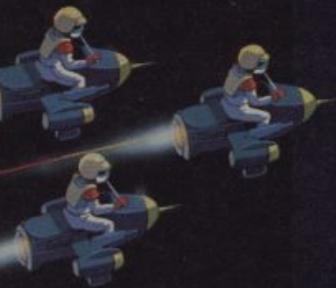
EL. CTIR. N I C A R T S™



Electronic Arts produces Home Entertainment Software on most Computer formats. For a product brochure and the location of your nearest stockist, please contact: ELECTRONIC ARTS, 11-49 STATION ROAD, LANGLEY, BERKS SL3 8YN. TEL: SLOUGH (0753) 46465. DEALERS PLEASE CALL (0753) 40906.



SPACE RACER



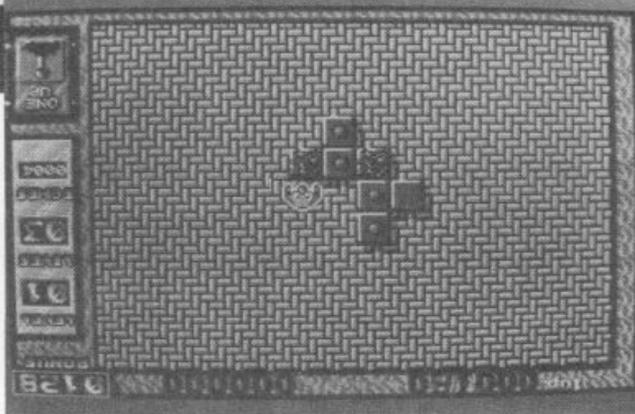
System	Format	Price
Spectrum	Cassette	£8.99
Spectrum	Disc	£12.99
Commodore 64	Cassette	£9.99
Commodore 64	Disc	£14.99
Amstrad CPC	Cassette	£9.99
Amstrad CPC	Disc	£14.99
Atari ST	Disc	£19.99
Amiga	Disc	£19.99
IBM PC + Compatibles	Disc	£24.99

BOMBUZAL

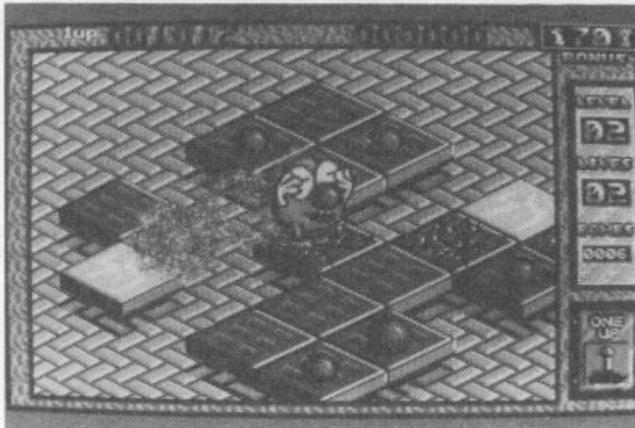
- MACHINES: SPECTRUM/C64/ATARI ST/AMIGA.
- SUPPLIER: IMAGE WORKS.
- PRICE: SPEC CASS £8.95, C64 CASS £9.95, ST/AMIGA £24.95.
- VERSION TESTED: ATARI ST.
- REVIEWER: CIARÁN BRENNAN.

Ever since the first computer programmer made light move around a screen, there's been a race to find a new concept that's 'more difficult and absorbing than chess'. Image Works, *Bombuzal* doesn't aspire to this lofty ideal but it does come across as being a combination of Chess, Play-Doh and one of those Chinese number puzzles.

Like most difficult puzzle games it's based on a very simple idea. The only objective is to move a



▲ An aerial view of the action.

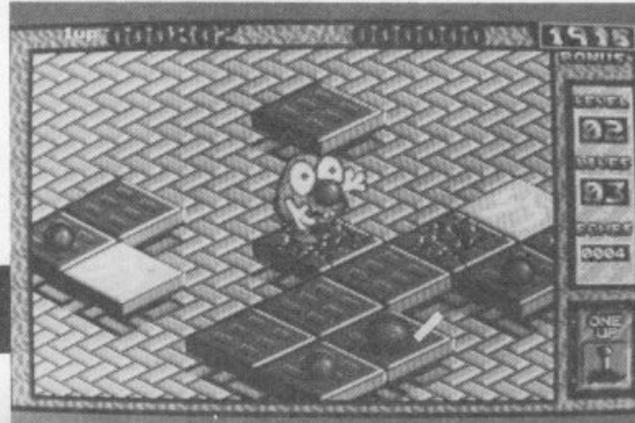


▲ Bomb blasting bombuzal.

wobbly monster around a series of tiled sections, exploding bombs by stepping on them and staying in one piece in the process – but bombs setting each other off in chain reactions and tiles disappearing under your feet make this a sight more difficult than it first appears.

Each screen is made of up a number of different types of tile, and you can bet your life that you'll be in deep trouble if you don't watch where you're stepping. Normal tiles are safe enough, but the Dissolver does just that after you've stepped over it and the Ice Tile is a little too slippery and should be avoided. Other hazards include the Teleport tile which whisks you to a random square and the Spinner type which knocks you in any direction. A few tiles, such as the Temple (which absorbs explosions), the

▼ The 3D game.



bomb-moving Slot, the indestructible Rivetted tile and the map-resetting Switch can be used to your advantage, but don't depend on them showing up too often.

The bombs also come in many shapes and sizes – each type has a different effect which almost always has to be taken into account if a screen is going to be completed. Small bombs only destroy the square that they occupy, while medium and large bombs destroy four and 12 surrounding squares respectively. Then there are three varieties of aerial bomb, which explode when any other aerial bomb is detonated and cause exactly the same amount of damage as their 'normal' counterparts. Swell bombs change size randomly and mines detonate on contact... phew! There's not a lot of time to stop and admire the scenery in this

Reviews

environment.

To make matters worse you don't even have any privacy in this odd little world. A couple of other characters knock around on later levels and if you think that they're there to help you out then think again. 'Bubble' treats all bombs as mines (and you can imagine the trouble which that causes), while 'Squeak' is capable of doing anything that you can and does his level best to get in the way.

As if all this wasn't difficult enough, the exasperatingly precise joystick/mouse control adds to the difficulty and the supposedly helpful 3D option only causes more problems than it solves. So who can you blame all of this infuriation on? Well, the programming was done by The Bitmap Brothers, but they were aided and abetted by a number of famous screen designers including Andrew Braybrook, Jeff Minter, Ubik and Jon Ritman, so you take your pick from that lot.

This is more of a mindbender than a thumb-twister because once you've solved a level once it shouldn't prove to be a problem anymore. If you were the type who enjoyed showing how you could solve Rubik's cube in a fraction of a second then this is just the brain-teaser you've been waiting for – if not, prepare to lose a lot of sleep and a lot of hair.

► GRAPHICS	7
► SOUND	8
► PLAYABILITY	7
► VALUE	6
► OVERALL	74%

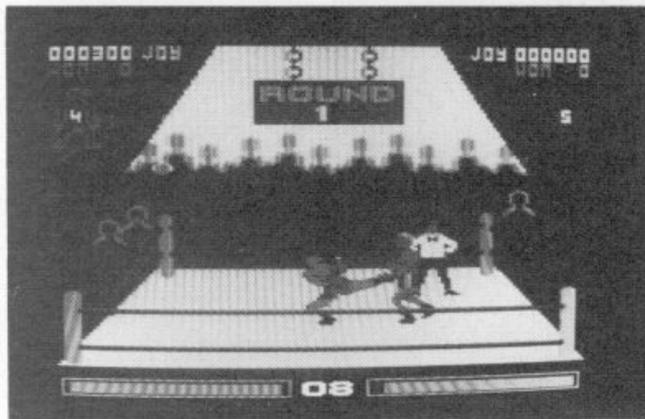
UPDATE...

All versions will play identically. Spectrum is monochrome, the C64 and Amstrad are more colourful. The Amiga version is identical to the ST bar slightly improved sound.

Reviews

BY FAIR MEANS OR FOUL

▼ No knockout game this.



- MACHINES: 64, AMS, SPEC.
- SUPPLIER: SUPERIOR SOFTWARE.
- PRICE: TO FOLLOW.
- VERSION TESTED: AMSTRAD.
- REVIEWER: TONY DILLON.

Talk about hitting the bandwagon fast. First Line! Switzerland announce its boxing game, *The Champ*, then Nintendo leaps in with *Mike Tyson's Punch Out* and now Superior Software release its soon-to-be-forgotten *By Fair Means Or Foul*.

The reason for the slightly strange title is that this isn't a normal boxing game, where every man is a British fighter and everyone is clean and angelic. In this game, you play dirty if you want to get anywhere.

The game is viewed side-on, so's that your boxers on screen are square on with each other, only able to move forward and back, as in games like Barry McGuigan's *Boxing Thingee* and *Fight Night*. A referee wanders about aimlessly, and to win properly, you've got to keep your eye on him as well as your opponent.

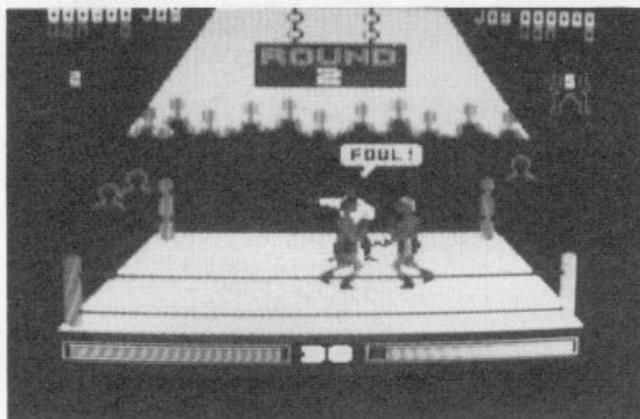
Like most people, the referee has a tendency to get bored very quickly. This is the key to winning. Fight like a gentleman when

as fast as it goes up, it drops twice as fast. These boys heal quickly!

You are very limited in the moves that you have to choose from. Basically a punch to the face, a punch to the paunch, a head butt (dirty move) and a kick below the belt (another dirty move). Needless to say, the dirty moves do the most damage.

It's with this in mind that I don't like this game very much. I found I was far too restricted for a boxing game.

Graphics are simplistic and blocky, with sparse



▲ Fight dirty when the ref isn't looking.

he's watching, but as soon as he turns away, play dirty.

He doesn't look away for very long, though, so timing is all important. Go for a dirty move, and he calls foul, losing you one of your five lives. The only other way you can lose a life is if you are knocked out, but that only seems to be possible after about 30 continuous hits with no interruptions.

As you hit your opponent, and indeed as he hits you, a damage-meter at the bottom of the screen slowly fills. The idea is to hit him hard enough to knock it up before he can recover. For

almost unrecognisable. Especially so when the Ref gets bored. His head deflates and collapses on his shoulder.

Sound is as sound does on an Amstrad. i.e. it sounds like it's coming from the other side of a very tight wire mesh whilst you are wearing a greased cucumber in your right ear and a copy of the *Financial Times*, rolled up and smeared with Sainsbury's own brand Lemonade in your left. (Tony, what have you been up to? - Ed). In other words, lots of crackly scratching sounds coming from the 'crowd' and an occasional bonk from a punch or ping from a bell.

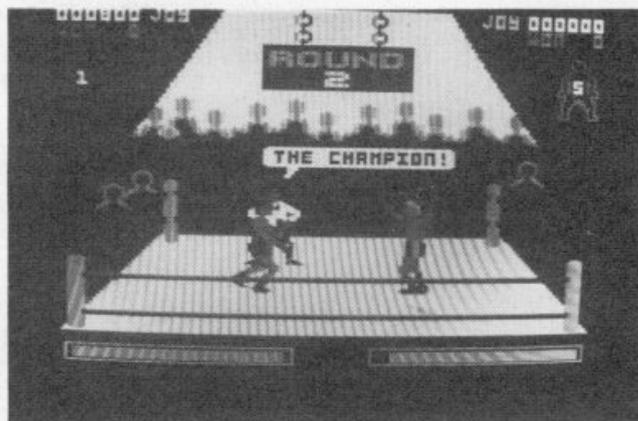
By Fair Means or Foul just isn't my cup of tea.

► GRAPHICS	3
► SOUND	4
► VALUE	3
► PLAYABILITY	2
► OVERALL	36%

UPDATE . . .

The 64 and Spectrum versions should all be available as you read this, but let's be honest, who cares? The only difference between the Spectrum and Amstrad versions is the colour and the only difference between the 64 and Amstrad versions, is the resolution.

One not to look for, me thinks.



▲ Dillon sits this one out.

THE MICROPROSE



RED STORM IS RISING

Red Storm Rising

The storm has broken. MicroProse's latest title is here. This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare – Red Storm Rising, the international best-seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. Missions take you to an astonishing variety of undersea environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128 for Cassette £14.95, Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

RED STORM RISING by Tom Clancy © 1986 by Jack Ryan Enterprises Ltd and Larry Bond.

Reviews

STAR GOOSE

- MACHINES: ST, AMIGA, IBM PC, AND POSSIBLY C64.
- SUPPLIER: LOGOTRON.
- PRICE: ST/AMIGA £19.95, PC £24.95.
- VERSION TESTED: ATARI ST.
- REVIEWER: MATT BIELBY.

The first thing you have to say about *Star Goose* is that it does look gorgeous. You may not think the sprite design is very imaginative, you may find the game play gets repetitive as you encounter your fifth near identical level, and you may think some of the controls verge on the ludicrous, but you have to admit that it looks very nice. *Star Goose* is a nice idea for a vertically scrolling shoot 'em up. Well executed, but marred by a lack of visual variety and a few silly mistakes.

You may say, and quite rightly, that the idea of a vertically scrolling shoot 'em up doesn't sound very interesting anyway, but *Star Goose* does give the idea quite a nice little twist. Despite its looks, the goose is not a space ship at all, but a land-wagon of some sort, and as such travels up and down over the bas-relief terrain. This means that your guns are only of any use in taking out the hostile ground installations and enemy craft you encounter when they are directly in the line of sight of your pitching craft.

Your weaponry consists of normal forward facing guns – which are not the most powerful thing ever and need to be trained on most enemies for quite some time before taking effect – and a limited supply of guided rockets. Unfortunately, these are not controlled by the joystick trigger, but by the

Alternate and Caps Lock keys on the ST itself, and as such are all but useless should you – like me – be in the habit of sitting back with your feet up to play the game.

Extra ammunition can be gained by entering tunnels of varying length through

heavy blue gates that appear periodically on the landscape: here you see your ship from a different angle – almost directly rear – as you scoot down a tunnel that looks like nothing so much as a spider web, picking up tokens shaped like

▼ Nice spiders web.

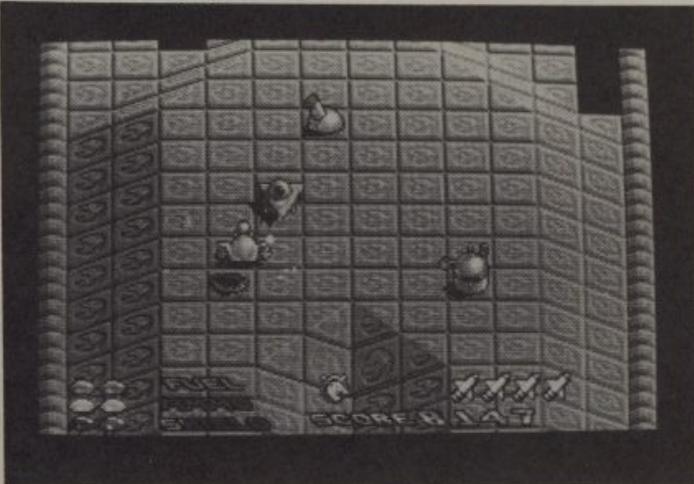


An ancient curse, an imminent eclipse, giant pyramids, secret panels, a hidden shrine, poison darts, pressure pads, treasure chests, trip wires and mysterious mummies, all in glorious FREESCAPE Solid 3D. Set under the burning Sun. TOTAL ECLIPSE is the BIGGEST and GREATEST FREESCAPE experience yet!

BY MAJOR DEVELOPMENTS

OSE

▼ Sit up and look graphics.



gross eyeballs. Swing your ship from side to side and you can increase speed to a point where it is possible to circle right up one side of the tunnel and down the other.

There are other tunnels to help with shield and fuel supplies.

To progress onto the next level you have to collect six brightly coloured jewels from the landscape, which could seem to be quite a problem since your ship will slow down but never stop, and by the time one appears on the screen it

could be too late to swing right across and collect it. It's okay though, because each level wraps around on itself, and so before long you'll be back in a position to pick it up again.

Quite why anyone would ever bother going onto the second level, however, is

almost as much of a mystery. The mountain shapes and occasional deadly "lakes" may be different, and there may be a few more baddies to take on, but the overall look is identical. I have to admit a fondness for the metallic valleys and hills of the landscape, and in particular the way the whole mood can change as they face randomly from one colourway to another.

Though there are more sprites in the later levels at any one time, and each is perfectly clean drawn, if rather small, there is not a single one I could describe with any degree of accuracy 24 hours after having played the game.

The same could be said of the rather uninspired music and sound effects. We have, then, a game with the potential to have joined the list of really good 16 bit shoot 'em ups - your *Sidewinders* and your *Xenons* - but which botches the job through repetition and possibly the most annoying piece of ill thought out game design I have encountered this month. If I ever again have

to reach over to the Caps Lock key, risking taking my eyes off the screen for a couple of seconds, only to see my precious rocket roar uselessly off the top of the screen, it's target-having moved... it will be too soon. File under "honourable attempt, doesn't quite cut it".

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	7
▶ OVERALL	72%

UPDATE . . .

The Amiga version, released exactly the same time as the ST, looks and plays nigh identically. There is also a PC version scheduled for November though we haven't seen that, and quite serious talk of a C64 variant appearing before the New Year, though that is also not definitive.

ECLIPSE

FREESCAPE™ SOLID 3D

SPECTRUM

£9.95

+3 DISC £14.95

COMMODORE 64

£9.95

C64 DISC £12.95

AMSTRAD CPC

£9.95

CPC DISC £14.95

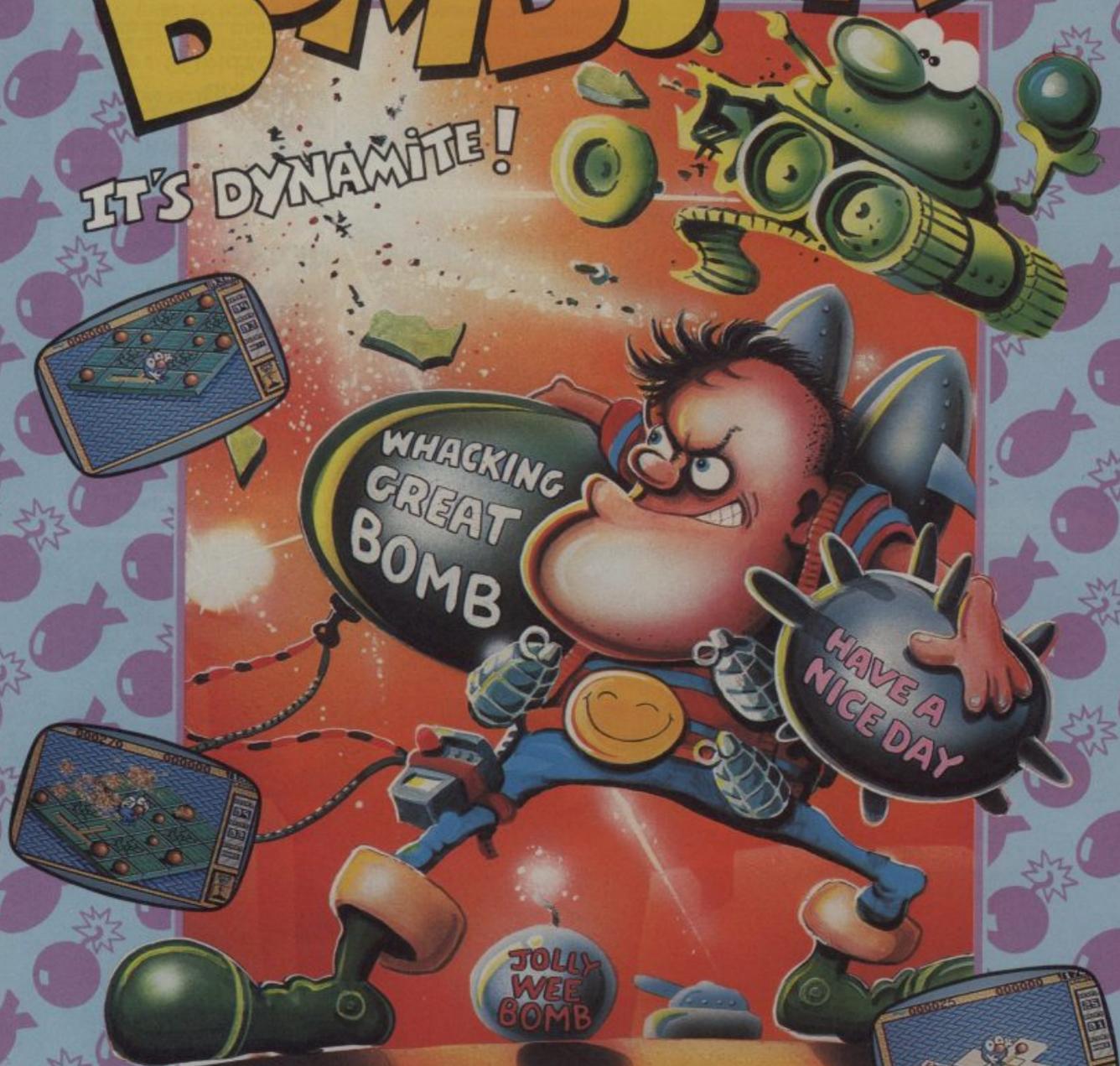
 incentive
SOFTWARE LTD

ZEPHYR ONE, CALLEVA PARK, ALDERMASTON
BERKSHIRE RG7 4QW. TELEPHONE: (07356) 7

EXPLODING AT A
SHOP NEAR YOU!!!

BOMBZAK!

IT'S DYNAMITE!



Pit your wits against some of the finest programmers in the U.K., with contributions from Jeff Minter, Jon Ritman, Mule and from your favourite magazines too!

Hundreds of levels of sheer addiction
Incredible Cartoon Graphics Isometric 3D
or Plan View Play Option by Tony Crowther.

Coming from Image Works on all major formats.



Amiga £24.99.

Atari ST £24.99.

Amstrad CPC £8.99 (Cass).

Amstrad CPC £12.99 (Disc).

Commodore 64 £9.99 (Cass).

Commodore 64 £12.99 (Disc).

Spectrum £7.99 (Cass).

Spectrum £12.99 (Disc).

DOUBLE DRAGON

- ▶ MACHINES: SPECTRUM, C64, ST, AMIGA, PC.
- ▶ SUPPLIER: MELBOURNE HOUSE.
- ▶ PRICE: C64, SPEC £9.99, ST, AMIGA £19.99, PC £24.99.
- ▶ VERSION TESTED: ST.
- ▶ REVIEWER: TONY DILLON.

This is the third version of DD that I've seen today, and I can't deny that I am becoming just a little bored with it. The problem is that all the versions I've seen so far, and that

includes this one, are all far too easy. Still, on with the review.

Double Dragon – unofficial sequel to the well crucial beat-'em-up, *Renegade*, has you, and a friend if you so wish, in a dazzlingly violent rescue scenario, all for the love of your sweetheart, kidnapped by the infamous Mr Big. The bit I can't understand, is why can't the two chums involved realise that the girlie is two-timing them with each other.

The game itself is basically a right to left scroller much in the mould of *Renegade*, *Vigilante* etc, with a bit of up and down scrolling, just to give you a bit of elbow room.

Enemies come in the form of your average everyday street punks and

punkesses who emerge from all manner of places (nearby rooftops, doorways, from hidden niches in shrubbery etc) and have the basic mission of causing as much physical damage to you as possible.

To do this, each fights in their own specific way. Some merely try and wade in with punches, some attack from a distance and flying kick you to the ground. You get some really unfair fighters that gang up and attack from all directions at once. If you're really unlucky, a group of about six or seven will just stand around you and keep punching you to the ground every time you get up until you lose a life.

You can fight back with a variety of moves ranging from the simple punches and stomach kicks, to some really dirty back elbows to anyone standing behind you, and I do mean anyone. You can beat up your partner, which unfortunately you find yourself doing quite a lot as you launch yourself into a crowd of enemies.

That isn't all of the combat. There is one more thing to tell you about. Weapons. Some enemies emerge into the game with baseball bats, whips, packing crates, barrels, rocks, . . . You name it, they've got it. Of course, it goes without saying that most of these items do a lot more damage than your regular punch or kick. Thankfully, you too can use these items. If you're a real cleverdick, you can position yourself just as they come onto screen, and knock the weapon out of their hands before they can use it.

Where these weapons come in handiest is against the really big enemies. Twice the size of the ordinary enemy, these huge giants break through



Reviews

DOUBLE DRAGON

the walls that line some streets, growl menacingly, and then smash you to the ground. Sounds a little difficult to me.

Unfortunately it isn't. In fact it's amazingly easy. You can earn an extra life in almost no time whatsoever, and it's thanks to the fact that I completed the game on my first go and technically lost no lives.

Speaking of the sound, which we weren't, it's hilarious. All the regular thumps and bops are there, as well as two really unusual death noises. When the women die, they make a short 'eek' sound. When the men cop it, they make a sound not unlike the sound made by someone throwing up violently. Har har.

Graphics aren't too good. They're not terrible, but there's something about them that says "look at me. I'm not very well designed or animated. Aren't I comical." At least they're fast.

I would like to

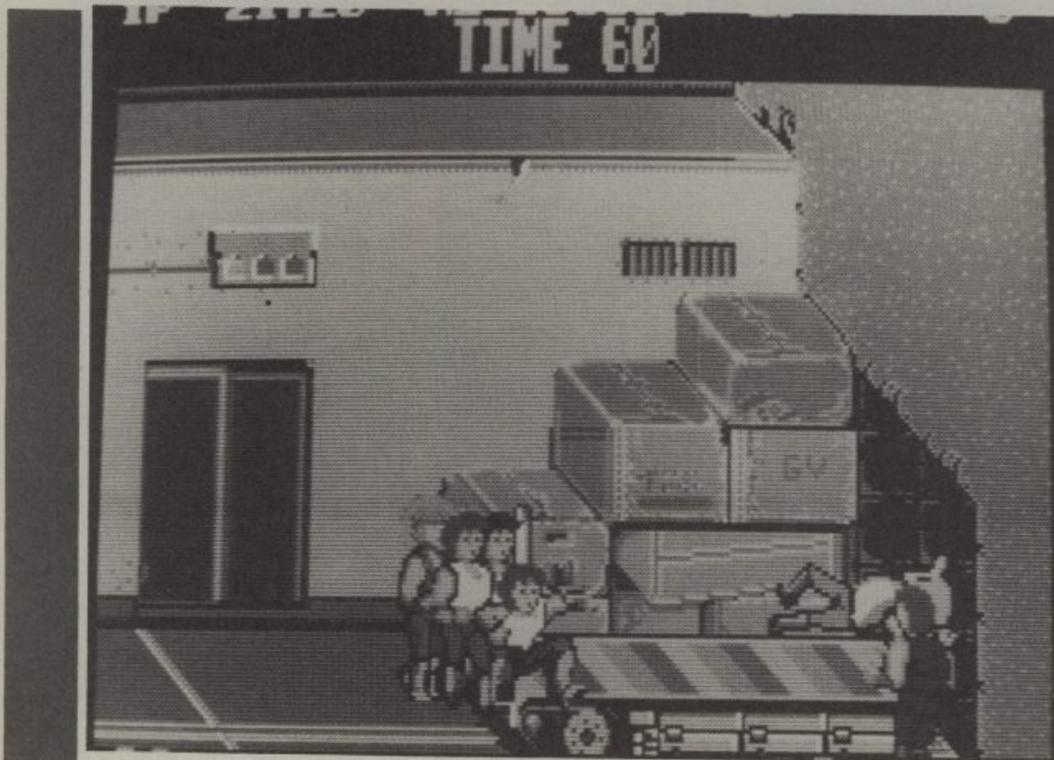


recommend Double Dragon, because when it comes down to it, it is quite fun. But I can't because it's just far too easy to be worth it, and for a coin-op conversion opportunity of this 'cult' appeal it is not quite there.

▶ GRAPHICS	5
▶ SOUND:	5
▶ VALUE:	3
▶ PLAYABILITY:	6
▶ OVERALL:	54%

UPDATE . . .

All other formats are being released at the same time and all feature the same style of gameplay. Multi load could may well be a problem on the smaller machines, especially with tape loading times. There are no 8-bit disk versions definitely planned, but they are being looked at, as is an Amstrad CPC version.



NEW

MICRO

BLASTER



REPLAY® PROUDLY PRESENTS...

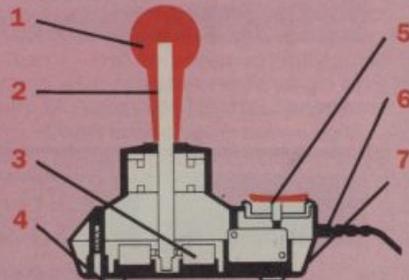
The New Microblaster Joystick, professional arcade quality, fully microswitched for the ultimate in game control.

ORDER TODAY AND TAKE CONTROL!

ONLY
£12.95
 POST FREE

FEATURES INCLUDE

1. Ergonomically designed handle and base for smooth, accurate and comfortable playing action.
2. Steel shaft for extra strength & durability.
3. 8-way arcade quality microswitches giving greater sensitivity and precision controlled movement.



4. Non-slip rubber feet on base for secure table mounted operation.
5. Large, dual-fire microswitched fire buttons for left or right hand operation.
6. Extra long 1.4 metre cable allows more choice of player position.
7. Switchable normal/rapid fire options for extra player control and higher scores.

Suitable for use with a wide range of computers and video game machines.

Compumart Ltd., Jubilee Drive, Loughborough, Leics. LE11 OXS. Tel: (0509) 610444



Compumart are the Officially Appointed Sole UK Dealer for Replay Joysticks.

GUARANTEE
 This quality Replay® joystick is fully guaranteed against material defect or faulty workmanship for a period of 12 months from the date of purchase.

ORDER TODAY AND TAKE CONTROL!

PLEASE RUSH ME ___ JOYSTICK(S) @£12.95 each.

Total enclosed £ _____

Type of computer owned _____

Despatched same day. Allow maximum 7 days delivery.

Please deliver to:

Name _____ Date _____

Address _____

Postcode _____

Price inc. VAT, free postage & packaging U.K. only subject to availability. E. & O.E.



(0509) 610444

24 HR HOTLINE to order using ACCESS/VISA

or complete the coupon and send with a cheque/ P.O. to:

COMPUMART LTD
DEPT. CVG
FREEPOST
LOUGHBOROUGH
LE11 0BR



AFTERBURNER

- ▶ **MACHINES:** SPECTRUM/AMSTRAD/C64/ATARI ST/AMIGA/MSX/PC.
- ▶ **SUPPLIER:** ACTIVISION.
- ▶ **PRICE:** SPEC/C64/AMS/MSX £9.99 CASS C64/AMS £12.99 DISK, ST £19.99, AMIGA £24.99.
- ▶ **VERSION TESTED:** SPECTRUM.
- ▶ **REVIEWER:** JULIAN RIGNALL.

Arguably the hottest arcade game of the year, Sega's *Afterburner* has finally arrived on home computer format courtesy of Activision.

The unenviable task of converting this monster machine was given to Keith Berkhill, whose previous masterpieces include *Ghosts 'n' Goblins*, *Space Harrier* and *Commando*. Has he been able to work magic and reproduce *Afterburner* on the Spectrum? Well, the answer is a resounding yes – believe it or not.

For the arcade virgins among us, *Afterburner* is an aerial combat game in which the player flies an F-14 against an entire enemy airforce. The action

Near perfect title screen on the 64.

is viewed in 3D from behind the plane, rather like a traditional race game. Formations of enemy craft fly over the horizon and attack before peeling away. Sometimes planes emerge from the sides of the screen, swooping across the F-14's flightpath, and attack from behind, requiring some nifty manoeuvring to shake off the pursuer.

The solo mission of death and destruction starts on an aircraft carrier. The F-14 takes off automatically and heads for the sky, and from then on you're on your own.

The plane is armed with an unlimited supply of bullets, which fire constantly throughout the mission, and a limited amount of air-to-air missiles. When an enemy plane comes into firing range, a box appears around it and a missile can be launched by pressing the fire button to send it haring across the sky to home in on the target. Bullets are a good means

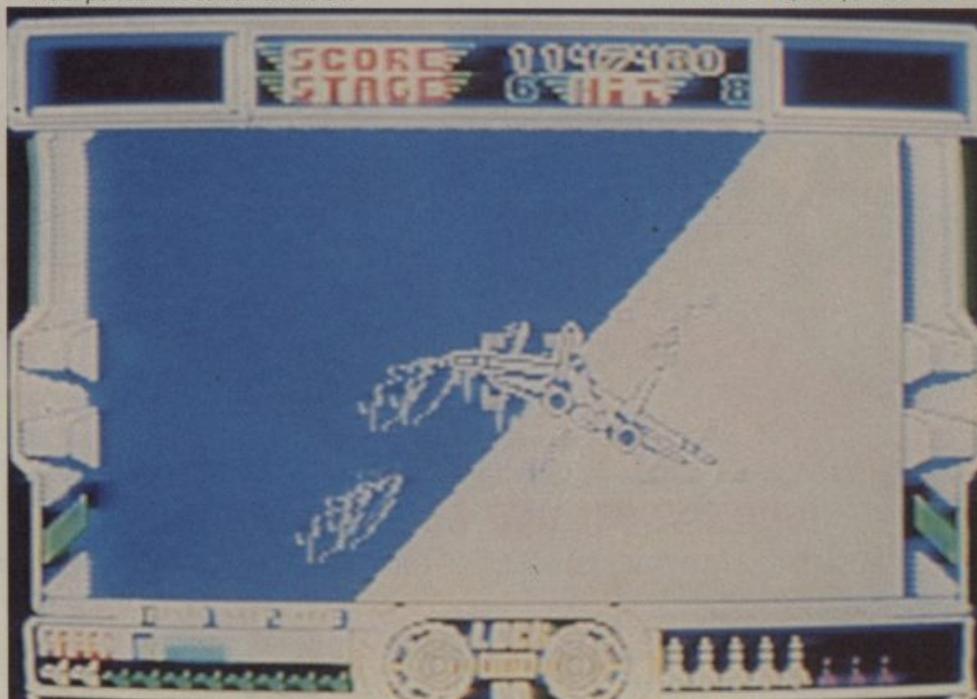
of bringing down planes that fly in front of the F-14, but otherwise they're pretty useless in combat.

The first few formations of planes are merely cannon fodder, but the jets that follow launch missiles at the F-14; one hit is fatal and the plane plunges to the ground and ploughs a great furrow as it comes to a standstill. As the player progresses the missiles become faster, more numerous and very accurate, and swift reflexes and good hand-to-eye co-ordination is needed to fly the plane safely through the seemingly unceasing assault.

Occasionally a plane or homing missile approaches from behind with the sole intent of destroying the plane. This frantic situation prompts only one course of action; a spin. This particular manoeuvre is tricky to master, but essential if the player is to complete the mission. A short tug of the joystick in one direction, followed by a quick switch



▲ Banking steeply on the Speccy.



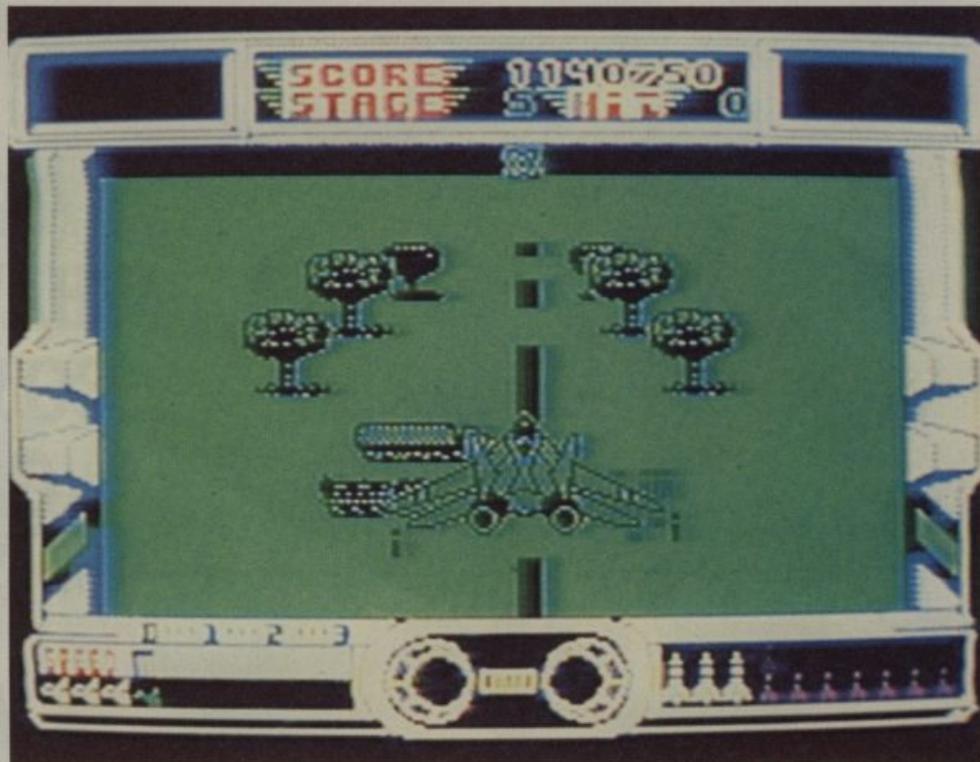
▲ Speccy has the right opening sequence

sends the plane – and the horizon – into a complete rotation, shaking off the aggressor in the process.

At regular intervals a big tanker plane flies in and the F-14 automatically docks in mid-air for refuelling and rearming.

There are 23 levels in all – like the arcade game – the majority of which involve aerial combat. There are two canyon runs, where the plane is guided down the middle of a steep-sided valley to strafe – ground targets that litter the plain. The sides of the

AFTERBURNER



▲ Swoop down to take out ground targets.

canyon have to be avoided, so it's useful to slow the plane down as much as possible – that way there's more time to pick the juiciest targets and notch up as many points as possible.

There are also two friendly airfields to land on, where the plane is quickly serviced before resuming combat; it provides a very welcome breather from the frenetic action. The programmer has included the little *Hang-On* bike and *Outrun* car which follow the plane up the runway as

it takes off – it's good to see that sort of attention to detail.

The original arcade game had lavish and very fast graphics. Unfortunately the colour is lost on the Spectrum – the playing screen is always a combination of two colours to avoid attribute problems – but the speed has been retained, and the game is as fast as its coin-op big brother.

The main sprite is clearly drawn and the 3D update on the enemy planes is smooth. There are few ground features, the majority of them seem to be bushes, but you tend not to notice when you're flying – there are far more important things happening on-screen to spend time gawping at that scenery. The canyon section is well executed, and again the update is convincing.

More importantly, the game is extremely

playable. The plane handles beautifully, and targetting and firing missiles is easy. My one single gripe is that it's sometimes difficult to see incoming missiles due to the colour restrictions – but it doesn't ruin the game. Play is exciting, and the frenetic action keeps you on your toes constantly – the only time you can ever afford to relax is when the plane is on the runway!

The difficulty level is set quite high, and even though the game is started with a generous number of lives, it doesn't take long to blow up all the planes. Nevertheless, this small fact didn't stop me playing it incessantly!

Afterburner, is an excellent conversion, and while Keith Berkhill goes for a stroll on water, Spectrum owners at least can revel in one of the fastest and most impressive arcade games to appear in the six-year history of the

machine!

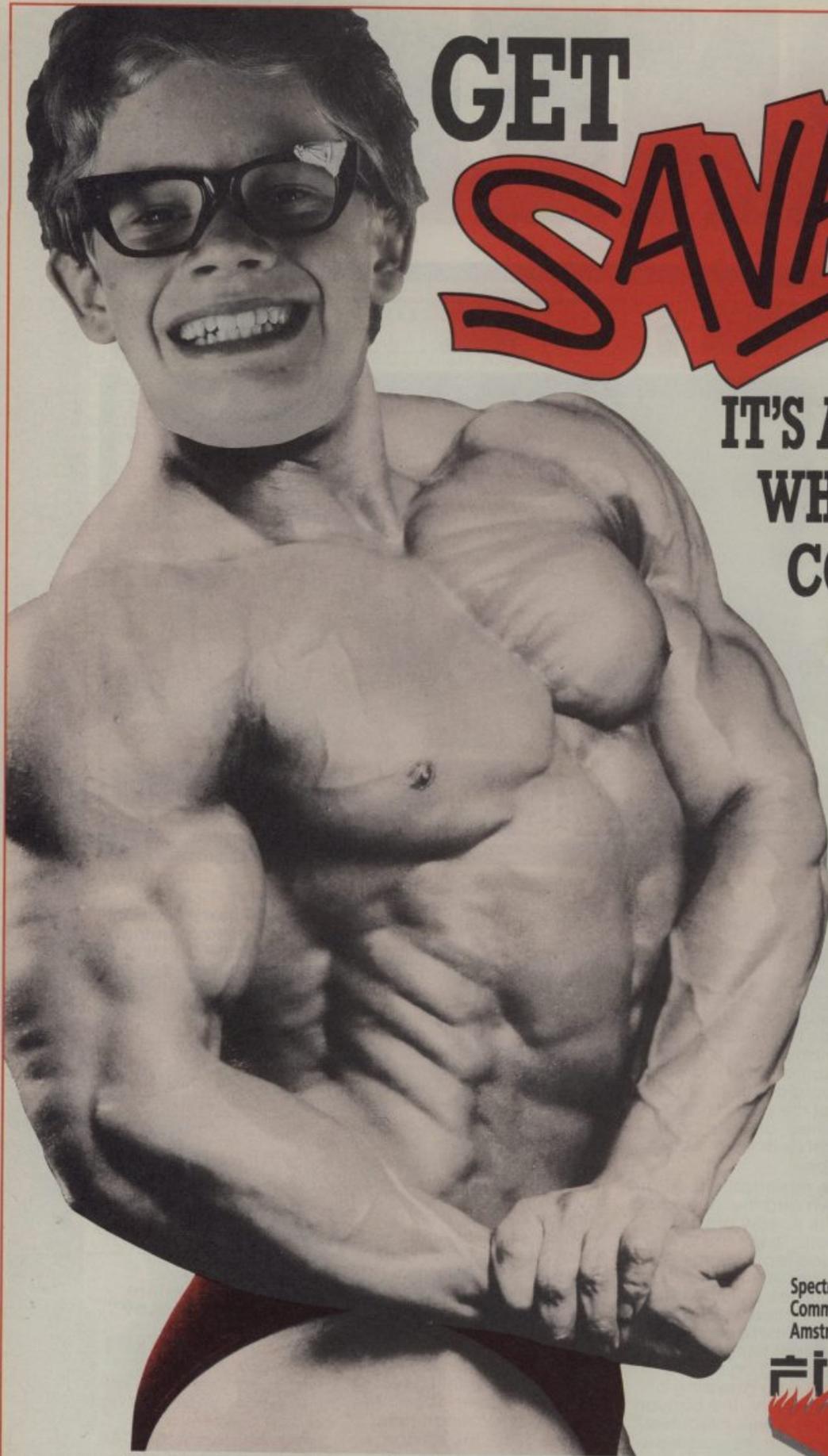
And now that Activision has proved the seemingly impossible, the ball is now in US Gold's court. Will *Thunderblade* shoot down *Afterburner*? Or will *Afterburner* leave *Thunderblade* in its jet wash? One thing's for sure: *Thunderblade* will have to be exceptional to beat this.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	9
▶ OVERALL	90%

UPDATE . . .

The 16-bit versions are being programmed by Argonaut Software, producers of *Starglider I and II*. Hopefully their usual high standards will be in evidence in their first arcade conversion.

Afterburner on the C64 & Amstrad should be as fast as the Spectrum, and have more colours.



GET **SAVAGE**

**IT'S AMAZING
WHAT A REAL
COMPUTER
GAME
CAN DO.**



Spectrum cassette £8.99
Commodore 64 cassette £9.99, disc £12.99
Amstrad cassette £8.99, disc £14.99



For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to: The Marketing Department, Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

A LEGEND IN GAMES SOFTWARE

- ▶ MACHINES: C64, PC.
- ▶ SUPPLIER: EPYX.
- ▶ PRICE: C64 CASS £9.99, DISK £14.95, PC £24.95.
- ▶ VERSION TESTED: C64.
- ▶ REVIEWER: TONY DILLON.

TGSE, or rather, *Summer Games III* falls well into the reputation of the seemingly endless Games series that started all that time ago with *Summer Games*. By that I mean great graphics, terrific sound, stacks of playability and horrendous multiloading.

The whole point behind the Games series is that they give all the same old twaddle, but dress it up so you think you're getting something new. And to be honest, they've done a fine job at dressing this one up.

What you get are right events, all portrayed in a



▲ Looks great but the ease of play spoils the game.

about one second in every twenty that's the exact moment to let go of the hammer, you usually find yourself completely mistiming it.

but you still seem to do it pretty well.

Probably the most graphically interesting event is the Pole vault.

Whilst your runner is racing toward the box, the

Parallel bars bars. Move

Archery. My fave. Waggle the joystick to build up the stress on the bow, then line up the sight on the target, making sure to compensate for the wind shown by the windsock.

As usual, the game is multiloading, and as this isn't much of a problem as far as disk owners are concerned, cassette owners are in for a nightmare. Most events take around three and a half minutes to load. That's a long time considering that most of the events don't take that long.

I quite like *TGSE*, but there is, as always, a fault or two. With this, the fun is

THE GAMES SUMMER EDITION

new and interesting way. They are:

Diving. More than a little similar to the original *Summer Games* event, except that now it boasts much fancier graphics and is a lot easier. The idea is to make your man jump off the springy bit off wood/fibreglass and land in a large puddle in the nicest possible way.

Velodrome cycling. This is the event in which the two cyclists get chained to razor thin cycles and have to race headlong around the inside of a bowl. The graphics are done as first person 3D view, from slightly behind the cyclist. The 3D update is relatively smooth and very fast, giving a good overall impression of movement. Unfortunately, as before, the event is far too easy.

Hammer throwing. A good joystick waggler, this one, with some pretty amazing graphics.

Waggle your stick to get the ball swinging, press fire, and then keep on wagging to get the man swinging and then press fire to let go. As there is only

the joystick in random movements left and right to get your athlete to do some pretty amazing things and rack up some pretty high scores. Yet another nice and easy event.

Rings. Waggle the joystick in either of the two directions to send your man up and down on the old chest muscle rippers. Yet another one of those events where you don't know what you're doing,

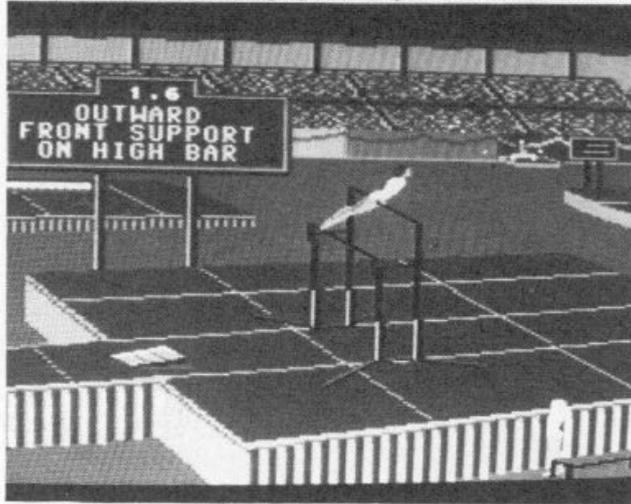
▲ Good presentation, nice graphics, but you've seen it all before.

'camera' is positioned at the end of the pole, so you can look down and see his furrowed brow as he wonders whenever the pole will snap as it did to our own Daley Thompson. Once in range of the jump the view goes back to the old side on bit. Another remarkably easy event.

Hurdles. The normal bit. Waggle the joystick left and right to run faster and fire to jump.

incredibly short lived, due to the quickness and relative easiness of the events. That, plus the loading times, aren't enough to keep anyone playing past their bedtime.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	6
▶ PLAYABILITY	4
▶ OVERALL	70%



UPDATE...

The PC version is pretty similar to the 64 version, with only a couple of slight colour and sound differences. Also, instead of running the 110m hurdles, you run the 400m hurdles. Strange.

Spectrum and Amstrad versions are being worked on and will be released soon.

Amiga and ST versions will definitely happen and will be even more fabbo than *Californian Games*, but don't hold your breath. They won't happen until well into '89.

HELLFIRE

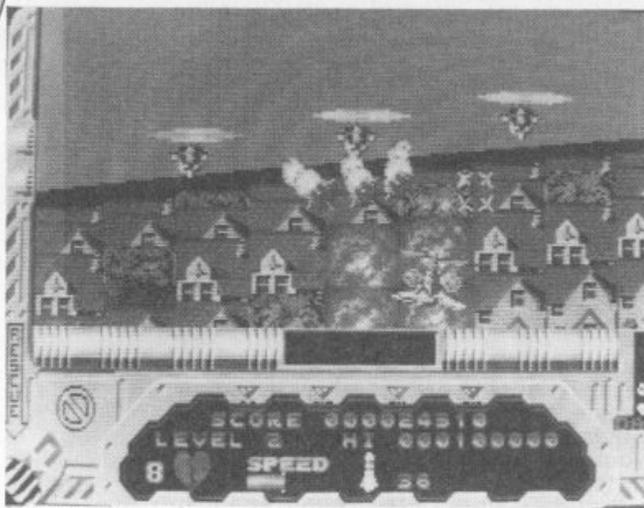
ATTACKER

- ▶ MACHINES: SPECTRUM, C64, AMSTRAD, AMIGA, ATARI ST.
- ▶ SUPPLIER: MARTECH.
- ▶ PRICE: SPEC £8.99/£14.99, C64, £9.99/£14.99, AMS £9.99/£14.99, ST/AMIGA £19.99.
- ▶ VERSION TESTED: ATARI ST.
- ▶ REVIEWER: MATT BIELBY.

Martech's *Hellfire Attack* is a scrolling shoot 'em up not... ah, 100% unlike certain other high profile shoot 'em ups you will be seeing and reading about in the run up to Christmas.

You play the pilot of a Supercobra attack helicopter flying against wave after wave of enemy fighters jets, choppers and missiles. The scrolling isn't perfect, with many of these jumping towards you in a steady series of jerks rather than getting progressively larger, but since even such games as *Victory Run* on the PC Engine suffer from the same fault, it is forgivable.

Whoever played designer on this game must have visited some pretty strange places, however, as the first two levels consist of a bizarre combination of woods, castles and Manchester-style terraced suburbia, with level three showing a rather radical interpretation of what we would normally think of as oil rigs. In other words, none of the backdrops resemble anything that could be confused with reality, and thus far from being an "arcade simulation" of an attack chopper it occupies the strange limbo between the world as we know it and pure fantasy. No attempt is made to suggest why we should spend ten minutes shooting up Coronation Street before being whisked immediately into a frozen polar seascape, and so the obvious inference is that they have had trouble trying to interpret the complex sprite movements this sort



▲ Hilda Ogden's place goes up in smoke.

of game requires onto even a 16 bit machine, and so have let the "concept" of the thing go to pot.

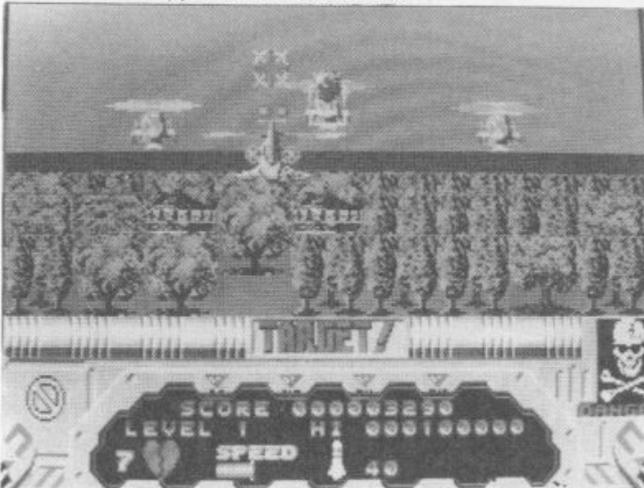
"Heads Up!" reads the legend as your 'copter rises into the air at the start of Level One, the rotors making a harsh whir and the gun sight hovering a few inches above you. The guns fire automatically the moment you are airborne, and with rearmament stops between the level there is no danger of running out of ammo. Your joystick buttons allow you to fire extra rockets, and the space bar on the computer gives you turbo boost with a decidedly unhandy flick of the heel. Honestly, this would have been far better incorporated into the joystick with a double click or something - no one wants to have to take their

eyes off the screen and one hand off the stick.

And whatever its other faults, there is no way you could fairly accuse this game of being slow. Waves of 'copters rush towards you, and while in the early levels it isn't too hard to avoid them by skirting around the edges of the screen, you can't count on this technique for long. With a homing missile nearly always right on your tail, it is impossible to use the centre of the screen for fear of it connecting. This can force you into a corner and... Whammo! It would take some hot shot flying to stay in one piece against the whole barrage of attackers.

Hellfire Attack isn't too bad a game - I enjoyed some of the backgrounds and the frenetic action was sort of fun.

▼ Missiles & choppers zoom to the attack.



▶ GRAPHICS	5
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	6
▶ OVERALL	56%

UPDATE...

Hellfire Attack should be released on all formats at once, and though at the time of writing we haven't seen finished 8 bit versions we heartily recommend you look before you buy (in other words, they may not be too hot).

A TORRENT OF DESTRUCTION RISES FROM THE DEPTHS!



You never know what's lurking beneath the surface, laying in wait, ready to attack ... Any second now the underwater onslaught will begin taking you completely unawares. You'll need split second timing as you drop your depth charges - your only weapons - as you fight back destroying the enemy submarines armed with heat seeking torpedoes, floating mines and cruise missiles.

T H E D E E P

LICENSED BY CREAM CORPORATION



CBM 64128 £9.99 cassette £14.99 disk
Spectrum £8.99 cassette £12.99 disk
Amstrad £9.99 cassette £14.99 disk
Amiga £24.99 disk
Atari ST & IBM PC £19.99 disk

**UNDER THE TRANQUIL SURFACE OF A SUN BLEACHED SEA
A SUBTERRANEAN MENACE MASSES ITS FORCES!**

U.S. Gold, Units 2/3 Halford Way, Halford, Birmingham B6 7AA. Tel: 021 356 3388



SDI

- ▶ **MACHINES:** SPECTRUM/C64/ST.
- ▶ **SUPPLIER:** ACTIVISION.
- ▶ **PRICE:** C64/SPEC £9.99 CASS, C64 DISK £14.99, ST £19.99
- ▶ **VERSION TESTED:** ST.
- ▶ **REVIEWER:** JULIAN RIGNALL.

Some great fool has pressed THE button and started World War III. Who started it? Nobody knows, but hallaluhah, the missiles are flying and the only thing standing between them and the obliteration of the entire Western hemisphere is you and your SDI satellite. Yes, that whacky little Star Wars defence system that cost a mere 59 zillion dollars and was fully endorsed by everyone's favourite cowboy President, grinning Ronnie Raygun is about to have it's first test run - and its curtains if you fail to do your duty in this latest Sega coin-op conversion.

The first scene is set in space, with mother Earth forming a part of the horizontally scrolling backdrop. The player's

satellite is dropped off by a friendly space shuttle, and the action begins. The aim is to shoot down all hostile missiles and satellites by blasting them with your laser, which is aimed with a mouse-controlled cursor in similar fashion to Atari's ancient *Missile Command*. For some reasons which will remain nameless - let's call it game designer's licence - the lasers don't strike their target instantly, but take a split second to get there, sometimes

allowing the target to slip by before the lasers impact. Therefore, for faster moving targets it's often wise to shoot just in front of them to ensure their destruction.

The satellite can also be moved, either by trundling the mouse while the left hand button is depressed, or using a joystick in the other part in conjunction with the mouse giving a similar feel to the arcade game, with its joystick and trackball. Although this sounds a little tricky, the latter control method is excellent - more that can be said for mouse only, which is very sluggish in practice and tends to cause frustration when the satellite won't move quickly enough. The reason for satellite movement is that if an enemy space vehicle hits it, a life is lost and the level is restarted from scratch.

▼ Don't let those nukes slip past you.



▲ Defence mode is engaged - as the nukes fly

Occasionally a friendly satellite appears which drops a power pod when blasted. When this is picked up, an extra feature is added to your craft; a yellow pod gives extra firepower, a red one gives multiple cursors (up to three) and blue pods give extra speed when moving the satellite.

Each level lasts for a specific period of time, and if every enemy missile and satellite is blasted, a 20,000 point 'perfect' bonus is awarded, and the player goes on to tackle the next level. If some missiles get through the defence, indicated by a damage meter at the bottom of the playing area, the player has to endure a 'defensive' level.

▼ The world turned upside





the nukes fly.

At the bottom of the screen is the Earth, oblivious to the clusters of missiles winging their way over the horizon. These are shot with lasers before they fall to earth and wreak immeasurable damage. Any missiles that sneak through add even more to the damage meter, which results in a loss of life if it is totally filled. When the assault is over, the percentage of targets shot down is displayed, and converted to points before the second level begins.

This is played over a different backdrop, and although fundamentally similar to the previous level, has faster and more aggressive enemy forces. There are twelve levels in all, each offering an

increasing level of difficulty.

A neat feature is the playable highscore table, which apparently leads to a cheat level if you can complete it. Scores are automatically saved for posterity – a presentation point I applaud.

At grass roots, *SDI* is a *Missile Command* variant, although enough has been added to make it a thoroughly addictive game. Reactions are tested to their limits as swarms of enemy craft and salvos of missiles fly around the screen. I particularly like the joystick/mouse control option, which keeps the gameplay at a frantic level as you co-ordinate both hands to inflict as much

damage as possible, yet stay out of harm's reach.

The graphics are colourful and detailed, and the horizontal scrolling is surprisingly smooth. A parallax starfield is also used to get good effect.

The backgrounds are nicely detailed, and in the midst of the action, the colourful explosions look as though a firework display is taking place!

There's a different tune on each level – some are rather mellow and melodious, quite a feat for the usually tinny ST sound chip. The sampled loading music is also good, although it's a little scratchy in places.

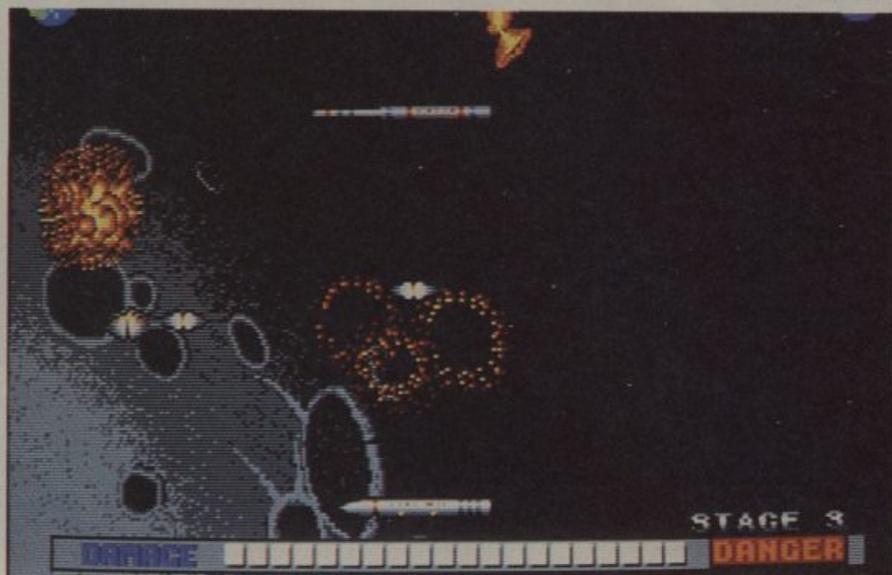
SDI is a very simplistic game, but that's where its

appeal lies – you can load it any time, put your brain in neutral and blast away until your heart's content. Take the initiative and try it out.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	6
▶ PLAYABILITY	8
▶ OVERALL	81%

UPDATE . . .

Both the Spectrum and Commodore versions will be available shortly. They're both looking good, although how the games will play without the mouse/joystick option is another matter entirely. Our advice is to test them out first.



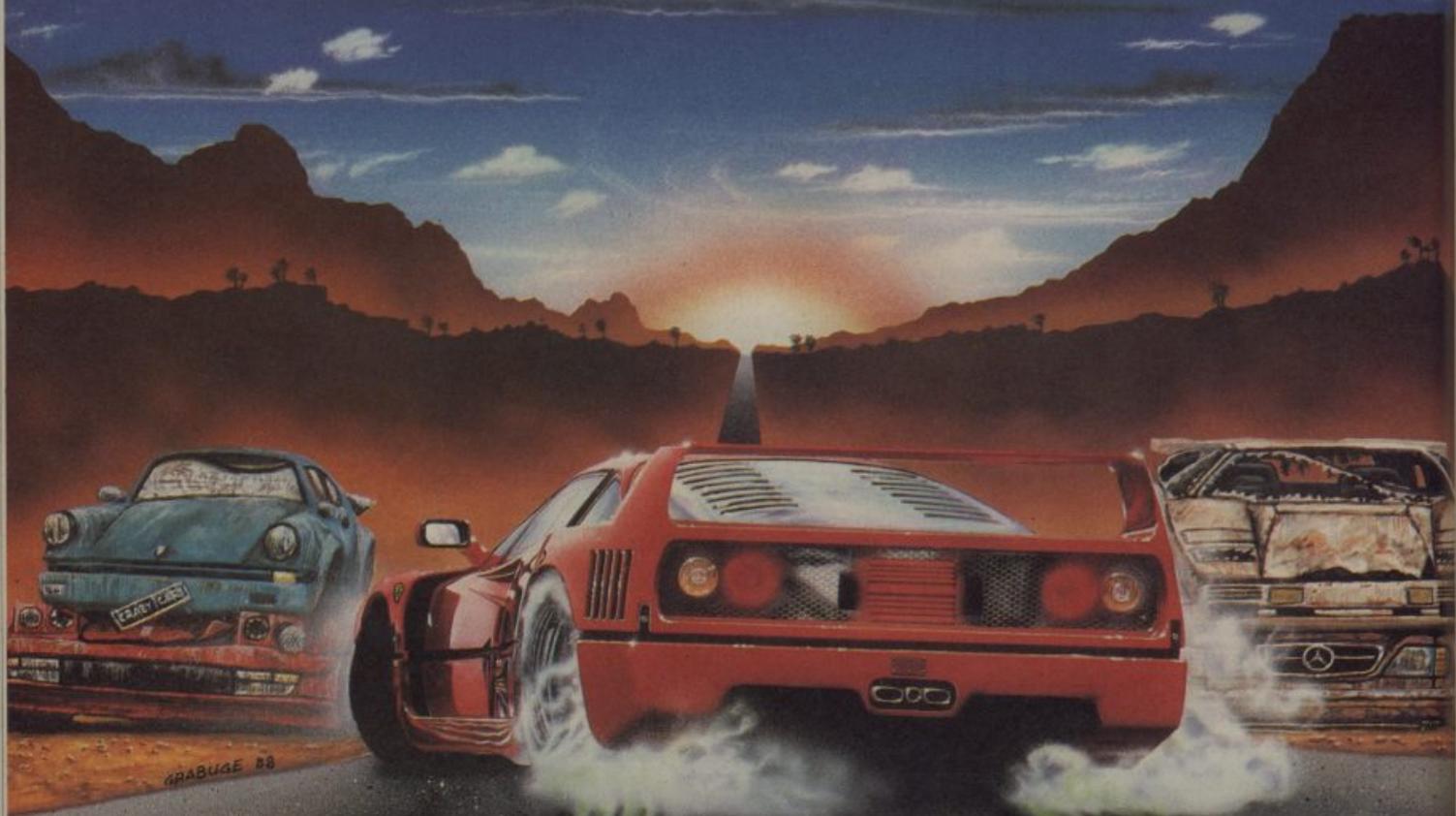
▲ A rare game that is better to play with a mouse.

and upside down . . .



▼ A nuke is taken out by gunner Rignall.

CRAZY CARS II



AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128

SCREENSHOTS FROM AMIGA VERSION



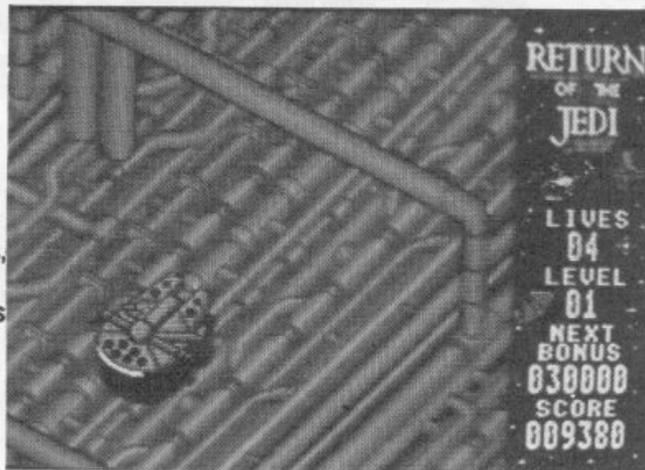
TITUS

UNIT 4 STANNETS
LAINDON NORTH TRADE CENTRE
BASILDON ESSEX SS156 DJ
PHONE: (0268) 541126

Reviews

- ▶ MACHINES: ST, AMIGA, C64, SPECTRUM, AMSTRAD.
- ▶ SUPPLIER: DOMARK.
- ▶ PRICE: SPEC/AMS/C64 CASS £9.95, C64 DISK £12.95, SPEC/AMS DISK £14.95, ST/AMIGA £19.95.
- ▶ VERSION TESTED: ATARI ST.
- ▶ REVIEWER: CIARAN BRENNAN.

A long time ago in a galaxy far away, a



▲ Scrolling through the grids on the ST.

attempts to avoid or destroy oncoming logs and boulders. During waves two and three a 'split wave' effect comes into operation, with the action switching at crucial points from the forest to the Death Star where Lando Calrissian is taking the Millennium Falcon on a do or die mission to destroy the central reactor.

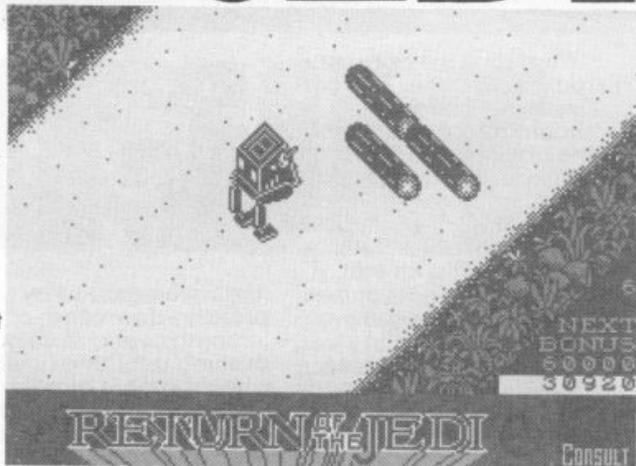
Lando also has to battle along a diagonally scrolling landscape, with Imperial fighters in hot pursuit and dangerous protrusions jutting from every wall. The action gets a touch hectic at this point, as you have to keep a close eye both in front of

RETURN OF THE JEDI

powerful regime known as the Atari Corporation produced a series of massive coin-op games – *Star Wars*, *The Empire Strikes Back* and *Return Of The Jedi*. Meanwhile, in far off Wimbledon, a small, revolutionary outfit, Domark, managed to infiltrate the Atari HQ and escape with the home computer licences for these games. Over the past year Domark has successfully converted the first two – but now can it pull off its third and most difficult mission, making a good job of *Return Of The Jedi*, and thus makes the universe a safer place?

The first section takes place in the forest of Endor, where you (as the Princess Leia – no sexism here buddies) race along a diagonally scrolling pathway on a high-tech speederbike avoiding the copious forestry and keeping your eyes peeled for the Imperial Stormtroopers who wait behind the trees like evil speed cops.

The scrolling is super smooth and the sprites and backdrop are good enough, but this section is



▲ The AT-AT tackles snowy Specy terrain.

let down by a couple of little faults. First of all the joystick control is sloppy, making controlling the speederbike into a little too fine an art for my liking, and second the action scrolls by at a fixed speed – pushing forward rushes the player towards the top of the screen, but once there the action returns to its normal pace. But for all that this is a compulsive enough task, finishing only when Princess Leia reaches the Ewoks' base camp to be greeted by an ecstatic R2D2 and C3PO.

At this point your body changes dramatically. You grow by about three feet and develop a nasty bodily hair problem – that's right you're Chewbacca the Wookiee! Things aren't going too well for old Chewie, as he's at the controls of an Imperial Scout Walker and attempting to take it to a bunker to relieve a pretty desperate Han Solo.

Once again the background scrolls diagonally (although this time it's from bottom right to top left) as Chewie

▲ Into luxuriant forests on the ST.

the Falcon for obstacles and behind for the enemy. It's difficult to decide whether *Jedi* is a good finish to the *Star Wars* series or some kind of space turkey.

The presentation is up to Domark's usual high standards, with a choice of three difficulty levels, demo mode, high score table etc.

Return of the Jedi is probably not as good a game as either of its predecessors, but it is a good conversion and an adequate game in its own right.

	ST	SPEC
▶ GRAPHICS	7	8
▶ SOUND	7	8
▶ PLAYABILITY	7	8
▶ VALUE	6	6
▶ OVERALL	67%	72%

UPDATE...

All versions with play similarly to each other. Amiga will have speech and better graphics.

Reviews

GAME OVER

- ▶ MACHINES: SPECTRUM, AMSTRAD, C64, ST, PC.
- ▶ SUPPLIER: DINAMIC (E.A.).
- ▶ PRICES: SPEC/C64/AM CASS £8.99, DISK £12.99; ST/PC £19.95.
- ▶ VERSIONS TESTED: AMSTRAD/ST.
- ▶ REVIEWER: MATT BIELBY.

First things first: there is no way you can argue that *Game Over II* isn't good value. There is a lot of game here for the money, from outer space shoot 'em ups through *R-type* style tunnels to *Rastan*-like beating and blasting – almost as much as one of those budget compilations. With winter setting in, you need something to fill the evenings.

The 8 bit versions come with the first one on the flip

side. Add this to the free poster – featuring some of the most attractive but least relevant box artwork we've seen for a while – and you've got quite an attractive little package for your Amstrad or 64.

The game comes in two loads, the first of which you have to complete before you gain the access code for the second (and no, I'm not going to tell you what they are). Let's go through the levels in order, shall we?

After the nice title screen, we're straight into the action with a bang as we approach the enemy prison planet. Two sorts of aliens approach – those that fire back at you and those that swirl around the screen – as well as a number of asteroids.

Unfortunately, your ship will insist on drifting back to the left of the screen at every opportunity – leaving your very



▲ *Game Over II* – we wish it was.

vulnerable to incomings from the left – and shouts of "That came nowhere near me!" could be heard to echo around the office. If your ship was more manoeuvrable, everything

a little less jerky and the collision detection less ropey, it would be a very playable little Amstrad game.

It's down the tunnels and into the planet next, for a –

- ▶ MACHINES: C64, ST, AMIGA, PC.
- ▶ SUPPLIER: EPYX.
- ▶ PRICE: £19.95, 64 £14.95, 16 BITS.
- ▶ VERSION TESTED: AMIGA.
- ▶ REVIEWER: TONY DILLON.

I can quite happily say that *Final Assault* is, without a shadow of a doubt, the greatest, graphically best, most exciting and most realistic mountain climbing game ever. Probably because it is, as far as I can remember, the only one ever.

Before you can begin your ascent to the top, you have to make some vital decisions including the route you wish to climb. The route you choose greatly reflects what kind of a chance you're going to have to get to the top. If you choose an easy course, you are allowed to lose your footing three times before you die. Choose a hard one, and you only get one chance.

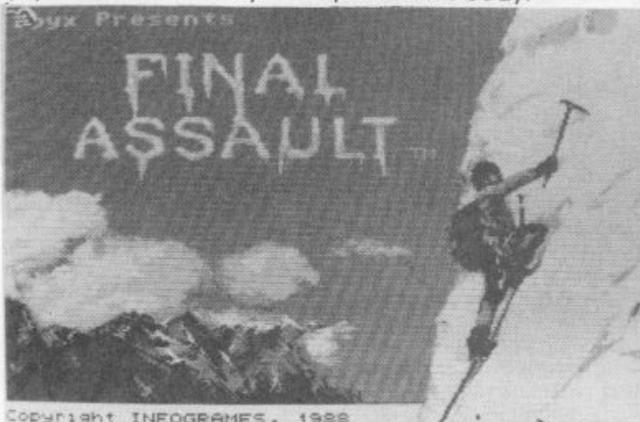
Still, on with the decisions. The next thing you have to bend your brain over is whether to take champagne or not, or a bobble hat, or climbing spikes, or anything. Yes, it's

"What shall we put in our rucksacks" time. The most important things you should bring, apart from the obvious stuff like crampons, soft shoes, rope and a copy of *C+VG*, are things to warm you up, like clothing or drink (Rum, wine, hot chip fat etc). Once you've got yourself kitted up, it's onto the icy slopes you go.

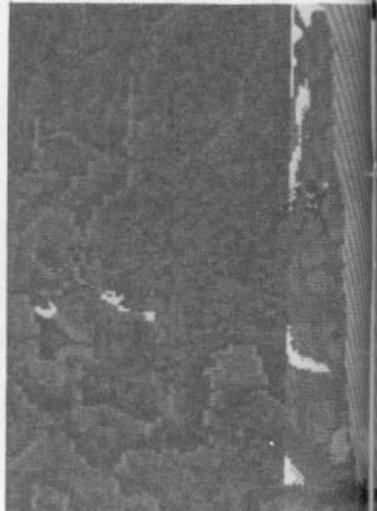
Before you get there, you've got to walk along the gentle slopes. This is done by, and don't laugh, moving left/right on the joystick, occasionally

testing the ground by pressing down and jumping over cracks by pushing up. This is how the whole game is played. Rather than move the climber as a whole, you have to move individual parts of his body.

So, you've got to your first bit of vertical rock. What now? You can climb it by hammering in the old iron spikes and hauling



▲ Nice title screen – shame about the game.

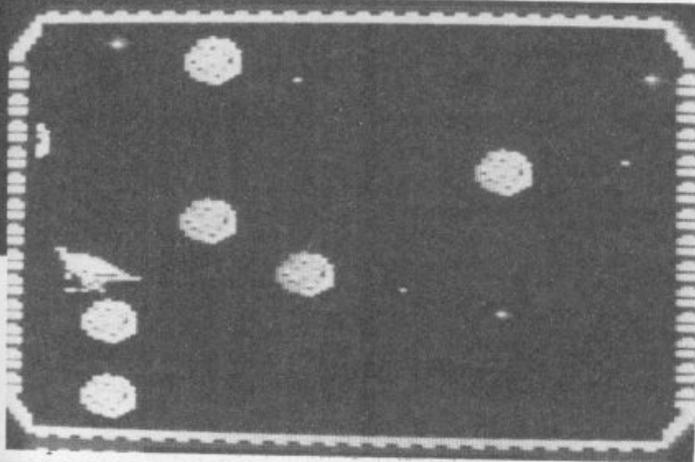


▲ Surely someone can do a better job

ER II

thankfully short – three minutes of the worst *R-Type* clone ever seen. This hardly bears writing about, except to say that on the Amstrad the snakes die very easily, and you should be able to get through without losing a life, while the ST features the world's worst collision detection.

▼ *Doge those Ginger Snaps.*



Woe betide you if you dare venture anywhere near the top of the screen!

The last section of this load has you step out of your space ship and mount a space-ostrich thingy. Armed with a "photonic" blade which looks like a giant yo-yo on the Amstrad, you slash your way through a swampful of giant frogs and pterodactyll riders. Come out the other side and it's the end of load time, just in time for a cup of tea and a sticky bun.

Throughout Load Two you play a jet pack equipped little chappy, armed with a variety of weapons as the phases go on. There are six stages, the first of which involves using your jet pack to keep above the action as much as possible, while you roll a tame ball shaped creature into hostile members of the same species. As you enter the alien base there are a variety of bad guys to cope with, including men on living, biting Space Hoppers and floating monstrosities which materialise in front of you.

By now you should have picked up a gun as you make your way through the maze of tunnels, eventually coming into a wooded area where the key to a blue door lurks. There are plenty of extra lives hidden around here, so you can afford to die a few times and still continue the game. Through the door lurks a monster filled lake, a section where you must use a helicopter to avoid falling rock and leaping lava (decent of the aliens to leave a Jet ranger lying around) and the final level

where you get to free your friend from prison.

The whole thing is laughably bad on the ST – no wonder they haven't bothered with an Amiga version – but the 8 bit package is generous, and while it won't set the world alight, could be a wise purchase. Though C64 owners are – still – spoiled for choice, there is too little around on the Amstrad for this to be ignored.

None of the shoot 'em up styles that make up the various levels are good enough to stand up on their own, but together they make for a quite appealing package.

	AMSTRAD	ST
▶ GRAPHICS		2
▶ SOUND	5	2
▶ VALUE	8	3
▶ PLAYABILITY	6	4
▶ OVERALL	74%	21%

UPDATE . . .

All the versions mentioned at the top of the page are released simultaneously, but no Amiga is going to be available. Some surprise.

ASSAULT

yourself up. This is done by pushing up to hammer the spikes in, pulling down to move the climber's legs, and then pushing up to

move the climber and get him to put in the next spike. It's wild, it's wacky, it's boring.

Finally you reach the real challenge, the vertical slope.

One of your climber's appendages flashes at a

time, and you have to move the joystick up or down to cycle through the various ways he can position it. Once happy that he's got it in place, press fire to move the next bit until you've got both arms and legs in the

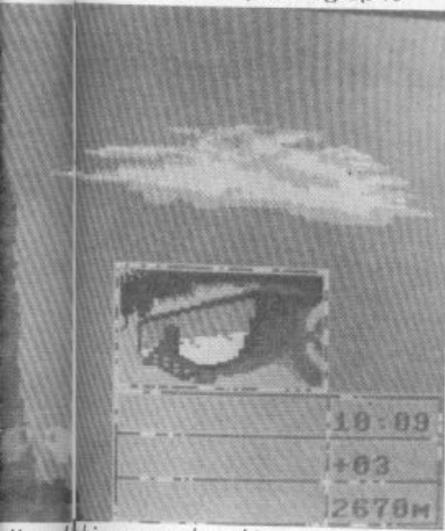
perfect position.

Final Assault isn't rubbish. In fact it's quite fun. It's nice to know that there is still some originality left in the market. The only problem is, it's far too easy. On my first go I played at intermediate level and finished it without any problems. With that problem in mind I have to give *Final Assault* the thumbs down.

	64	AMIGA
▶ GRAPHICS		6
▶ SOUND		5
▶ PLAYABILITY		5
▶ VALUE		5
▶ OVERALL		57%

UPDATE . . .

The ST version of *Final Assault* has identical graphics to the Amiga, though, as is the case with nearly all ST games, doesn't have nearly as good sound. The PC version, funnily enough, also boasts the same well-detailed visuals, with some attractive sound to boot.



▲ *Selecting your gear – where's the C+VG.*

etter climbing game than this.

AMIGA A500 inc Modulator & 10
blank discs £380

ATARI 520ST super pack inc.
software, etc £380

COMMODORE 64, data cassette,
joystick, games, etc £149

SPECTRUMS 48, 128.
Price on request.
Amstrad home & business computers,
printer ribbons, blank discs.

PRICES TOO LOW TO SHOW.
PHONE FOR ITEMS NOT LISTED.

2 day courier service for orders
over £100

0983 68978

From Tapes to Networks

Phone for the most up to date
prices or write to:

**WIGHT
COMPUTING**

122 High Street,
Ryde,
Isle of Wight
PO33 2SU



Good advice
Given Freely

BULLOCKS

BULLOCKS HOME
ENTERTAINMENT CENTRE
884 WASHWOOD HEATH ROAD
WARD END
BIRMINGHAM B8 2NB
TEL: 021 783 2809

MSX

STILL UK'S LEADING MSX
RETAILER

ALL KONAMI GAMES NOW IN
STOCK INC. MSX 2

COMING SOON NEW KONAMI
SOFTWARE

MSX CLUB STILL GOING STRONG
SEND SAE FOR DETAILS

ORDERS RING 021 783 2809
ASK FOR TRACEY ALL MAJOR
CREDIT CARDS EXCEPTED

WORLD GAMES NOW IN, ALL
MAJOR COMPANYS NOW
IN STOCK

ST CITY

ST SUMMER PACK £399.00
INCLUDING...22 GREAT GAMES
(OVER £400), JOYSTICK, FREE
DELIVERY

ST SOFTWARE SALE NOW ON

POUNDS OFF ST SOFTWARE
INCLUDING

ZORK 1 £29.95 NOW £12.95
ZORK 2 £29.95 NOW £12.95
ZORK 3 £29.95 NOW £12.95
WORLD GAMES NOW £14.95
LEISURE SUIT LARRY NOW £14.95
GUNSHIP NOW £14.99
WINTER OLYMPIAD NOW £14.95
TEE UP NOW £9.95
ECO NOW £14.95

AND THERE'S MUCH MUCH MORE

RING NOW FOR LIST ON
021 783 2809

OR SEND LIST ON SAE TO
BULLOCKS ST CITY, 884
WASHWOOD HEATH ROAD, WARD
END, BIRMINGHAM B8 2NB

WE ACCEPT ALL MAJOR CREDIT
CARDS

**NINTENDO NOW
AVAILABLE**

NOW AVAILABLE PC2 SS, DD, HD
MEGA ST 4, HARD DRIVES, LASER
PRINTERS

SEGA

ALIEN SYNDROME/ZILLION II
WONDERBOY IN MONSTERLAND
AFTERBURNER II OUT SOON

WE STOCK ALL THE GAMES FOR
THE SEGA WHICH RANGE FROM
£14.95 TO £24.95

WHY NOT GIVE US A RING IF YOU
WOULD LIKE TO ORDER ANYTHING
AND ASK FOR TRACEY OR
MATTHEW
021 783 2809

SPECTRUM

MOST OF THE NEW RELEASES
BUDGET AND NON BUDGET ARE
NOW IN STOCK

TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges For —



WICO JOYSTICKS FOR NINTENDO IN STOCK NOW
The leading Video game specialists. Send for lists (state make of game)
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)

400/806

LOOK

NOW

XL/XE

ST

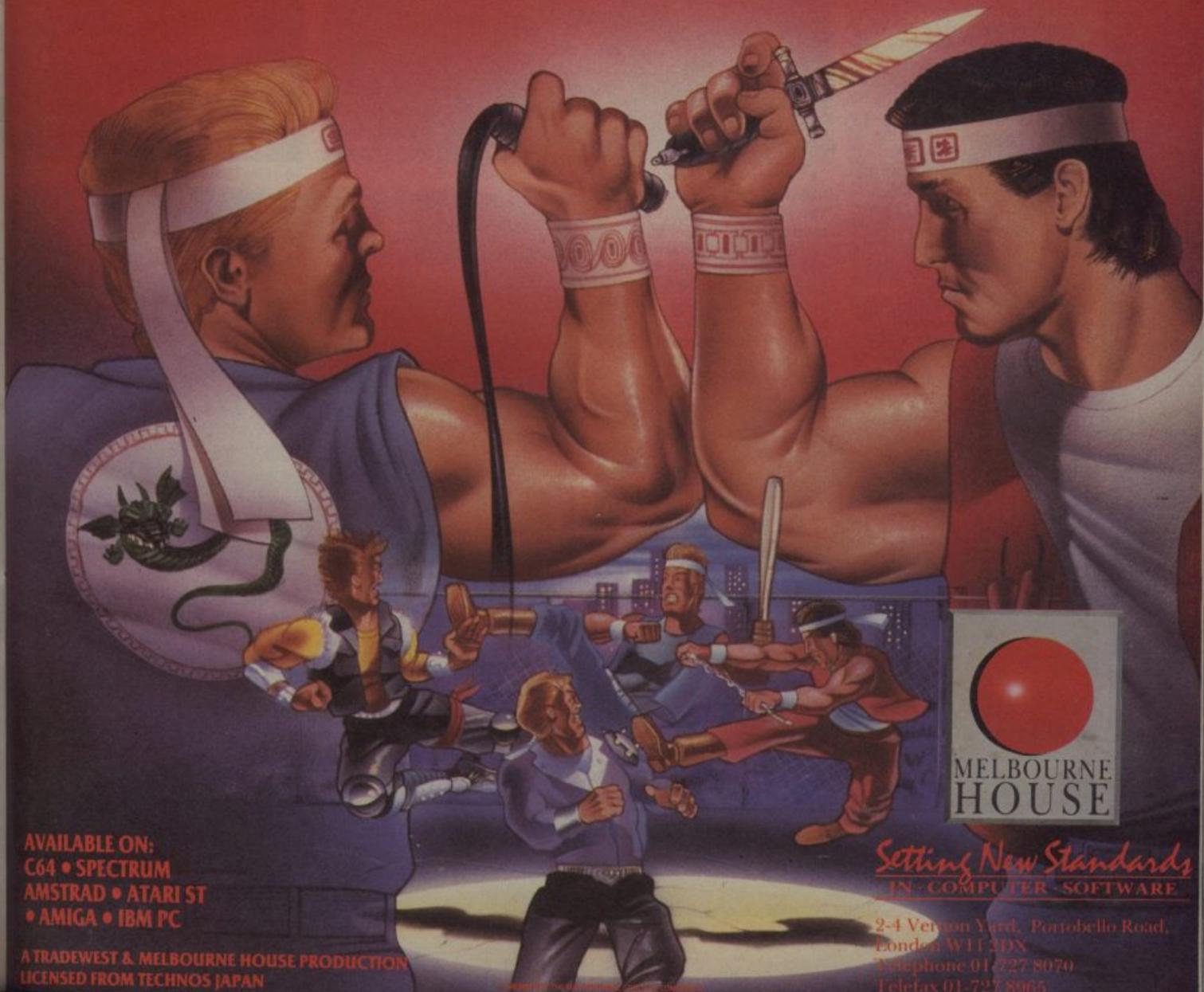
ATARI OWNERS

Are you having difficulty finding suitable software. If so, then
look no further. We have available for both hire and purchase
one of the largest selections of both UK and American
titles to choose from. Games and Utilities for all ages.
Hardware and add-on utilities at discount prices and special
deals regularly being offered. If you would like further
information please send a large s.a.e. to:—

CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Loughborough
Leicestershire LE12 5HD
Tel: 0509 412604

DOUBLE DRAGON

THE ARCADE GAME OF THE YEAR



AVAILABLE ON:
C64 • SPECTRUM
AMSTRAD • ATARI ST
• AMIGA • IBM PC

A TRADEWEST & MELBOURNE HOUSE PRODUCTION
LICENSED FROM TECHNOS JAPAN



Setting New Standards
IN COMPUTER SOFTWARE

2-4 Vernon Yard, Portobello Road,
London W11 2DX
Telephone 01-727 8070
Telefax 01-727 8065

Reviews

- ▶ **MACHINES:** SPECTRUM, C64, AMSTRAD/AMIGA/ST.
- ▶ **SUPPLIER:** FIREBIRD.
- ▶ **PRICE:** SPEC £8.99 CASS, AMS/C64 £9.99 CASS, ST/AMIGA £19.99.
- ▶ **VERSION TESTED:** SPECTRUM. 64.
- ▶ **REVIEWER:** TONY DILLON.

If I was to walk up to you in the street and tell you that a Spectrum was capable of an almost arcade quality game with huge, colourful graphics and immense playability, what are the odds you'd have me locked away. That's why I'm not going to tell you in the street, I'm going to write it here. The Spectrum is capable of an arcade quality game. You still don't believe me? Then feast your eyes on *Savage*.

Savage is, if you didn't already know, the hottest game from Telecomsoft yet, who seem to be having a bit of a ball at the moment, what with *Carrier Command* and *StarGlider II*, and these still screenshots can't even begin to convey the wonderfulness of this game. It's the only game that makes a colour monitor worthwhile for the Spectrum. It's amazing!

Savage is a 6'4" blond haired, macho Danish programmer-type person,

whose girlfriend has been kidnapped. His job is to rescue her, through fire and ice, come hell or high water. *Savage's* woman has been woman-napped by some vicious fiend (probably) and so, as lovers do, he's set off to rescue her through three levels of glorious technicolour, non-clashing, brilliant, 100% pure arcade action.

The first features our hero, *Trantor*-like, in all his

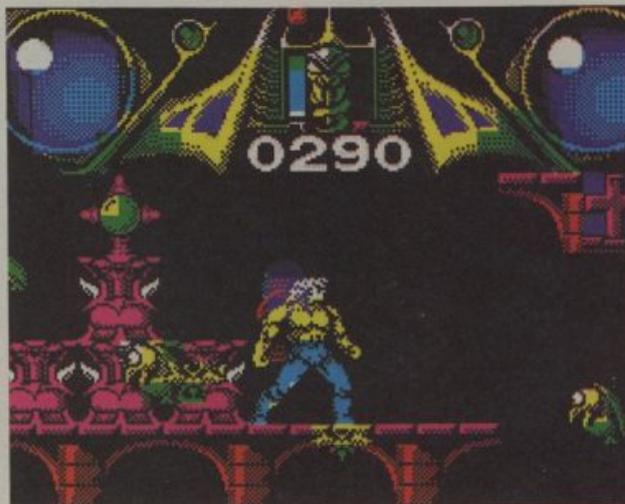
SAVAGE



▲ *Better do as the man says.* macho glory, and what a stud he is. He even walks muscly. He make Eugene Lacey looks like Arnold Swarcheneef, er, swodgernagger, um, Sylvester Stallone. He has to run from left to right, hurling magic axes from his infinite magic axe supply at the attacking



▲ *Hula that hoop.*



▲ *Things are a bit too quiet...*



▲ *Savage, standing proud!*

flies, spiders, and Ad Managers. Yes, even in a game as wonderful as this, our own Garry Williams makes an entrance as a huge, pot-bellied, lager swilling ad-selling demon, who bounces around hurling lightning bolts, which is only slightly different to what he

normally does. He bounces around hurling abuse. The graphics are huge, well animated, colourful, non-clashing and simply amazing. Definitely a must see.

Pass that lot and it's onto the second level, which is a 3D jaunt, *Space Harrier*-like, through a

Savage

1988. The 16 bit version promise some surprises as well from what I've heard – liked the digitised roar of our hero who shouts "Savage" every so often on the Amiga version.

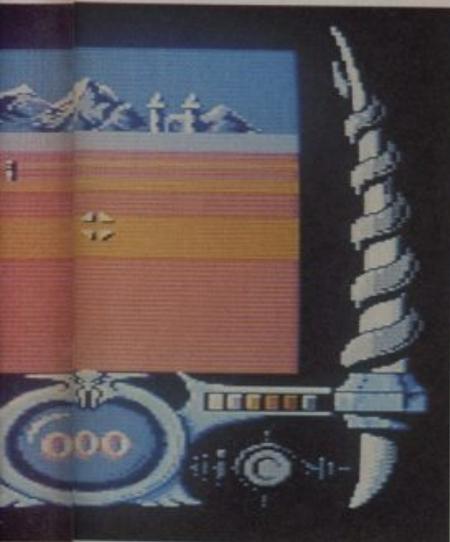
Next it's onto the third and final level. The girl is hidden somewhere in a maze far too difficult for Savage to negotiate, so he sends his pet bird in. For most people, a pet bird is a budgie or a canary. For Savage, it's an eagle. What

can get squashed under a falling pole, he can get impaled on spikes, he can merely get his head bitten off and fall to the floor all portrayed in similarly gory ways.

Savage is definitely one of the best arcade games yet seen on the Spectrum. If you don't buy it, it's not worth your while having a Spectrum.

Savage could be the game that puts development house Probe well and truly on the map.

Congratulations are due all round.



▲ The Gene Simmons of the statue world.



▲ I wonder if it's friendly.

nightmare world of rotating head-shaped monoliths and totem poles that stick their tongues out rudely when they get close. As usual fast, colourful graphics abound, and the 3D movement works really well. Funnily enough, the programmer has quite

cleverly managed to get brown as one of the colours on the scrolling floor. Quite clever considering the Spectrum doesn't have brown as a base colour.

That is the beauty of Savage – it pushes the Spectrum even further than anyone believed it could be pushed right at the end of

you have to do on this level is fly the eagle around the maze until it finds the girl. Simple! The only difficulty is that the enemy normally have some sort of say in it, and it's this level that features the best of the graphics, the eagle's death. Yes, there is more than one way to die. He

UPDATE . . .
The Amstrad version looks and feels pretty similar to the Spectrum version, the only main difference being that there's considerably more blood when you die on the third level. The C64 version, funnily enough, is also looking pretty similar to the Spectrum version. How it plays remains to be seen. ST and Amiga versions will be available soon, boasting even better graphics, and an amazing soundtrack on the latter. Gameplay will be the same – but is three levels enough to justify the price tag?

	64	SPEC
▶ GRAPHICS	9	
▶ SOUND	7	
▶ PLAYABILITY	8	
▶ VALUE	8	
▶ OVERALL	78%	87%



▲ A nice view from the castle battlements.

PAC-MANIA

Armed with new **BOUNCE** power, **PAC-MAN** faces new challenges as he enters the worlds of Block Town, Pac-Man's Park, Sandbox Land and Jungly Steps.

PAC-MAN IS BACK & BOUNCING IN 3D!

AVAILABLE ON:
 ATARI ST & AMIGA £19.95
 C64 & AMSTRAD CPC DISK £14.95
 C64 Cassette £9.95; SPECTRUM,
 AMSTRAD & MSX Cassettes £8.95



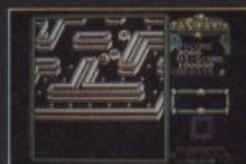
Amiga screenshot



©1987 NAMCO LTD. All rights reserved
 Licensed from Tengen
 ©1988 Grandslam® Entertainments Ltd.
 12-18 Paul Street, LONDON EC2A 4JS.



TEL: 01-247 6434



Screenshots taken from ATARI ST.

Screenshots taken from SPECTRUM

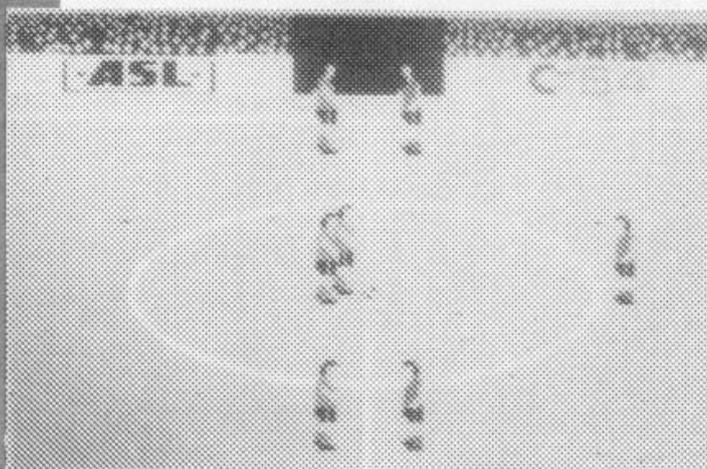
SHEKHANA MAIL ORDER SERVICES ESTAB: SINCE 1978

ACCESS - ORDER BY CREDIT CARD LINE 01-348-2907 / 01-340-8565 - VISA

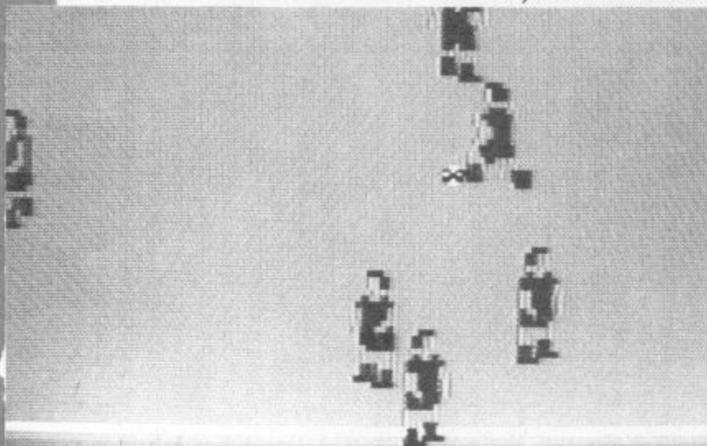
Software Title	Spec	Spec C64	Spec C64	AMS	AMS	AMS	Software Title	Spec	Spec C64	Spec C64	C64	AMS	AMS	Software Title	Atari	Atari	Atari	Sega	
	Cass	Disk	Cass	Disk	Cass	Disk		Cass	Disk	Cass	Disk	Cass	Disk		ST	Amiga	Amiga		
1343		7.25	D2	7.99	D4	7.99	Mansell's Racing	7.99	D3	7.99	D4	7.99	D4	1943	14.99	19.99		Master System	79.95
4 x 4 Racing		7.25	D2	7.99	D4	7.99	Motor Massacre	6.50	D2	7.99	D4	7.99	D4	3D Wander	13.99	16.99		Master System Plus	99.95
Action Service		6.30	-	6.99	-	-	Monopoly	7.50	9.99	D4	7.99	D4	5 Star Hits ST	15.99	-		Master Super Syst.	29.95	
Adv Art Studio		15.99	-	15.99	D6	-	Night Rider	7.99	D2	7.99	D4	8.99	D5	Action Service	13.99	13.99		Light Phaser + Cart	44.95
Alien Burner		7.25	D3	7.25	D3	7.25	Ocean Compton	8.99	D5	8.99	D5	-	-	Alter Burner	13.99	16.99		3D Glasses	39.95
Alien Syndrome		6.30	-	7.25	D3	7.25	Opp Art Studio	8.99	-	9.99	D4	-	-	Artura	13.99	16.99		Control Stick	14.95
Arbourne Ranger		7.50	D3	9.99	D6	9.99	Overlander	6.30	D3	7.25	D3	7.25	D3	Barbarian II	13.99	13.99		Konix joystick	12.99
Artist II - 48K		13.99	-	-	-	-	Operation Wolf	6.30	D3	7.25	D3	7.25	D3	Blazing Barrels	12.99	12.99		Quickshot 15 J/II	14.99
Artist II +3 Disk		15.99	-	-	-	-	Outrun	6.99	D2	7.99	D4	7.99	D4	Batman	13.99	16.99		Alter Burner	24.94
Artura		6.50	D2	7.99	D4	7.99	Pacland	5.50	D1	7.25	D3	7.25	D3	Battle Chess	-	19.99		Alex Kidd 1 & II	24.95
Barbarian II		7.25	D3	7.25	D3	7.25	Pacmania	6.50	-	7.25	D3	6.50	D3	Black Tiger	15.99	19.99		Alien Syndrome	24.95
Bards Tale		7.99	D4	7.99	D4	7.99	Pacland	6.50	-	7.25	D3	6.50	D3	Blazing Barrels	12.99	12.99		Atzac Adventure	29.95
Batman		6.35	D3	7.25	D3	-	Pacmania	6.50	-	7.25	D3	6.50	D3	Butcher Hill	15.99	15.99		Blade Eagle 3D	24.95
Battlefield Germany		8.99	-	-	-	-	Peter Beardley	6.50	-	7.25	D3	7.25	D3	Capone	20.99	20.99		Captain Silver	24.95
Black Tiger		6.99	D2	7.99	D4	7.99	Psycho Pigs UKB	7.25	D4	7.99	D4	7.99	D4	Captain Blood	16.99	16.99		Cube Zone	22.95
Blucher Hill		6.50	D2	7.99	D4	7.99	Question Sport	9.99	D2	9.99	D5	9.99	D5	Carrier Command	15.99	15.99		Double Dragon	24.95
Carrier Command		6.50	D2	7.99	D4	7.99	Rambo 3	6.30	D3	7.25	D3	7.25	D3	Corruption	15.99	15.99		Fantasy Zone II	24.95
Cybernet II		6.25	D2	6.99	D2	-	Road October	9.99	-	9.99	D5	9.99	D5	De Luxe Scramble	13.99	13.99		Gobballix	24.95
Dandy		6.50	-	6.99	D3	6.25	Road Blaster	7.25	D2	7.99	D4	7.99	D4	Double Dragon	13.99	16.99		Great Baseball	22.95
Dark Fusion		6.50	D2	7.99	D4	7.99	Robotop	6.30	D3	7.25	D3	7.25	D3	Dragon Ninja	13.99	16.99		Great Basketball	22.95
Dark Side		7.25	D3	7.25	D3	7.25	R-Type	7.25	D3	7.25	D3	7.25	D3	Driller	16.99	16.99		Great Football	22.95
Double Dragon		7.25	D3	7.25	D3	7.25	Salamander	5.40	D3	6.99	D3	6.99	D3	Dungeon Master	16.99	16.99		Great Golf	22.95
Dragon Ninja		6.30	D3	7.25	D3	7.25	Samarai Warrior	5.25	-	5.99	D1	5.99	D3	D.Toms Olympics	13.99	16.99		Great Volleyball	22.95
D.Toms Olympics		7.25	D3	7.25	D3	7.25	Silicon Dreams	5.99	-	6.50	D2	6.50	D3	Echelon	-	19.99		Kensiden	24.95
Echelon		7.99	D2	10.50	D4	10.50	Skate Ball	7.25	D4	7.99	D4	7.99	D4	Eliminator	13.99	13.99		Lord of the Sword	24.95
Elite		7.50	-	9.99	D4	7.50	Soldier of Fortune	5.99	-	6.99	D3	-	-	Elite	15.99	15.99		Maze Hunter 3D	24.95
Explozive		6.75	D1	6.99	D3	6.75	Sorcerer Lord	8.99	-	8.99	D5	8.99	D4	Final Command	16.99	16.99		Miracle Warrior	32.95
Explozive 2		6.99	D1	6.99	D3	6.99	Stealth Fighter	7.50	D2	10.99	D5	10.99	D5	Final Command	16.99	16.99		Monopoly Defence 3D	24.95
Explozive 3		6.99	D1	6.99	D3	6.99	Starglider	8.99	D3	4.99	D1	8.99	D5	Fish	15.99	15.99		Monopoly	29.95
Explozive 4		6.99	D1	6.99	D3	6.99	Summer Olympiad	6.30	D2	7.99	D4	7.99	D4	Flight sim 2	26.99	26.99		Outrun	24.95
Explozive 5		6.99	D1	6.99	D3	6.99	Super Sports	6.30	D2	7.99	D4	7.99	D4	Fort-Gremlin II	24.99	24.99		Outrun 3D	24.95
Explozive 6		6.99	D1	6.99	D3	6.99	Tanto Gun Ops	7.25	D3	7.25	D3	7.25	D3	Foot Director	13.99	13.99		Penguin Land	29.95
Explozive 7		6.99	D1	6.99	D3	6.99	Target Renegade	5.99	D3	7.99	D4	7.99	D4	Foot Manager 2	15.99	15.99		Phantasy Star	39.95
Explozive 8		6.99	D1	6.99	D3	6.99	Techno Cop	6.50	D2	7.99	D4	7.99	D4	Frontier	14.99	15.99		Phantasy Star 2	29.95
Explozive 9		6.99	D1	6.99	D3	6.99	The Double	7.75	-	7.75	-	-	-	Fusion	19.99	19.99		Phantasy Star 3	29.95
Explozive 10		6.99	D1	6.99	D3	6.99	The Games	7.25	D2	7.99	D4	7.99	D4	Ghost + Goblins	13.99	16.99		Phantasy Star 4	29.95
Explozive 11		6.99	D1	6.99	D3	6.99	The Pawn - 128K	8.99	-	8.99	D5	-	-	Guerrilla War	13.99	16.99		Phantasy Star 5	29.95
Explozive 12		6.99	D1	6.99	D3	6.99	The Pawn - 256K	8.99	-	8.99	D5	-	-	Head Cleaner 3.5"	6.99	6.99		Phantasy Star 6	29.95
Explozive 13		6.99	D1	6.99	D3	6.99	The Pawn - 512K	8.99	-	8.99	D5	-	-	Head Cleaner 5.25"	6.99	6.99		Phantasy Star 7	29.95
Explozive 14		6.99	D1	6.99	D3	6.99	The Pawn - 1024K	8.99	-	8.99	D5	-	-	Head Cleaner 8.5"	6.99	6.99		Phantasy Star 8	29.95
Explozive 15		6.99	D1	6.99	D3	6.99	The Pawn - 2048K	8.99	-	8.99	D5	-	-	Head Cleaner 10.5"	6.99	6.99		Phantasy Star 9	29.95
Explozive 16		6.99	D1	6.99	D3	6.99	The Pawn - 4096K	8.99	-	8.99	D5	-	-	Head Cleaner 15.25"	6.99	6.99		Phantasy Star 10	29.95
Explozive 17		6.99	D1	6.99	D3	6.99	The Pawn - 8192K	8.99	-	8.99	D5	-	-	Head Cleaner 20.5"	6.99	6.99		Phantasy Star 11	29.95
Explozive 18		6.99	D1	6.99	D3	6.99	The Pawn - 16384K	8.99	-	8.99	D5	-	-	Head Cleaner 25.5"	6.99	6.99		Phantasy Star 12	29.95
Explozive 19		6.99	D1	6.99	D3	6.99	The Pawn - 32768K	8.99	-	8.99	D5	-	-	Head Cleaner 30.5"	6.99	6.99		Phantasy Star 13	29.95
Explozive 20		6.99	D1	6.99	D3	6.99	The Pawn - 65536K	8.99	-	8.99	D5	-	-	Head Cleaner 35.5"	6.99	6.99		Phantasy Star 14	29.95
Explozive 21		6.99	D1	6.99	D3	6.99	The Pawn - 131072K	8.99	-	8.99	D5	-	-	Head Cleaner 40.5"	6.99	6.99		Phantasy Star 15	29.95
Explozive 22		6.99	D1	6.99	D3	6.99	The Pawn - 262144K	8.99	-	8.99	D5	-	-	Head Cleaner 45.5"	6.99	6.99		Phantasy Star 16	29.95
Explozive 23		6.99	D1	6.99	D3	6.99	The Pawn - 524288K	8.99	-	8.99	D5	-	-	Head Cleaner 50.5"	6.99	6.99		Phantasy Star 17	29.95
Explozive 24		6.99	D1	6.99	D3	6.99	The Pawn - 1048576K	8.99	-	8.99	D5	-	-	Head Cleaner 55.5"	6.99	6.99		Phantasy Star 18	29.95
Explozive 25		6.99	D1	6.99	D3	6.99	The Pawn - 2097152K	8.99	-	8.99	D5	-	-	Head Cleaner 60.5"	6.99	6.99		Phantasy Star 19	29.95
Explozive 26		6.99	D1	6.99	D3	6.99	The Pawn - 4194304K	8.99	-	8.99	D5	-	-	Head Cleaner 65.5"	6.99	6.99		Phantasy Star 20	29.95
Explozive 27		6.99	D1	6.99	D3	6.99	The Pawn - 8388608K	8.99	-	8.99	D5	-	-	Head Cleaner 70.5"	6.99	6.99		Phantasy Star 21	29.95
Explozive 28		6.99	D1	6.99	D3	6.99	The Pawn - 16777216K	8.99	-	8.99	D5	-	-	Head Cleaner 75.5"	6.99	6.99		Phantasy Star 22	29.95
Explozive 29		6.99	D1	6.99	D3	6.99	The Pawn - 33554432K	8.99	-	8.99	D5	-	-	Head Cleaner 80.5"	6.99	6.99		Phantasy Star 23	29.95
Explozive 30		6.99	D1	6.99	D3	6.99	The Pawn - 67108864K	8.99	-	8.99	D5	-	-	Head Cleaner 85.5"	6.99	6.99		Phantasy Star 24	29.95
Explozive 31		6.99	D1	6.99	D3	6.99	The Pawn - 134217728K	8.99	-	8.99	D5	-	-	Head Cleaner 90.5"	6.99	6.99		Phantasy Star 25	29.95
Explozive 32		6.99	D1	6.99	D3	6.99	The Pawn - 268435456K	8.99	-	8.99	D5	-	-	Head Cleaner 95.5"	6.99	6.99		Phantasy Star 26	29.95
Explozive 33		6.99	D1	6.99	D3	6.99	The Pawn - 536870912K	8.99	-	8.99	D5	-	-	Head Cleaner 100.5"	6.99	6.99		Phantasy Star 27	29.95
Explozive 34		6.99	D1	6.99	D3	6.99	The Pawn - 1073741824K	8.99	-	8.99	D5	-	-	Head Cleaner 105.5"	6.99	6.99		Phantasy Star 28	29.95
Explozive 35		6.99	D1	6.99	D3	6.99	The Pawn - 2147483648K	8.99	-	8.99	D5	-	-	Head Cleaner 110.5"	6.99	6.99		Phantasy Star 29	29.95
Explozive 36		6.99	D1	6.99	D3	6.99	The Pawn - 4294967296K	8.99	-	8.99	D5	-	-	Head Cleaner 115.5"	6.99	6.99		Phantasy Star 30	29.95
Explozive 37		6.99	D1	6.99	D3	6.99	The Pawn - 8589934592K	8.99	-	8.99	D5	-	-	Head Cleaner 120.5"	6.99	6.99		Phantasy Star 31	29.95
Explozive 38		6.99	D1	6.99	D3	6.99	The Pawn - 17179869184K	8.99	-	8.99	D5	-	-	Head Cleaner 125.5"	6.99	6.99		Phantasy Star 32	29.95
Explozive 39		6.99	D1	6.99	D3	6.99	The Pawn - 34359738368K	8.99	-	8.99	D5								



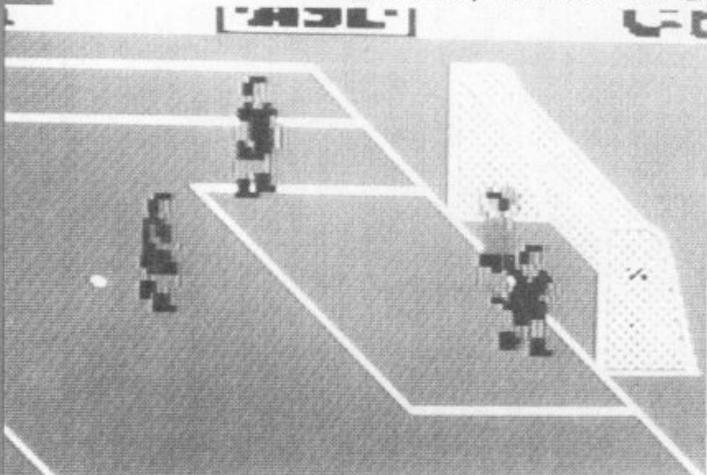
EMLYN HUGHES INTERNATIONAL SOCCER



Ready for the kick off. ▲



... and he's past the defence ... ▲



... and it's in!!! ▲

- MACHINES: 64, SPEC, AMSTRAD CPC.
- SUPPLIER: AUDIOGENIC.
- PRICE: SPEC CASS, £9.95; C64 CASS, £9.95; DISC £12.95; AMS CASS £9.95; DISC £14.95.
- VERSION TESTED: 64.
- REVIEWER: TONY DILLON.

"Oooooooh! It's greeeeet! I know it, I know it! ... No, it's gone. You're me mate, you are. Eeeeeeh!". The unmistakable tones of your own Emlyn Hughes, sportsman, comedian, popular TV personality and all round rectum pain has been given his own game. Oh dear ...

Take a look around these two pages and match the screen shots to the next statement. *Emlyn Hughes International Soccer* is the best ever 64 arcade football, even better than the fab *Microsoccer*. The graphics are terrible, you may say. No they're not. The still graphics are less than wonderful, I know, but the animated graphics are unbelievable. The movement is just so smooth and fluid, it has to be seen to be believed. Though blocky, the graphics are amazingly clear, and at no time is there any doubt as to what a player is doing or in which direction he's going.

The best way I can describe *EHIS* is to say that Audiogenic has taken the style of graphics from *International Soccer*, made them much better, added myriads of extra frames of animation and new moves, blended in the league and cup bits from *Matchday 2*, put in a spot of *Tracksuit Manager* options here and there, and come up with quite an amazing product.

The first thing I will praise about this game is its amazing ease of use. Between matches, you are presented with a large blank 'workspace' and a bar at the top of the screen.

This is where all the work is done as far as setting up matches and basic game options is concerned.

Move a pointer to the bar, and four pull-down menu titles appear. Move the pointer over one of the titles and press fire. The menu then appears, and what a menu. On each of the four is a choice of at least 15 options. That's over 60 options in total, allowing you to change team names, players names and statistics (speed, attacking strength, defensive qualities), team colours, allow you to start a league or a cup tournament between eight teams, any or all of which can be under human control. On top of that you can choose to just save out a team or two, or save out all the game options, including team colours, current cup league status. In short, everything.

You get out onto the pitch after all the decision making, and your team runs out on pitch, alongside the opposition. Here is where the game gets special. As I've already stated, the graphics are amazing. Large and beautifully animated. The diving headers are terrific, and the goalkeeper diving and catching the ball is enough to have you on the edge of your seat.

The sound is pretty ace, too. A quiet crowd rumble goes on continuously in the background, building every time something important happens, like you take a shot at goal and miss. Persons with klaxons honk out the familiar "Honk-honk, honk-honk-honk, honk-honk-honk-honk etc", as well as realistic ball-bouncy sounds and an interesting clank when the ball hits the crossbar.

Now I get to the best bit of

HUGHES ONAL SOCCER



all: the gameplay. On the options screen you can choose how advanced you want to play the game, and the later levels, though hard to get into at first, are well worth getting the hang of. At the very basic level, the game plays much along the same way as *International Soccer*. As you progress, the game becomes far more realistic.

You can choose how many directions you are able to kick in at the start. One way means that you shoot in the direction you're facing. Three way means that if you hold down fire and then push left or right, you can shoot 45 to the left or right of the direction you're facing. Five way gives you the choice of 70 and 20 shots in either direction. On top of that there are 28 strengths of shot, and three heights you can shoot at - ground, normal and lob.

As normal, the man currently under control is a different colour to the rest of the team, and the computer automatically chooses the best one for you. This doesn't mean that all the other players are aimlessly milling about, however. All the players are given a little bit of intelligence. If the ball is rolling past them, they'll do a sliding tackle for it. If the ball is going over, they'll jump for it etc. All this leads to a pretty exciting game.

A great deal of character has gone into the production of *EHIS*. For a start at various points of the game, different characters will do different things. The goalkeeper, for example, stands in the goalmouth, head bobbing, watching the ball, jumping and saving at the appropriate moment. Should the ball go over the crossbar, his arms will drop to his side

and he'll turn and stare stupidly at the ball as it sails over his head. If he saves the ball, then he does the usual three step run up and boots the ball into the other half of the pitch. Should you score, your little man runs away from the goal, arms in the air, and then acknowledges the roar of the crowd with a fist in the air.

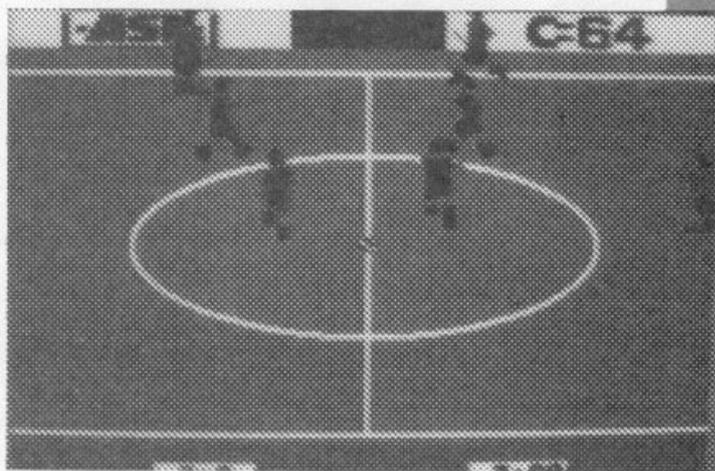
What other innovations has Audiogenic come up with? For a start, the game is two player. That's nothing you might as well whinge, but two player on the same team against the computer? That's a new one on me.

Two player one team is a great laugh, especially if you are playing with an experienced and talented professional like Garry Williams. You can have endless fun passing to each other, messing it up, and calling each other names for the rest of the match. When two players on the same team are on screen, one is decked out in a trendy red jumper, whilst the other either has gone for the skin colour top or simply has just gone topless.

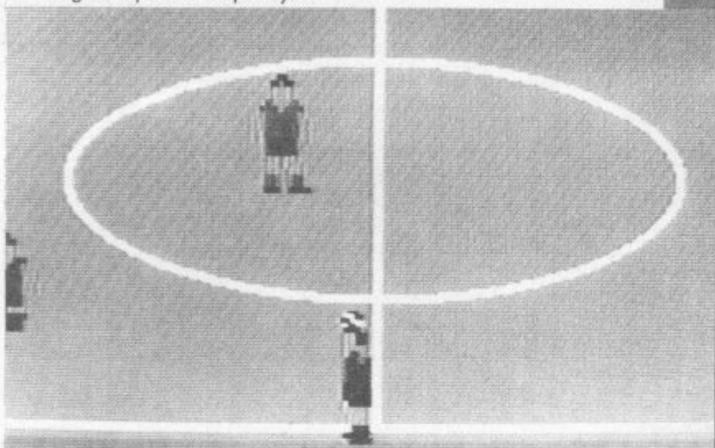
Unfortunately, this game came too late to be included in the league of football games in this month's football feature. Just as point of information, the points I would have awarded it are: Graphics: 10, Sound: 8, Playability: 9, Value: 9, Fun: 9, Total: 46. A clear winner.

Forget the sweaters. Forget the squeaky voice and cuddly personality and think about the game.

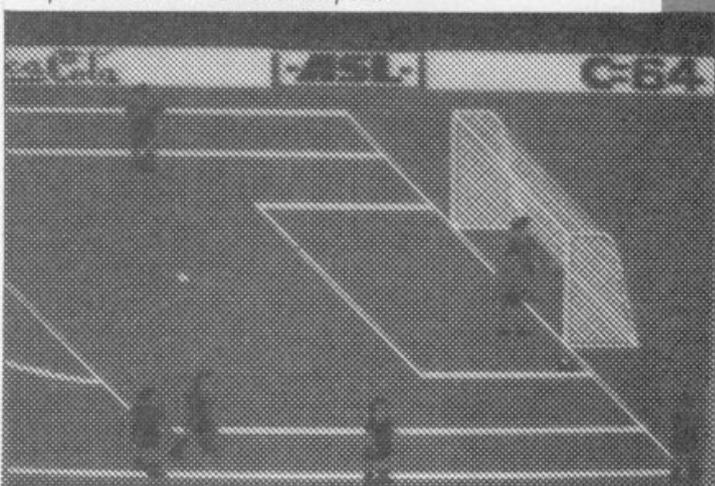
▶ GRAPHICS	10
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9
▶ OVERALL	94%



▲ The goalie puts it out (Fnar).



▲ Up into the air with a well timed punt.



▲ Looks a bit like an open goal to me.

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW



**WORLDWIDE
SOFTWARE**

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX



COMMODORE AMIGA SOFTWARE

4x4 Off Road Racing	17.95
Action Service	13.25
Adv Dmg & Dragons (each)	17.95
Afterburner	16.45
Alien Syndrome	13.25
Barbarian II	13.25
Bards Tale II	18.55
Batman	16.45
Black Tiger	16.45
Blazing Barrels	10.99
Bomb Jack	16.45
Bubble Ghost	13.25
Buggy Boy	16.45
Butcher Hill	14.25
California Games	17.95
Captain Blood	16.45
Carrier Command	16.45
Combat School	16.45
Corruption	16.45
Daley Thompson Olympic Chall.	16.45
Dragon Ninja	16.45
Drifter	16.45
Dungeon Master	16.45
Echelon	17.95
Eliminator	14.25
Espionage	13.25
F.O.F.T.	24.95
Fernandez Must Die	13.25
Fish	16.45
Flight Simulator II	31.95
Fusion	18.95
G. Lineker Hot Shot	14.25
Green Beret	16.45
Guerrilla War	16.45
Highway Hawks	13.25
Hostages	16.45
Ikan Warriors	16.45
Interceptor	18.95
International Soccer	13.25
Jet	28.95
King of Chicago	21.95
Lancelot	13.25
Leaderboard Collection Birds	16.45
Legend of the Sword	17.95
Leisure Suit Larry (Adults only)	13.25
Live & Let Die	16.45
Montville Manor	16.45
Motor Bike Madness	11.20
Motor Massacre	14.25
Night Rider	14.25
Outrun	17.95

ATARI ST SOFTWARE

4x4 Off Road Racing	14.25
A.T.F.	13.25
Action Service	13.25
Adv Dmg & Dragons	17.95
Afterburner	16.45
Arma	14.25
Batman	13.25
Black Tiger	14.25
Blazing Barrels	14.25
Butcher Hill	14.25
California Games	14.25
Carrier Command	16.45
Chrono Quest	21.95
Daley Thompson Olympic Chall.	13.25
Dragon Ninja	13.25
Dungeon Master	16.45
Elite	16.45
Espionage	13.25
F.O.F.T.	24.95
Guerrilla War	13.25

ATARI ST SOFTWARE

Eliminator	14.25
Empire	18.95
F16 Combat Pilot	13.25
Fish	16.45
Gary Lineker Hot Shot	14.25
Hostages	16.45
Internet Karate	13.25
Kennedy Approach	16.45
Leaderboard Collection Birds	14.25
Legend of the Sword	16.45
Live & Let Die	16.45
Maniac	13.25
Montville Manor	16.45
Motor Massacre	14.25
Navcom 6	16.45
Operation Wolf	13.25
Outrun	14.25
Powderdome	17.95
Pro Soccer Simulator	13.25
R-Type	19.95

ATARI ST SOFTWARE

Pacmania	13.25
Rambo III	13.25
Robocop	13.25
S.D.J.	14.25
Sinbad and Throne of Falcons	16.45
Skychase	16.45
Space Harrier	13.25
Starglider II	16.45
StarRay	13.25
Strno Cop	14.25
Thunder Blade	14.25
Tiger Road	14.25
Time and Magik	13.25
Ultimate Golf	14.25
Varminator	16.45
Victory Road	13.25
Virus	13.25
WEC Le Mans	13.25
Where Time Stood Still	13.25
Zynaps	14.25

COMMODORE AMIGA SOFTWARE

Double Dragon	16.45
Marble Madness	13.25
Navcom 6	16.45
Operation Wolf	13.25
Pacmania	16.45
Platoon	16.45
Powderdome	17.95
Pro Soccer Simulator	13.25
Rambo III	16.45
Robbery	13.25
Robocop	16.45
Rocket Ranger	21.95
Skychase	13.25
Space Harrier	16.45
Starglider II	16.45
Star Ray	16.45
Techno Cop	14.25
Thunder Blade	17.95
Tiger Road	14.25
Time and Magik	13.25
Ultima V	21.95
Ultimate Golf	14.25
Universal Military Simulator	16.45
Varminator	16.45
Victory Road	16.45
Virus	13.25
WEC Le Mans	16.45
World Tour Golf	18.95
Zoom	13.25
Zynaps	14.25

FAST DELIVERY ON ALL STOCK ITEMS BY 1ST CLASS MAIL
SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE
CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL

**NORTH, SCOTLAND
N. IRELAND, OVERSEAS**
0896 57004 (24 HOURS)

**SOUTH, MIDLANDS,
WALES**
0602 480779

CS4128 SOFTWARE

case	disk
4x4 Off Road Racing	7.99
Afterburner	9.75
Arma	6.99
Bards Tale II	14.99
Batman	6.99
Black Tiger	7.99
Butcher Hill	7.99
By Fair Means or Foul	6.99
Cyberoid II	7.99
Daley Thompson Olympic Chall.	6.99
Dragon Ninja	6.99
Echelon	9.99
Emlyn Hughes Int Soccer	6.99
Flight Ace	11.99
GI Hero	6.99
Game Set & Match II	9.75
Gary Lineker Hot Shot	7.99
Guerrilla War	7.25

CS4128 SOFTWARE

case	disk
Guards Compilation	11.99
Hawkeye	6.99
Intensity	6.99
Karate Ace	9.99
Konans Arcade Collection	6.99
Last Ninja II	9.75
Leaderboard Coll. Par 4	11.99
Live & Let Die	7.25
Motor Massacre	7.99
Navcom 6	6.99
Ocean Compilation	9.45
Operation Wolf	6.99
Pacmania	6.99
Pro Soccer Simulator	6.99
R-Type	7.25
Red Storm Rising	10.50
Road Blasters	6.99
Roy of the Rovers	7.99

CS4128 SOFTWARE

case	disk
Savage	6.99
Space Ace	11.99
Sports World 88	9.99
StarRay	10.50
Supersports	7.99
Supreme Challenge	9.45
Taito Coin Op Hits	9.45
Techno Cop	7.99
Ten Mega Games	9.99
The President is Missing	11.99
Thunder Blade	7.99
Tiger Road	7.99
Times of Lore	7.25
Track Suit Manager	6.99
Ultima V	19.95
Ultimate Golf	7.99
Virus	10.50
Victory Road	6.55
WEC Le Mans	6.99

JOYSTICKS

Chester 125 plus	6.95
Chester Mach 1 plus	12.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speeding	10.99
Speeding with Autofire	11.99
Ram Data	7.99
Cruiser	7.99

PERIPHERALS

Azimuth C64 tape head align kit	8.99
5.25" disk box (holds 100)	4.95
C64 Dust Cover	4.95
C64 Disk Drive Cover	4.95
Reset Switch	6.99
C2N Diagnostics Unit	26.95

BLANK DISKS

3.5 D5DD (per ten)	9.95
5.25" double sided (per ten)	4.99

Please make cheques and postal orders to **WORLDWIDE SOFTWARE**. All prices include postage and packing in UK. Overseas orders please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail. Advertised prices are for mail and telephone orders.

The Instant Catalog
X-MAS SPECIAL WIN AN ATARI ST.

VOL. 1. NO. 5

SPECTRUM	CASS	DISK	ATARI ST	DISK	COMMODORE 64	CASS	DISK
19 - Boot Camp	6.75	10.15	3 Star	16.90	19 - Boot Camp	6.75	10.15
After Burner	6.75	10.15	AD&D Heroes OR Pools	16.90	AD&D heroes or Pools	6.75	10.15
Alien Syndrome	6.75	10.15	Chenoa Quest	20.25	Afterburner	6.75	8.80
Barbarian II	6.75	10.15	Daley's Olympic Challenge	13.50	Arma	6.75	8.80
Carrier Command	10.10	10.80	Drifter	16.90	Barbarian II	6.75	8.80
Cyberoid II	5.40	8.80	Eliminator	13.50	Black Tiger	6.75	10.15
Daley's Oly Chall	6.75	10.15	Elite	16.90	Bombuzal	6.75	8.80
Dark Fazon	5.40	8.80	Federation of Free Traders	20.25	Cyberoid II	6.75	10.10
Dark Side	6.75	10.15	Nebulus	13.50	Daley's Olympics	6.75	10.10
Empire Strikes Back	6.75	10.15	Night Raider	13.50	Dark Side	6.75	8.75
Fists 'n' Throtilles	8.80	10.15	Powderdome	16.90	Emlyn Hughes Int Soccer	6.75	8.75
Flight Ace	10.10	12.15	R-Type	16.90	Fernandez Must Die	6.75	8.75
Football Manager 2	6.75	10.15	SDI	13.50	Football Manager II	6.75	10.15
Fox's Fights Back	6.10	8.80	Speedball	13.50	Game Over II	6.10	8.75
Frank Bruno's Big Box	8.80	10.15	Starglider II	16.90	Last Ninja 2	8.80	10.10
Game, Set & Match 2	8.80	12.15	STOS - Games Creator	20.25	Rambo III	6.75	10.15
Giants	10.10	13.50	Super Hang-On	13.50	Red Storm Rising	10.10	13.50
Gold Silver Bronze	10.10	12.15	Triad Vol I	20.25	Road Blasters	6.75	10.15
Guerrilla War	6.10	10.15	Virus	13.50	R-Type	6.75	10.15
Intensity	5.40	N/A			Salamander	6.10	8.75
Karate Ace	10.10	10.15			Savage	6.75	8.80
Last Ninja 2	8.80	N/A			Strip Poker II Plus	5.50	7.00
Lazer Squad	6.75	8.80			Thunder Blade	6.75	10.15
Leaderboard Par 3	10.10	13.50			Tiger Road	6.75	10.15
Mega Games Vol I	8.80	10.15			*Fists 'n' Throtilles	8.80	10.15
Operation Wolf	5.40	10.15			*Flight Ace	10.15	12.15
Overlander	5.40	8.80			*Frank Bruno's Big Box	8.80	10.15
Pepsi Mad Mix	5.40	8.80			*Game, Set & Match 2	8.75	12.15
Rambo III	6.10	10.15			*Giants	10.15	12.15
R-Type	6.75	N/A			Gold Silver Bronze	10.15	12.15
Savage	6.10	N/A			*History in Making	6.75	10.15
Soldier of Fortune	5.40	8.80			*Karate Ace	8.80	10.15
Space Ace	10.10	12.15			*Leader Board Par 4	10.15	12.15
Strip Poker 2	5.40	8.80			*Mega Games Vol I	8.80	10.15
Supreme Challenge	8.80	11.50			*Space Ace	10.15	12.15
Taito Coin-op Hits	8.80	12.15			Last Ninja 88	8.80	10.15
Thunder Blade	6.10	8.80			*Supreme Challenge	8.75	11.50
Ultimate - The Works	8.80	10.15			*Taito Coin-Op Hits	8.75	12.15
					*We are the Champions	6.75	12.15



INSTANT, Boston House,
Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.

0533 510102

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 1500 ST TITLES
NOW IN STOCK**

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 S.A.E. TO:
MIDLAND GAMES LIBRARY
48 READWAY, BISHOPS CLEEVE, CHELTENHAM, GLOS.
Tel: 0242-67-4960 9.30-4.30
All our programs are originals with full documentation



**WIN WITH
COURSEMASTER**

NEW

"THE COMPUTER HORSE RACING PROGRAMME"

- RATES ANY RACE IN SECONDS - DAILY NEWSPAPER IS ALL YOU NEED.
- NEVER out of date - Both N. Hunt and Flat - Fast data entry.
- AMAZING ACCURACY!! - Now you CAN BEAT THE BOOKIE!!
- Works on the simple principle **FAST HORSES BEAT SLOW ONES!!!!**
- Clearly identifies selection in every race plus these **AMAZING** features:
 - First, Second and Third choice shown for Tricasts etc. Actually works out your WINNINGS on most popular bets in c PATENT, YANKEE, CANADIAN, HEINZ etc. Good EACH WAY and long odds bets clearly shown.
 - Will PRINT out your BETTING SLIP for you.
 - Maintains a BANK ACCOUNT - BET like PROFESSIONALS do!
- PLUS!! - **THE AMAZING COURSEMASTER SYSTEM** - Huge returns from small stakes. Try it! Can pay for itself many times over on the first day!

Free HOT TIP OF THE MONTH sent to every purchaser.
All for £14.95 inc post & packing (Disc users add £2.00 for disc). Available for SPECTRUM (48K and above inc + 3 disc versions), Commodore 64 & 128, Sinclair QL, Amstrad CPC, and all PCWs. Please state which.
To INTRASET LTD (Dept C + VG), FREEPOST, 6 Gilderdale Close, Gorse Covert, Birchwood, Warrington WA3 6TH. Or large SAE for further details.

THE CRUCIAL COMPILATION



THE IN CROWD

ocean



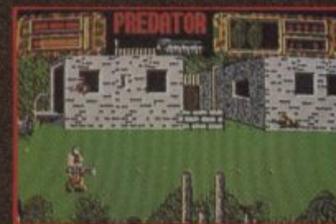
GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerrillas and strange enemy defence systems - but you have the fire-power and, maybe, with a little skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Marians will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY.
© Palace Software Ltd



CRAZY CARS You are racing in the world's craziest race: The American Cross Country Prestige Cars Race. If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO. PREPARE TO START, READY? GO!!!
© Titus Software Ltd
LAST MAN STANDING © GAMESCOPE



PREDATOR You've heard about Predator, the Schwarzenegger movie - now you can play the leading role. Take a crack commando unit into the South-American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
© 1987 Twentieth Century Fox Film Corp. All rights reserved.



KARNOV Join Karnov, the fire-breathing Russian stogman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters - have you ever been killed by a skeleton on an ostrich?
© UK's No. 1 Dream Software Ltd



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamers.
© 1987 Konami



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct - the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg as you chilling quest to confront "MR. BIG".



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information: if you come out of this alive, you'll be just one of the few!
© 1986 Hemisphere Film Corporation. All Rights Reserved.

**SPECTRUM
AMSTRAD
COMMODORE**



**CASSETTE
£12.95**

INTERNATIONAL KARATE

- ▶ MACHINES: C64/ST/AMIGA.
- ▶ SUPPLIER: SYSTEM 3.
- ▶ PRICE: C64 CASS £9.99, C64 DISK £14.99, ST £19.99, AMIGA £24.99.
- ▶ VERSION TESTED: ST.
- ▶ REVIEWER: JULIAN RIGNALL.

The beat 'em ups available on 16-bit are a pretty weak and weedy bunch but that's about to change with the release of *IK+*, a fightin' 'n' fumpin' game that knocks everything else for six.

It was written by Archer Maclean, whose previous games, *International Karate* and *Dropzone*, are both considered classics. His latest creation is basically a translation of the 8-bit version, which appeared during the Autumn of last year, and has been enhanced with digitised sound effects, improved graphics, an extra bonus round and film-like opening sequence.

Unlike most karate games, *IK+* has three on-screen fighters, either two computer controlled against a brave solo

▼ Six fighters boogie in the pause mode.

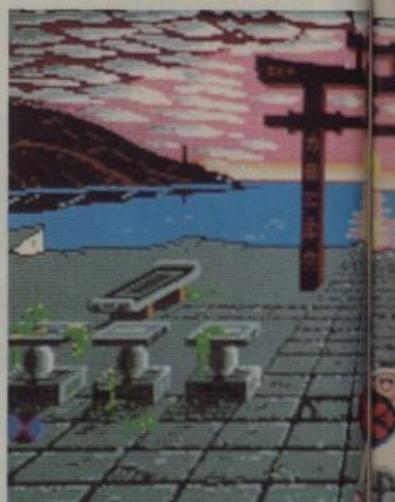
player, or two humans against the computer. The objective is obvious – stay alive by beating the others. There are seventeen moves available, ranging from mid-air split kicks to head butts and backward somersaults. Each kick or punch scored on an opponent awards the player with either one or two points, depending on the effectiveness of the move. The first fighter to score six points wins the bout, and the remainder of the thirty second time limit is converted to bonus points. If the player has the second highest points score, he goes through to the next round; if he's last he's out.

Every third screen takes the form of a bonus round. In the first the fighter has a shield and deflects balls as they bounce on from the left and right. The more balls deflected, the faster they come – dodge all 64 and 5,000 survival points are awarded. The second bonus screen requires bombs to be kicked off the screen before they explode – if the fighter gets hit by shrapnel the round ends. If all bombs

are successfully booted, 5,000 points are given. Every subsequent round alternates between balls and bombs.

The player starts a game classed as a white belt, and as he goes through the rounds is promoted to yellow, purple, green, brown and eventually to black – where the opponents are very tough indeed.

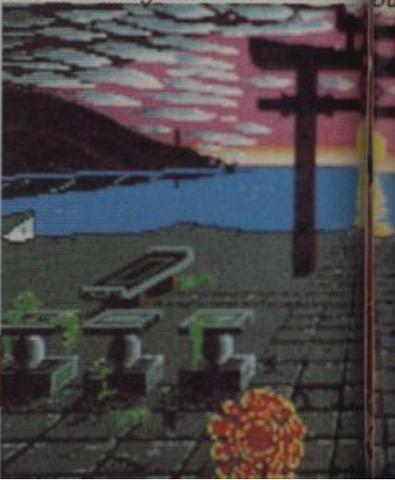
A very unusual feature of *IK+* is the mass of cheat modes – there are over fifty of them! Some of the things you can do include changing the judge's shirt colour, altering the size of the shield logo during the bonus round, making the fighter's trousers fall down and changing the background colour. One of my favourites is



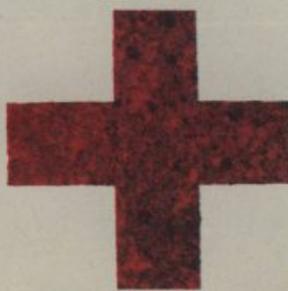
▲ Red and blue psyche each other



▲ Brandishing the shield in the bonus



DITIONAL RATE



opening sequence and title screen, complete with psychedelic fighters, and the pause mode is great.

Some may say that beat 'em ups are past their prime, but I defy anyone to pick this up and not get totally hooked. It's got all the elements of a classic, and has the timeless gameplay that'll keep you coming back long after 'big' games like *R-type* and *Starglider II* have been relegated to the software shelf.

activated by typing PAC – keep watching the background. There are also a wide variety of messages, and the game can also be put into turbo mode, which is brilliant fun!

The animation is excellent throughout, with the fighters looking superb and moving with a convincing cartoon-like fluidity. The range of expressions and reactions is absolutely superb, further enhanced by the incredible digitised sound effects. The grunts and thumping sounds are great, but the best ones of all are the Bruce Lee screams and wails – in the midst of a fight *IK+* sounds just like the fight scene at the end of *Enter the Dragon!*

▼ Plenty of fightin' an' fumpin' action.

The gameplay matches the high standards set by the visuals and sonics, and provides much entertainment and enjoyment. The difficulty level is set just right, and the fighters are very unpredictable – there doesn't seem to be a 'safe' move that often flaws games of this kind.

Although the opponents are slow on early levels, their erratic nature can surprise even the most skilled opponents, making the game that much more exciting to play. On very high levels play gets unbelievably frenetic, and requires reflexes and complete concentration to ensure survival.

The presentation is superb, with a lovely

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	7
▶ PLAYABILITY	9
▶ OVERALL	93%

UPDATE . . .

An Amiga version is following hot on the heels of the ST, and although it won't play differently, the sampled sound effects should be a little crisper.

The C64 version has been available for well over a year now, and can now be found on the *We Are The Champions* compilation from Ocean, which is great value for money.



er out after a bout.



onus round.



EXPLORATION OF THE COSMOS Can you live with the reality of

ECHELON

"Spectrum and Amstrad to have solid state 3D graphic versions available:
 SPECTRUM: £11.99t £14.99d
 AMSTRAD: £14.99t £17.99d"

Only the chosen few are trained to operate the Lockheed C-104 Tomahawk - the 21st century's most awesome combat and exploration vehicle.

Only the chosen few experience the excitement and thrill of three dimensional graphics, the delicate manoeuvring of spacecraft and remote pilot vehicles and the cut and thrust of intergalactic combat.

Only the chosen few have the opportunity to undertake a journey with the most advanced space flight simulator known to man.

Only the chosen few are selected for

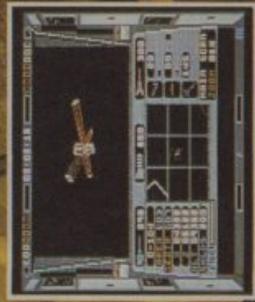
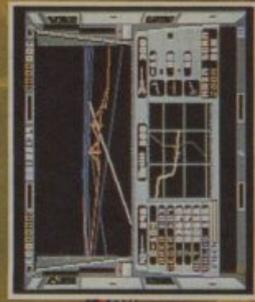
ECHELON

CBM 64/128 TAPE £12.99 DISK £14.99
 SPECTRUM TAPE £9.99 + 3 DISK £12.99
 AMSTRAD TAPE £12.99 DISK £14.99
 PC £24.99 AMIGA £24.99

ACCESS
 Software Incorporates

"LIPSTIK PLUS HEADSET AVAILABLE FOR CBM 64/128 See pack for details."

SCREEN SHOTS FROM CBM VERSION.



ILLUSTRATIONS: PETER ANDRE & JONES.
 COPYRIGHT: SOLAR WIND LTD.
 © 1987 Access Software Inc.



U.S. Gold Ltd. Units 23 Holford Way,
 Holford, Birmingham B6 7AA.
 Tel: 021 356 3388

ROMANTIC ROBOT present

THE YEAR OF THE ROBOT

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.

GENIE

GENIE can disassemble ANY RUNNING program at ANY point. Install GENIE into MULTIFACE or MULTIPRINT. LOAD any program. RUN it. STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP contents of memory or Z80 registers. etc. VIEW and ALTER contents of memory or Z80 registers. etc.

NOW ALSO FOR ANY CPC WITH MULTIFACE TWO; THE INSIDER

VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens. Screens can be copied to printer, incorporated into other programs, saved to tape or drive/disk, animated (6 different screens can be held by VIDEOfACE and changed as you wish).

VIDEOFACE is menu-driven, fast and very easy to use all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

VIDEOFACE

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOfACE is a unique, most useful and powerful add-on.

ONLY £6.95

THE ULTIMATE PERSONAL COPIER

Multiface ST

FOR THE ATARI ST

Magic 64K ROM cartridge with FREEZE BUTTON SAVES the whole PROGRAM or parts incl. SCREEN Instant MULTI-TOOLKIT to STUDY/MODIFY incl. POKE, Find/Replace, FILL, PRINT in Hex/Dec/ASC II Fast & user-friendly DISK to DISK Copying FORMATS disks up to 410K, 820K Instant, fully automatic, menu-driven, fantastic.

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND

LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

LIFEGUARD INFINITE LIVES FINDER

FOR CPC 464/664/6128 OWNERS

Multiface two

THE ESSENTIAL CPC COMPANION

Multiface one + 128

MULTIFACE can stop ANY program at ANY point and COPY it to disk cartridge/wafer tape. It works every time. IS FULLY automatic, menu driven, user-friendly, idiot proof. Absolutely EASY to use - just load a game, push a button to FREEZE it and let MULTIFACE COPY it. Option to SAVE and COPY screens. Most efficient COMPRESSING. Built-in unique MULTI-TOOLKIT - essential for poking, hacking, etc. 8K RAM extension - vital for GENIE, LIFEGUARD, etc.

MultifACE 1 has a joystick interface and works in 48K mode. MultifACE 128 (not for Watardrives) in 48 & 128K mode.

"A GOOD REASON TO BUY SPECTRUM +3" (Crash)

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk."

(Computer Shopper)

"Any 128K+3 owner will find it a wonderful device, indispensable even."

(Sinclair User)

"THE PLUS 3 DISC SOLUTION" (Sinclair User)

Multiface 3

THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

THE YEAR OF THE ROBOT - BE PART OF IT

I enclose a cheque/PO for £ p & p to UK & Europe £ 1.00 Overseas £ 2.00

or debit my No Yes

Name Card expiry

Address

MULTIFACE ONE	£ 39.95	MULTIFACE 128	£ 44.95
GENIE	£ 9.95	INSIDER	£ 14.95
MULTIFACE THREE	£ 44.95	M3 w/through port	£ 49.95
MULTIPRINT	£ 39.95	VIDEOFACE DIGITIZER	£ 44.95
LIFEGUARD	£ 6.95	MUSIC TYPEWRITER	£ 7.95
MULTIFACE ST	£ 49.95	MULTIFACE 2	£ 47.95

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 9BEN ☎ 24 hrs ☎ 01-200 8870 CV6

TURBO

- ▶ MACHINES: ST, AMIGA.
- ▶ SUPPLIER: LORICIELS.
- ▶ PRICE: £19.99.
- ▶ VERSION TESTED: ST.
- ▶ REVIEWER: TONY DILLON.

Turbo Cup is the result of a large sponsorship deal on behalf of Loricieles. In case you didn't know in the Andros Turbo Cup race in France one of the biggest celebrities is the one and only Rene Metge who, judging by the documentation I have on him, has done more races and rallies than you've had hot dinners. As I said, this game is based around the Andros Turbo Cup, a gruelling jaunt around some of France's toughest tracks, including the twisty and turny (with a bit of straight) Paul Ricard track.

You can choose which of four tracks you wish to compete. For a beginner, you want to look for a track with lots of straights and some gentle bends, to make the race a little easier. Unfortunately, computer cars also find

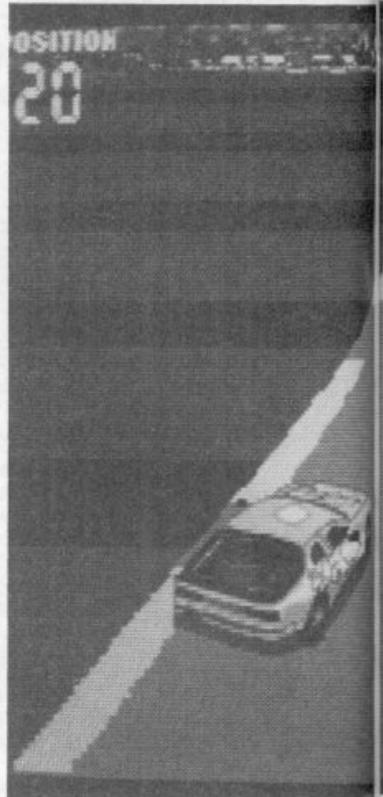
that kind of track easy going, and go just that bit faster. On the more complex tracks, the cars go slower, which makes it a little easier for you to get position, but not to stay on the road.

The ATC is set over a weekend's racing. On the Saturday, each car has to do a solo lap to establish an average lap time and grid position. So, before you can race, you get to do your solo attempt. You start, looking down on your remote control Porsche from behind and above, and this is here you stay, a bit like *Out Run*, but with a much higher viewpoint. It's at this point that you realise just how good the graphics are. The Porsche is amazingly well defined, complete with recognisable interior and Loricieles logo on the door. The road is in much the same mould as *Out Run*, with the two-tone grey stripes that scroll toward

the screen giving the impression of movement.

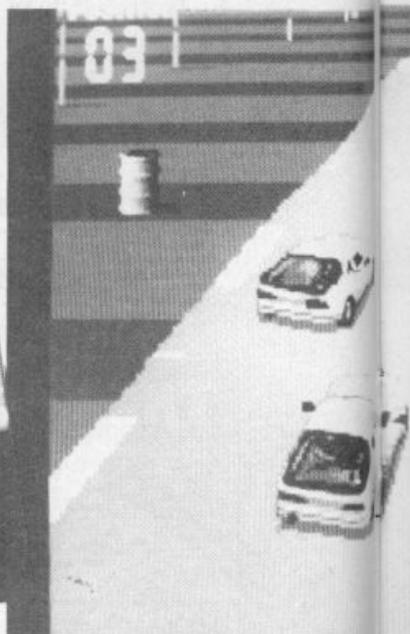
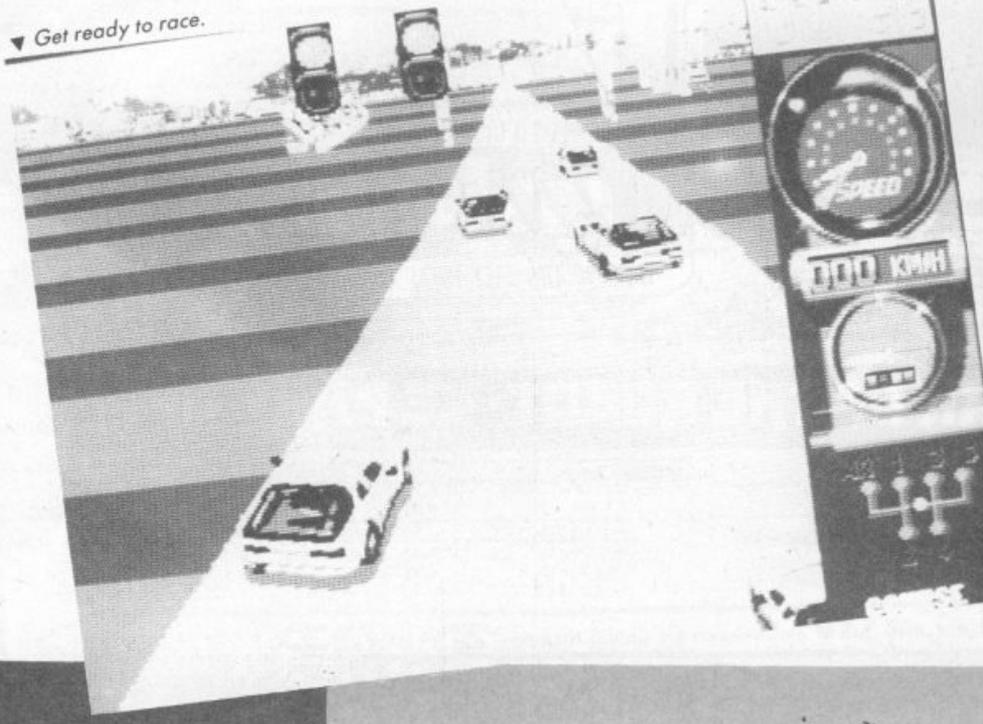
Not that they are necessary. The markings on the road, coupled with the smooth update of the massive edge of the road items (like grandstands, buildings, trees etc) and the ultra-slick hills and dips do all that is needed to make this a convincing game. That plus the smoothly animated computer cars and the widening and narrowing of the track and, oooh, everything.

The sound is good and atmospheric. I didn't know that a Porsche 944 turbo in neutral sounded like a bus. Still, rev up the engine, wait for the light to turn green and push her into first. How do you push her into first? Here's an innovation for you, you get a choice of five different ways to change gear. You can change it the ordinary way

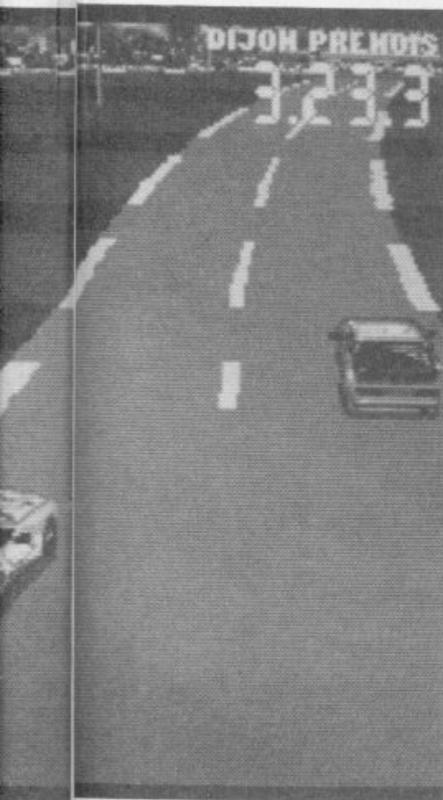


▲ Turbo cup has top marques.

▼ Get ready to race.



GO CUP



(hold down fire and push up or down to change up or down), you can slam it into automatic or you can use the keys one to five to change to gear one to five. All pretty basic. Then you get two choices never seen before. You can use a second joystick to change up or down, or you can hold down fire to go into clutch, and move the joystick in the same way as a real gear stick to move into position, which, though a little awkward at first, soon feels much more natural.

So, you're off and racing round the bends. What do you notice then? The sticky control. Unfortunately every game has a fault, and with this it's the simple fact that the programmers have been a little bit heavy on the inertia, which make the car very hard to control. Plus the fact that the car is hard to steer

round bends at high speed.

Once you've done your practice, you get yourself positioned amongst the 20 other cards in the race and wait for the race to start. The race itself is the same as the practice, other than that there are more cars and it's a bit longer. What you're looking for is the best race time possible, as well as the best positioning at the end of it all. The computer cars make it a little difficult, however. Each has been given a limited amount of artificial intelligence. Basically, they'll get out of your way so that they don't plough into you, but then they'll cut you up so that you can't pass. Should you hit one, one of a three things happens. You bump into them and slow down a little; you're sent into a recoverable spin out, or you're sent flipping and spinning and land on your roof, all depending on

your speed before the crash. What got on my nerves at this point was the way that the computer car was unharmed, and carried on going.

Loriciels hope to market the software with a limited edition offer. A free die cast metal model of the Loriciels Sponsored Porsche (check out our competition for more details), complete with movable steering wheel and gear stick, opening doors, boot and bonnet and reclining seats. At only another few pounds (price to be announced), it's definitely worth shopping about for it.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	6
▶ OVERALL	81%

UPDATE . . .

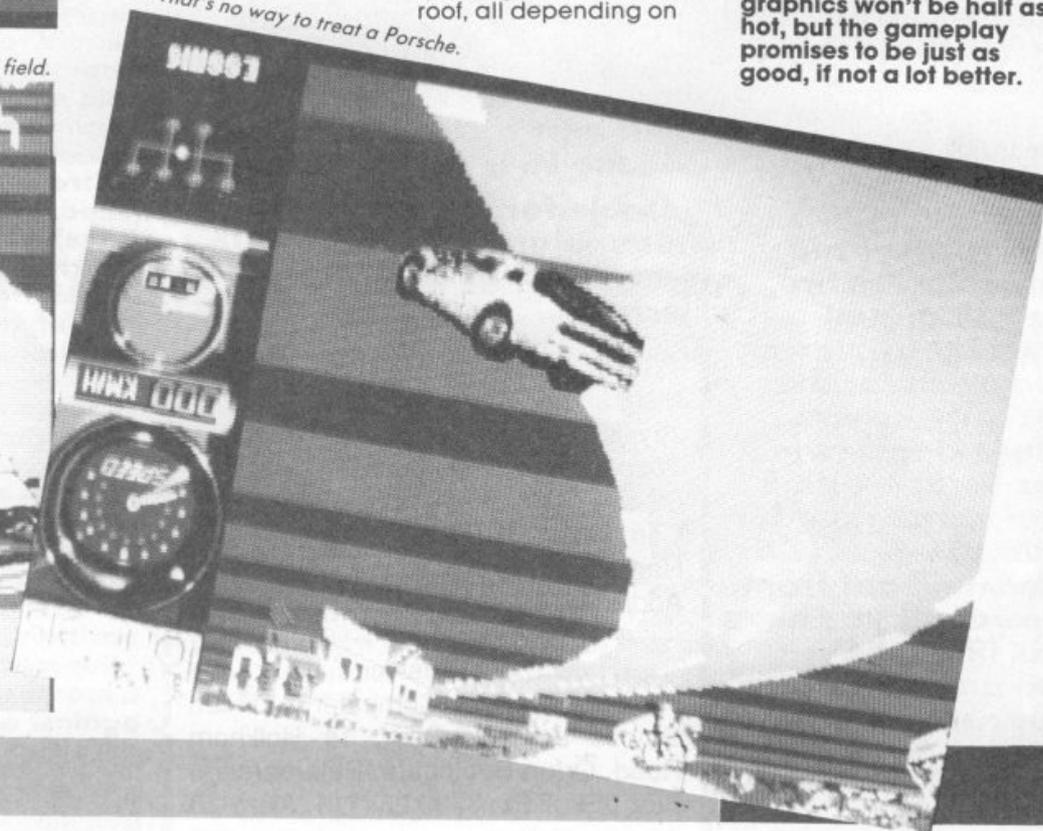
The Amiga version is planned for release at the same time and boasts the same high definition graphics and even faster and smoother gameplay.

C64, Amstrad and Spectrum versions are planned for release at a later date. Obviously the graphics won't be half as hot, but the gameplay promises to be just as good, if not a lot better.

▼ An early attempt to take the field.



▼ That's no way to treat a Porsche.



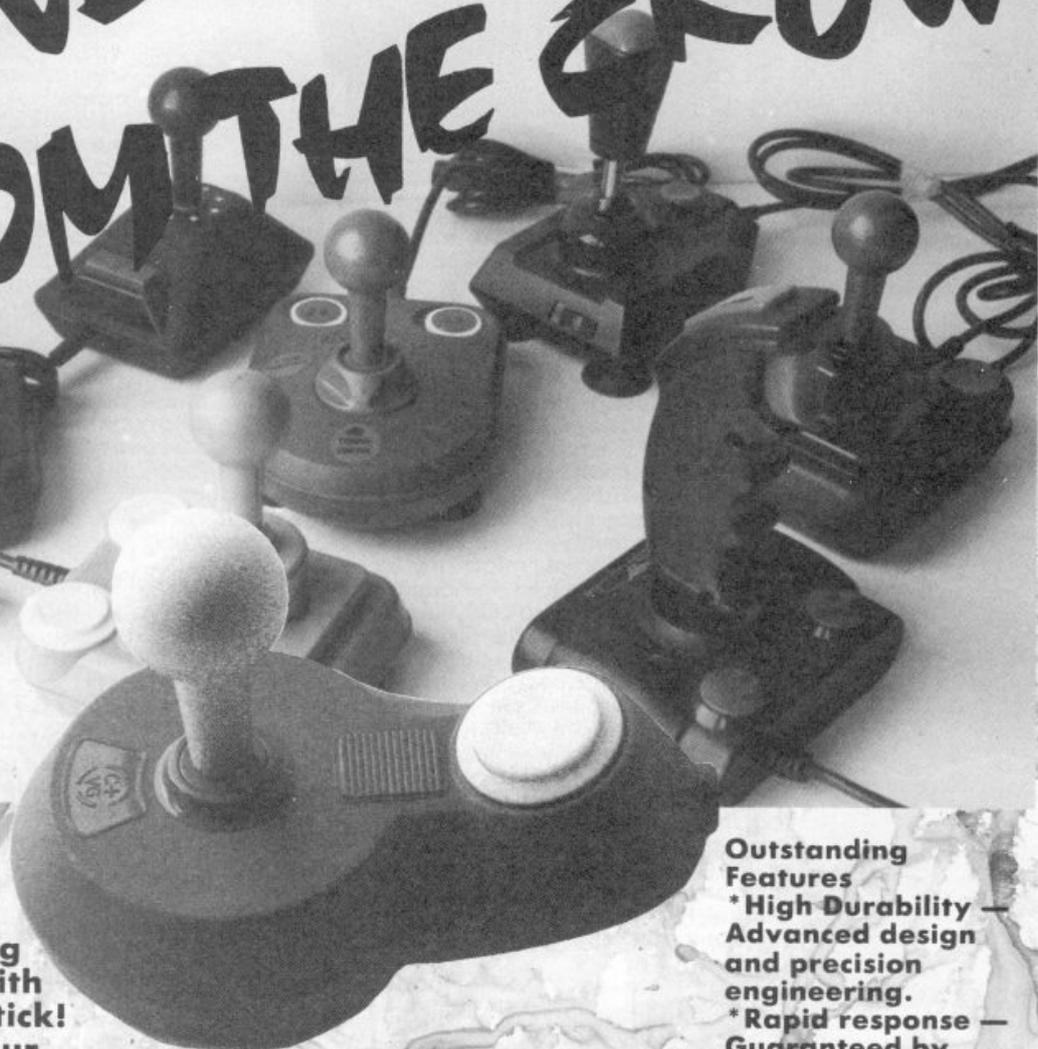
STAND OUT FROM THE CROWD

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 _____

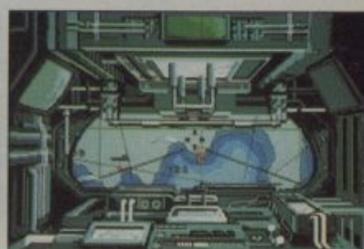
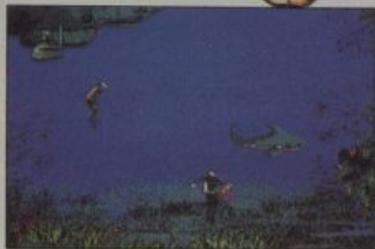
Please return to: Computer & Video Games Joystick Offer, 14 Holkhom Road, Orton Southgate, Peterborough PE2 0EF. TEL: 0733 237111. Allow 28 days for delivery

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.



OPERATION NEPTUNE



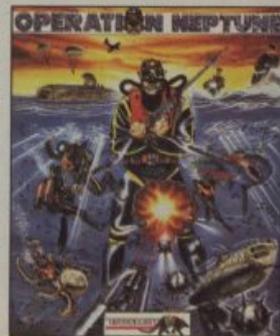
The tranquil surface of the Pacific Ocean belies the battle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscaphe should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

Atari ST, PC, Amiga £24.95

CBM64, Amstrad £14.95 (disk), £9.95 (tape)

INFOGRAMMES, MITRE HOUSE, ABBEY ROAD, ENFIELD, MIDDLESEX, EN1 2RQ.

INFOGRAMMES



THE GREATEST SPORTS COMPILATION EVER!

CAME SET AND MATCH

2

ocean



FEATURING ALL THESE FANTASTIC GAMES

MATCH DAY II · **WINTER OLYMPIAD** · **SUPER HANG ON** · **BASKET MASTER** · **STEVE DAVIES' SNOOKER**
TRACK & FIELD · **NICK FALDO'S OPEN** · **SUPERBOWL** · **IAN BOTHAM'S TEST MATCH** · **CHAMPIONSHIP SPRINT**

Score a goal, race on two wheels, compete in the winter olympics with Bob Sled, Ski Jump, Slalom and downhill. Match strokes with Nick Faldo, make the winning break against Steve Davis but play a straight bat as Ian Botham. Enter the arena in Track & Field as you compete in 100 metre dash, Long Jump, Javelin, 110 metre hurdles, Hammer Throw and High Jump and if

that doesn't finish you off then throw jump shots against the basket ball aces, give it all you've got and go for a touchdown in the NFL Superbowl - then you can sit down...in the cockpit of a Formula 1 racing car as you compete to take the chequered flag! Check out GSM 2 - the ultimate in sports compilations for the SPECTRUM, COMMODORE and AMSTRAD micros.



I S K
£17.95

ocean

C A S S E T T E
£12.95

Note: Super Hang On and Winter Olympiad are just available on the AMSTRAD version.

ATARI ST PC COMPATIBLES CPC AMIGA

MICRONET.

BBC SPECTRUM COMMODORE 64 PCW

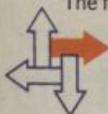


**COMMUNICATION, INFORMATION,
CHATLINES, ELECTRONIC MAIL ...
SOMETHING IS ALWAYS POPPING UP**

Micronet's original and exciting magazines cover the Atari ST, PC compatibles, Amiga, BBC, Spectrum, CPC, Commodore 64 and PCW. And it's a communications network with 150,000 electronic mail contacts, telexing worldwide to 2 million terminals, chatlines, teleconferencing ... all available on your screen 24 hours a day, 365 days a year. **Micronet** is truly interactive! Just complete the coupon and pop it in the post today, or contact our Sales Desk on **01-837-7872** and we'll put you in touch with the world.

If you already have a modem and computer software, dial **021-618-1111**, password **4444** ID **4444444444** for a free demonstration.

The first *Interactive* magazine for your micro.



TELEMAP GROUP LTD

TELEMAP GROUP LTD DURRANT HOUSE
8 HERBAL HILL LONDON EC1R 5EJ

**I AM VERY INTERESTED IN
MICRONET, PLEASE SEND ME FULL
DETAILS. FREE MODEM WITH FIRST YEAR'S SUBSCRIPTION,
WHILST STOCKS LAST. THIS OFFER APPLIES TO UK ONLY.**

NAME _____

ADDRESS _____

AGE _____ (COUPON TO BE COMPLETED BY PARENT OR GUARDIAN IF UNDER 18)

TEL NO _____

MACHINE TYPE _____

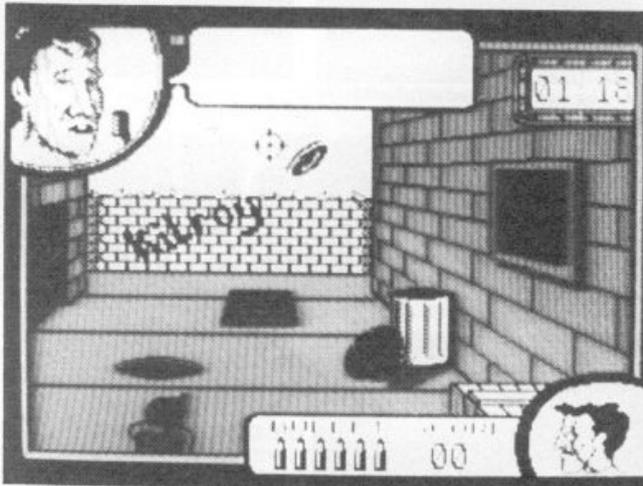


MICRONET

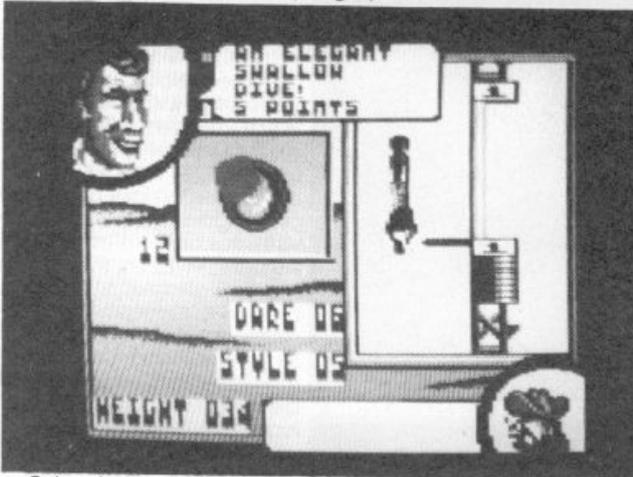
COMSH/C1/1088

SUPERSPORTS

Reviews



▲ Shoot the dustbin lids in alley target practice.



▲ Going down - aiming for paddling pool.

- ▶ **MACHINES:** SPEC, AMS, C64.
- ▶ **SUPPLIER:** GREMLIN.
- ▶ **PRICE:** SPEC CASS, £7.99, DISK £12.99, C64/AMS CASS £9.99, C64/AMS DISK £14.99.
- ▶ **VERSION TESTED:** AMSTRAD CPC.
- ▶ **REVIEWER:** TONY DILLON.

Supersports bills itself as 'The Alternative Olympics'. Alternative. Yes you could say that. Just get to look at what's on offer.

First up is the Crack Shot event. You have a gunsight, a six-shot rifle, and an ordinary, everyday, city alley. You gain points for blasting away at the bounding tins and pop-up targets that appear from drains, and the round targets that mysteriously float across the alley. Now and again a friendly Alley cat will pop

up somewhere and sit on a wall or bin. Don't shoot at these, or you lose five points.

This event isn't too hard once you get the hang of positioning your gunsight in the path of the target and then blasting away. The only things that make it difficult are that after every six shots you have to reload which is a time waster, and you only get one and a half minutes to score as much as possible. After each event, you are shown a league table, showing who's in the lead, and told if anyone has broken any records.

From the elegance of a dirty alley, to the murky depths of an Olympic size bidet. The Dare Devil Dive. The idea behind this little barrel of laughs is that you climb a ladder (anything from 40 feet to 400 feet) and

then attempt to jump from it, perform as many flips and tumbles in the air as possible, and then land in a kiddies' inflatable paddling pool.

The slate smash is a laugh and a half. Two sumo wrestlers stand either side of your karate champ and hold up pieces of slate. You have to punch or kick in the appropriate

now and then and his mouth moving amazingly out of synch. Not as good as *Bobby Yazz*.

Graphics are nice and colourful, as seems to be the norm with Amstrad games these days. The sound is jingly, but becomes grating very quickly.



▲ Oriental beat 'em up event.

direction and try to break as many slates in the 60 seconds.

Cross bow has you at the end of a field, with a target at the other side. Waggle your joystick to build up pressure, then press fire. Aim the bow using the little sight provided, taking care to compensate for the wind and distance and everything.

You don't have a time limit, and you don't have a specified number of lives. Not much of a challenge, really.

Finally, it's the underwater assault course. Swim the length of the black lagoon avoiding clams, jellyfish and mines and collecting coins, occasionally swimming to the surface to get a bit of air. Amazingly tedious, this bit.

All this is overseen by your zany commentator, Gilbert, whose face remains perpetually in the corner of the screen, a little speech bubble appearing

Although there is technically nothing wrong with *Supersports*, I still don't think I can heartily recommend it. I just didn't have much in the way of fun playing it. And when it comes down to it, it's the fun that counts.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	4
▶ PLAYABILITY	7
▶ OVERALL	62%

UPDATE ...

The Spectrum and C64 versions are all being released at the same time, so all three should be in the shops as you read this. The Spectrum version has all the same graphics as the Amstrad, although colour isn't used so lavishly.

The 64 version has much the same in the way of graphics and feel as the Amstrad version.

Reviews

- MACHINES: C64.
- SUPPLIER: MICROPROSE.
- PRICE: £14.95 CASS, £19.99 DISC.
- REVIEWER: TONY DILLON.

Red Storm Rising is the latest in a long, long line of wonderfully realistic and amazingly involved simulations from Microprose, and pretty darn good it is too.

As you might have already guessed, I think that *Red Storm Rising* is terrific. It's got everything a good simulation needs, good graphics, neat game layout: both in terms of the visual side of things and the accessibility side of things. It's got nerve shredding tension and a depth of play that my weekend's superficial playing barely managed to scratch. And it's by Sid Meier, well known for his contributions on other Microprose products such as *Stealth Fighter*, *Gunship*, *Silent Service* (another sub sim), and, so I've been told, the new superfast F19.

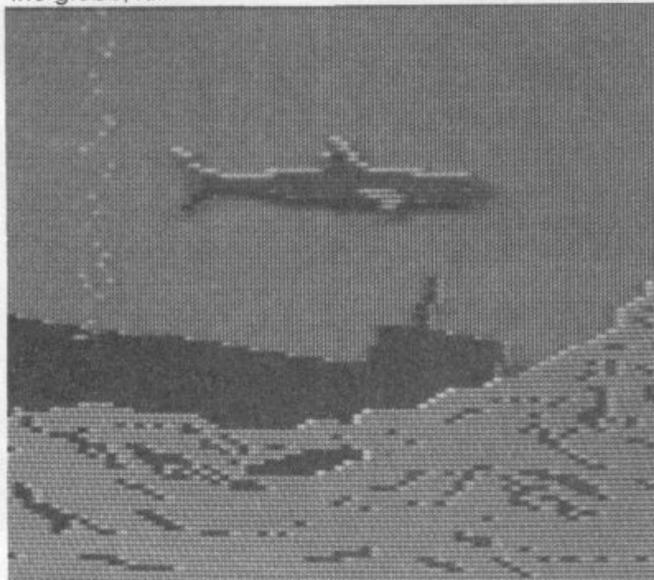
As with all the most recent Microprose 'games', there are two

ways to get maximum enjoyment from the product: you can bung on the key overlay, load the game, put it on easy and learn the game itself, or you can go through the manual and learn the game slowly and carefully. Now I don't know about you, but I'm all one to plunge right in at the deep end, but that's the kind of guy I am. The manual, now that I've got round to it, is great and has 108 pages of very interesting information, full of statistics on enemy vessels, weapons, areas around the globe, full

the depths you can strike at enemy surface ships!

▲ The start of a beautiful intro sequence.

RE STORM



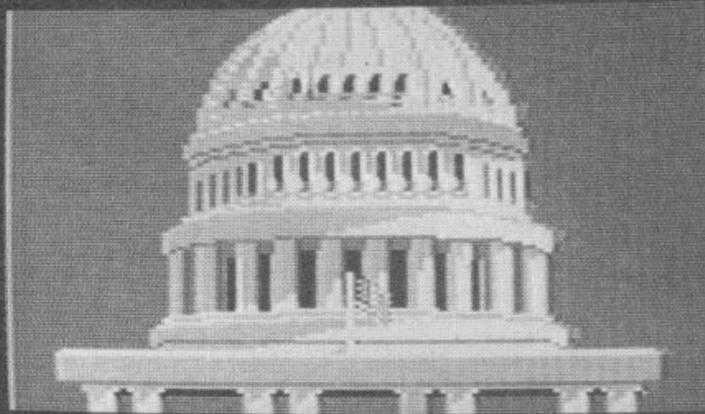
▲ Whoops!

battle analysis, complete step-by-step breakdown of the RSR controls and the capabilities of your sub, plus a large section completely devoted to battle tactics, which came in handy quite a few times during my underwater escapades.

The first thing you should do when loading up is watch the intro sequence. What you get, after a few advertisements for other Microprose sims, is a complete history of the plot of the game, complete with animated films. I especially liked the bit when the Whitehouse is handed over to the commies, signified by the Stars and Stripes coming down and the Hammer and Sickle being raised to the Russian National Anthem.

As with all the Microprose products, you are fed with an almost overwhelming number of options. You've got four skill levels and five subs to choose from, as well as nine different battle situations, ranging from The Duel, which is an underwater dogfight with a Russian sub, to a Carrier Task Force, which has you on all out assault on an aircraft carrier. Plus two training missions against a knackered boat or an ancient sub that gives out more noise than Gary Whitta.

Select what you're going to do, press all the right buttons, slap on the incredibly useful key overlay (almost every key has a function) and it's away you go. Probably the two most useful keys when you start out are the



Your failures could mean the destruction of NATO and the defeat of America

▲ Fight for truth, justice and the American way.

ED

RISING

Pause key, handy for flicking through the manual when you suddenly realise you don't know what you're doing, and a Help key which enables the sub's battle computer to provide you with helpful advice like 'I'd launch a Harpoon or Tomahawk attack on that sonar pickup at 049 degrees, and then get out as quick as possible.'

Once past all the glitz and glamour of the attract sequence, you get into the working environment of the sim proper. Viewed mainly as a set of readings and a map showing all sonar contacts in relation to you, it's clean, it's effective, and it's very easy to use.

So, you're engaging the enemy and you've got a sonar contact. What do you do? Well, first you have to identify what's out there. This can be done two ways. If it's a ship, then you can just surface and check it out with the periscope. If it's out of visual range, or is an enemy sub, you have to go through the many screens concerned with 'sonar recognition'. The basic principle behind this, as far as I can understand, is that everything has a different sonar 'signature'. Your sub's on-board computer has all the details on anything you might be likely to meet, and it's by matching the signature against signatures held on computer that you identify the enemy. Once you know what it is, you then know what it's likely to have weapons wise, and also what its capabilities are, as well as what weapon to use against it.



▲ Attack from below.

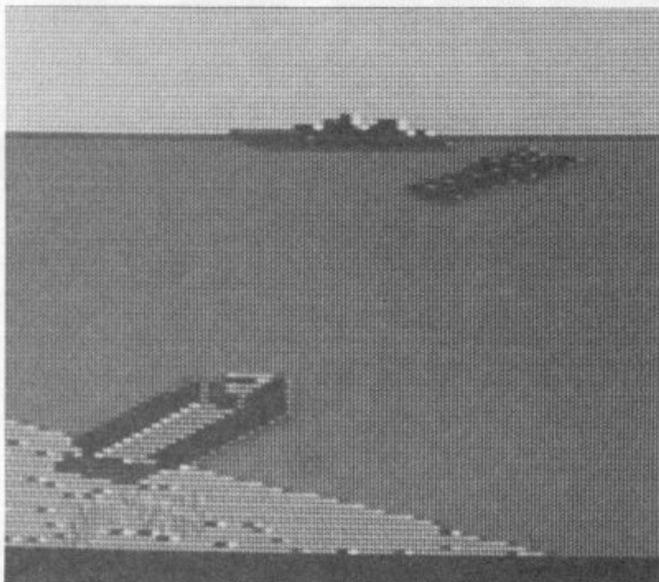
The key to the game, however, isn't just mindless 'There's a boat, boom, oh no there isn't, oh look, there's another one . . .' and so on. The key is stealth. Go low and slow, sneak up on them, launch a quick but deadly attack, then get out of sight again. That's the secret.

Attacking is slow, however. You have to remember that some of these weapons travel through the water, and as they are guided, they are designed to double back should the enemy take evasive action. The flight of the missiles/torpedoes is

displayed as a trail on the map, so you can look back and see just how hard that particular enemy was to sink. To liven things up, thankfully, you get short animated scenes showing the launching of the weapons, plus when/if they hit, you get to watch the death of your opponent.

Should you ever get bored with the many missions that are provided at the start, and I can't see that happening very quickly, you can always try out the full Red Storm Rising scenario, as based on the book itself.

Red Storm Rising is ace, fab, brill, wicked and totally awesome. Well up to the Microprose standard of quality sims. I can't wait for the next one.

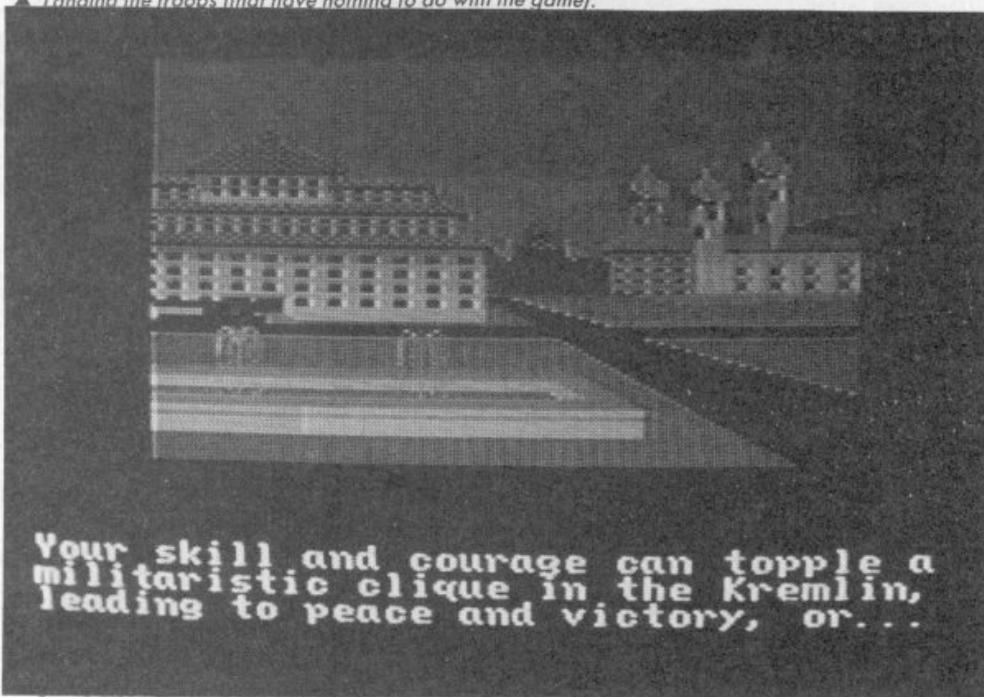


▲ Landing the troops (that have nothing to do with the game).

▶ GRAPHICS	6
▶ SOUND	7
▶ PLAYABILITY	9
▶ VALUE	9
▶ OVERALL	93%

UPDATE . . .

At present there are no other versions available, though Spectrum, Amstrad, Amiga, ST and PC version 'may become available over the next 12 months'.



Your skill and courage can topple a militaristic clique in the Kremlin, leading to peace and victory, or...

▲ What a picturesque view (complete with tank).



BYRITE SOFTWARE



COMMODORE £1.99 EACH OR BUY TWO GET ONE FREE

STAR LEAGUE BASEBALL, DISCOVERY STARRON, KORNBIFF, RESCUE ON FRACTALUS, ICE BUSTERS, COMIC BAKERY, CHAIN REACTION, KINETIC, URUDUM, SCARY MONSTERS, SKATEBOARD, DEATHLON, MYSTERY ON THE HILL, MOUNTAIN ON THE RUN, LITTLE COMPUTER PEOPLE, CENTURIONS, GREYFELL, ARC OF YESOD, LORDS OF MIDWINTER, THROUGH THE TRAP DOOR, CHALLENGE OF THE ROBOTS, SUPERSTAR PING PONG, DANDY, STRIKE FORCE COBRA, RANA, RANA, ICUPS, MISSION OMEGA, HYPERBALL, HIGHLANDER, SKY RUNNER, JSW II, PLAY YOUR CARDS RIGHT, FIRELORD, BIG SLEAZE, MOON CRESTA, MOUNTIE MICKS, EMPIRE, EMPRE, ROUGE TROOPER, DAVY, PILE UP, THE TUBE, POLAR PIERRE, STRATTON, DOGPOHT 2187, ON THE TILES, TRANSFORMERS ESCAPE FROM PARADISE, EAGLES, HYBRID, THANATOS, BOBBY BEARING, SHADOW SKIMMER, NEMESIS THE WARLOCK, PROOXY, OUT ON A LIMB, YABBA DABBA DO, BULLDOG, MAGIC MADNESS, DEATHSCAPE, HYPERBIKER, FUTURE KNIGHT, SIGMA 7, MOON CRISIS 1989, JUMPIN JIMMY, DEAD RINGER, NETHER EARTH, DRUID II, WISSTARS, MURDER OFF MAMI, FIFTH QUADRANT, RIFLE MACHINA, HACKER II, WAY OF THE EXPLODING FIRST, XENO, CYBORG, COMET GAME, DUQUE MINS ONE, EXPLORER, TEMPLE OF TERROR, KILLER RING, KRACKOUT, DECAPTOR, MAX HEADROOM, TEMPLE OF APASHI, ENEMA FORCE, HURRICANE II (PLEASE CHOOSE ALTERNATIVE GAMES TO AVOID DISAPPOINTMENT)

COMMODORE £2.99 EACH

GAME STAR BASKETBALL, SUPERSPRINT, JAILBREAK, GRAND MASTER CHESS, PITMANS TRYING TUTOR, DARK EMPIRE, TOMAHAWK, QUARTET, FIRETRAP, SIDEWIZ, SENTINEL, IMPLOSION, RAMPAGE, HYSTERA, FIRETRACK, SAMUR TRILOGY, PSYCHO SOLDIER, BOULDERDASH II, AVENGER, BOULDERDASH, GOTHIC, MAGNETRON, BOBSLEIGH, FIREFLY, BACK TO THE FUTURE, BLACKLAMP, BATTALION COMMANDER, BATTLE IN NORMANDY, COMBAT LEADER, INHERITANCE TWO, REVS + ROAD RUNNER, COLOUR OF MAGIC, THUNDERCATS, MINJA HAMSTER, SHO-LING RD, INTERNATIONAL SOCCER CASS, STAR RAIDERS II, DRAGONS LAIR PART 2, GUADALCANA, BLACK LAMP, SENTINEL, RYCAR, RAMPARTS, TRANTOR, PANDORA, CHINESE CHECKER, HARK, CIPHOID 9, ANDY CAPP, BANGKOK KNIGHTS, CHAMPIONSHIP SPRINT, GALACTIC GAMES, CORPORATION, DAMON, KARNOI, DRAGONS LAIR, INTERNATIONAL KARATE + ZYNAPS, EXCOLN.

COMMODORE COMPILATIONS

UNBELIEVABLE ULTIMATE £2.99
PLATFORM PERFECTION £2.99
BIG NAME BONANZA £2.99

CLASSIXI ONE £2.99 INC.

BOBBY BEARING, BRAIN BLOOD AXE, QUO VADIS, WIZARDY, FIREQUEST
COIN-OP COMPILATION £2.99 INC.

CRYSTAL CASTLES EXPRESS RAIDER, METRO CRYSTAL, CRISTHIANU
DURELL BIG 4 VOL 8 £2.99 INC.

THANATOS, SIGMA 7, DEEPSTRIKEM, SABOTEUR II
PAK VOL. 2 £2.99 INC.

INTO THE EAGLES NEST, BATTY, ACE, SHOCKWAVE RIDER, INTERNATIONAL KARATE, LIGHT FORCE
TRIO HIT PAC £2.99 INC

AIRWOLF 2, GREAT GUERINOS, 30C CATABALL, AMERICAN SPORTS PACK £3.99 INC
CHAMPIONSHIP FOOTBALL, CHAMPIONSHIP BASEBALL, CHAMPIONSHIP BASKETBALL

COMMODORE £1.99 EACH DISC

SPIRIT OF THE STONES, BEAM, RIDER, SPINNOZZY, TRANSFORMERS, BATTLE OF MIDWAY PITBALL, SUPERSTAR, WINGS CAPTURED, HYPERBALL DRUID, EMPIRE, DEATHLON, POLAR PIERRE, ANKH, GALACTIC CONTROLLER, MURDER BY THE DOZEN, THINK ON A SPRING, STALLION, REDHAWK, MR ROBOT, WILLAM WOBBLER, TRACER SANCTION, WINDWARD, KINETIC, ESCAPE FROM PARADISE, LIGHT FORCE, PAST FINGER, RED ARROWS, SUPERSTAR, PING PONG, SUSPENDED, STARCROSS, DEADLINE, ZORK II, ZORK II, BORNED OF THE RINGS

COMMODORE £2.99 EACH DISC

HITS 5, MARBLE MADNESS, SUPER SPRINT, GAMESSTAR, BASKETBALL, STAR RAIDERS II, BEST OF BEYOND, RAMBO, RAMPAGE, DRUID II, FIRETRACK, LUCAS FILM GAMES COLLECTION

COMMODORE EDUCATIONAL £1.99 EACH

RANCH, NUMBER TUMBLERS, SONG MAKER, ALPHA BUILD, FRACTION FEVER, DANCE FLOWERS, SUPERSTAR, PING PONG, VOYAGE, STORY MACHINE

COMMODORE MISCELLANEOUS

SIMONS BASIC + SIMONS BASIC EXTN £14.95
GEOS £9.95
PASCAL DISC £9.95
LOGANAL (INTERNATIONAL SOCCER) £4.95
INTERNOS DISC £2.99
DUNGONS FENCIL £11.99
CLUEDOO, MONDOPOLY, SCRABBLE £7.95
CASS, FASSAM ASSEMBLER - DISASSEMBLER £7.95
CASS, DONKEY CONS (CART) £2.95
SUPERBASIC £2.95

CURRAH SPEECH SYNTHESISER

FREEZE MACHINE £7.95
DISC BOX HLOS 1205 £7.95
10 FUJIDISK £7.95

COMMODORE NEW TITLES

FOOTBALL MANAGER £5.95
BOWEN (COMMANDO) £5.95
GT GIANA SISTERS £5.95
ROAD BLASTERS £3.95
SUMMER OLYMPIAD £3.95
STAR GLIDER £4.95

COMMODORE AMIGA SOFTWARE

STARCROSS £3.00
ZORK I £2.00
LITTLE COMPUTER PEOPLE £5.00
ZORK II £5.00
SEASTALKER £10.00
VADERS £3.50
FINAL TRAP £3.50
ELF £3.50
STOCK MARKET £3.50
WINTER OLYMPIAD £4.95
SECONDS OUT £4.95

ATARI ST SOFTWARE

TRINITY £6.50
HOLLYWOOD HI JINK £6.50
BALLYYHOOD £6.50
MIND FOREVER VOYAGING £7.50
CUT THROATS £6.50
SUSPECT MIST £10.00
PLANET FALL £10.00
ZORK I £10.00
ZORK II £10.00
ZORK III £10.00
LITTLE COMPUTER PEOPLE £8.50
BASKETBALL £8.50
SPEL, SPEAKER £8.50
GOLDEN PATH £8.50
KING QUEST I £7.00
WORLD GAMES £6.50
HACKER II £6.50
SUPER CYCLE £6.50
FAHRENHEIT 451 £6.50
AMAZON £6.50
NEBULAR PRINCES OF AMBER £6.50
KINGS QUEST £10.00
ULTIMA II £10.00

THE BLACK CAULDRON

JEWELS OF DARKNESS £6.50
SILICON DREAMS £6.50
CRJ CARDS £7.00
CLASSICHOES £3.00
DR LIVINGSTONE £3.00
BOULDERDASH £3.00
ADICATABALL £3.00
TURBO ST £4.95
EXTENSION £3.00
SUMMER OLYMPIAD £10.00
WINTER OLYMPIAD £10.00
STOCK MARKET £10.00
SECONDS OUT £2.50
NORD AND BERT £10.00
PLUNDERED HEARTS £10.00
BEYOND ZORK £10.00

LEATHER GODDESSES OF PHOBOS

HITCHHIKER GUIDE TO THE GALAXY £10.00
ENDURO RACER £10.00
PANT WORKS £10.00
INT KARATE £10.00

SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

TEMPLE OF TERROR, HIGH FRONTIER, DEACTIVATORS, BRIDE OF FRANKENSTEIN, TRIAXIOS, LES FLOCS, IT'S A KNOCKOUT, MOUNTIE MICKS DEATHRIDE, BIG TROUBLE IN LITTLE CHINA, TUAJAD, HACKER II, DEADRINGER, GREYFELL, KRACKOUT, COMET GAME, DEATH SCAPES, MERMAID MADNESS, TWISTER, DOG FIGHT 2187, TEMPEST, TEMPLE, FIFTH QUADRANT, BUBBLER, CHOCO, SPACE SHUTTLE, GORDONS SHADOW, DRUID II, SYRIN, MOUNTIE MICKS, MOONLIGHT MADNESS, KILLER RING, EXPRESS RAIDER, MISSION OMEGA, HOWARD THE DUCK, KINETIC, MINDEXTON, RED SCORPION, WISSTARS, GALVIN, HYBRID, COSMIC SHOCK ABSORBER, JERRY THE GEM, COSTA CAPEERS, 10TH FRAME, PULSATOR, LIFE OF HARRY, JARG, PROOXY, DRBK, REBEL STAR, THE EDDOLN, DARK EMPIRE, COPOUT, DOUBLE TAKE, KOIRONIS RIFT, BIG SLEAZE, THROUGH THE TRAP DOOR, SKYFOX, HACKER, XCEL, BALL BLAZER, MOON CRESTA, ACTION REFLEX, BRAINSTORM, FIGHTING WARRIOR, TOY BIZZARE, SAILING, REVOLUTION, CHAIN REACTION, SPEC GRAF, COLOUR OF MAGIC, EXCOLN, BATTLE OF THE PLANETS, PUB GAMES, SKY RUNNER, BIG SLEAZE, THROUGH THE TRAP DOOR, YOGI BEAR (PLEASE CHOOSE ALTERNATIVE GAMES TO AVOID DISAPPOINTMENT)

SPECTRUM £2.99 EACH

QUARTET, MAGNETRON, STAR RAIDERS II, RAMPAGE, GREYFELL, SAMUR TRILOGY, SUPER SPRINT, DRAGONS LAIR PT 2, FIRETRAP, SURVIVOR, IMPOSSIBLE MISSION, WINTER GAMES, SOKOMONS KEY, GUADALCANA, JAILBREAK, NEMESIS, SUPERCHES 3.5, PSH-5, TRADING DO, MINJA HAMSTER, HYSTERA, DRAGONS LAIR, FIGHTER PILOT, DARK SCPTRE, GOTHIC, IMPLORION, BLACK LAMP, SLAINE, RAMPARTS, HEADCHUCKER, DEATH OR GLORY, KNIGHT ORC, CROSSWIZ, CHOLO, TETRIS, CHAMPIONSHIP SPRINT, GALACTIC GAMES, MONEY MANAGER, CHUCKIE EGG II, BLACK MAGIC, GUNSLINGER, EARTHLIGHT, TELECON, DIAMOND, ZYNAPS, INTERNATIONAL KARATE

SPECTRUM MISCELLANEOUS

ROTONDS WAFADRIVE + 1 FREE 64K £17.49 INC. P + P
WAFRA £2.00
EXTRA WAFADRIVE CARTRIDGES £2.00 EACH
15K £3.00
84K £3.00
SPECTRAL WRITER (WORD PROCESSOR) £7.95 (WAF) £3.95 EACH
BROTHER HD 10 DAISY-WHEEL PRINTER INC. £125.95 (WAF) £125.95 P + P
ALPHACOM PAPER (BLACK) £1.95 INC P + P
5 ROLLS £5.00
QUINQHOT JOYSTICK £10.95
SPECTRUM + 3 COMPUTER INC JOYSTICK + SIX GAMES £159 + £5.00 P + P

TROJAN LIGHT PEN + GRAPHICS SOFTWARE

(+ 2 ONLY) £8.95
P + P £3 TITLES, 75p, 4OR MORE
OVERSEAS ORDERS ADD £1.00 PER CASS £10.00

SPECTRUM EDUCATIONAL PACK

AGED 8-12 ONLY £2.99
KING ARTHURS QUEST, ATTEC, CAR JOURNEY, BALLOONING

SPECTRUM GAMES ON ROM ALL £1.99 EACH

SPACE RAIDERS, PLANETODS, CHESS, JET PAC, HUNGRY HORACE, HORACE AND THE SPIDERS, TRANKAM

SPECTRUM COMPILATIONS

UNBELIEVABLE ULTIMATE £2.99
COIN-OP CONNECTION INC (CRYSTAL CASTLE, BREAKTHUR, EXPRESS RAIDER, METRO CROSS) £2.99
LUCAS FILM GAME COLLECTION INC (THE EDDOLN, RESCUE ON FRACTALUS, BALL BLAZER, KIRONS RIFT) £2.99
FUN PAK 3 INC (THE HULK, LEVITATION, TREMOR) £1.99
TRIO HIT PAC INC (GT GUERINOS, AIRWOLF 2, 3DC, CATABALL) £2.99

KIDS PLAY INC

BOUNTY BOB, MALLSTORM, STARSTRIKE, LUNAR JETMAK, STATION, MONY ON THE RUN, MANSPOIT, NIGHT GUNNER, METABOLIS, XENO £3.99

GAMESTAR SPORTS PACK INC

AMERICAN FOOTBALL, BASKETBALL AND BASEBALL £3.99

SPECTRUM NEW TITLES

FOOTBALL MANAGER 2 £5.95
ST FIGHTER £5.95
ADVANCED DUNGEONS AND DRAGONS £5.95
WORLD CLASS LEADERBOARD £4.95
GAUNTLET II £4.95
HIT PAC VOL 2 £3.99
WINTER OLYMPIAD 88 £4.99
STARGLYDER £4.99

BYRITE SOFTWARE

DEPT C + VG
PO BOX 589
LONDON
N14 6SJ
01-882 6833

Skill.....Tactics.....Strategy.....Decisions.....Excitement.....Tension.....Action

FOOTBALL & CRICKET

QUALITY STRATEGY GAMES from E & J SOFTWARE (Established 1984)

EUROPEAN CHAMPIONS - NEW - THE INTERNATIONAL CHALLENGE OF THE EUROPEAN NATIONS CUP - Genuine Nations Cup Format with full Random Draw of 32 Seeded Teams - Fixture List, Results and League Tables of ALL 8 Groups - Discipline & Medical Reports - Squad of 22 Players plus 5 Other Players available - 17 Month Itinerary of Qualifying Group (Arrange Friendlies) and Finals - PLUS many more Superb Features and Options. EUROPEAN CHAMPIONS includes E & J's MATCH PLAY SYSTEM an imaginative and exciting new style of match presentation which captures the ACTION, DRAMA & TENSION of International Football.

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION - Select Friendlies - 25 Players - Qualifying Group - 2 In-Match Subs - Discipline Table - Select Tour Opponents - Extra Time - Final Rounds - Players Gain Experience - 7 Skill Levels - TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties - PLUS many more Features.

PREMIER II - CAN YOU HANDLE ALL OF THIS? - Play all Teams Home & Away - Unique Transfer Market - Team & Substitute Selection - Named & Recorded Goal Scorers - Injuries - Transfer Demands - Continuing Seasons - Squad Listing All Teams Financial Problems - 7 Skill Levels - Offers to Manage other Teams - Sackings - Managers Salary - Save Game - Team Styles - Bank Loans - AND many more Features.

EUROPEAN II - THE MOST COMPLETE SIMULATION OF EUROPEAN CLUB FOOTBALL YOU CAN BUY - Home & Away legs - Full Penalty Shoot Out (with SUDDEN DEATH) - 2 In-Match Subs - Away Goals count Double (if Drawn) - Full Team & Sub Selection - Extra Time - 7 Skill Levels - Enter your own PREMIER II Winning Team - TEXT MATCH SIMULATION plus Sending Off and Disallowed Goals - Results Table - PLUS MUCH MORE!

CRICKET MASTER - A SUPERB SIMULATION OF ONE DAY INTERNATIONAL / COUNTY CRICKET - Weather, Wicket & Outfield Conditions - Batting & Bowling Tactics - Team Selection - Fast, Medium & Spin Bowlers - 4 Types of Batsmen - Select Field Layout - 3 Skill Levels - Wides - Byes - No Ball - Run Out - Misfield - Dropped Catches - Scoreboard - Batting & Bowling Analysis - Run Rate - Single Option - 3 Game Speeds - STAR FEATURE a complete MATCH OVERVIEW showing Ball by Ball Action and Commentary and MUCH MORE!

TEST MASTER - NEW - A COMPREHENSIVE SIMULATION OF A 5 DAY TEST MATCH - includes most of the Features of CRICKET MASTER and MATCH OVERVIEW plus Declarations - Nightwatchmen - Light Meter - Rain Stops Play - Varying Number of Overs per Day - Follow On - Save Game - New Ball - Bad Light Interruptions - TEST MASTER is a True representation of a Complete Test Match and offers the ULTIMATE CHALLENGE to All Cricket Enthusiasts.

CRICKET MASTER & TEST MASTER prices include a FREE pad of SCORESHEETS

Software availability	Spectrum Any 48/128K		Commodore 64/128K		Amstrad CPC	
	Tape	Disc + 3	Tape	5 1/4" Disc	Tape	3" Disc
EUROPEAN CHAMPIONS	£7.95	£11.95	n/a	n/a	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	£7.85	£11.95
CRICKET MASTER	£7.95	£11.95	£8.95	£11.45	£8.95	£12.95
TEST MASTER	£8.95	£12.95	n/a	n/a	£9.95	£13.95



FANTASTIC VALUE: Special Discount of £2.00 for every EXTRA game purchased (e.g. buy 2 Games deduct £2.00 from TOTAL - buy 3 Games deduct £4.00 from TOTAL - 4 Games £6.00 etc).

ALL GAMES are available by MAIL ORDER for IMMEDIATE despatch by 1st class post and include Full Instructions. (OUTSIDE UK please add £1.00 for postage and send payment in Pounds Sterling only). PLEASE STATE WHICH MACHINE AND TAPE OR DISC. Cheques or Postal Orders payable to E & J Software.

Send to: E & J Software, Room 5, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE.

total fantasy

ROLE PLAYING GAMES

BOARD GAMES	£19.99	Dark Future	£19.99
Blood Bowl	£14.99	Warhammer Fantasy RPG	£14.95
Curse of the Mummy's Tomb	£14.99	Advanced Dungeons and Dragons from £9.95	
Fury of Dracula	£14.99	Basic, Dungeons and Dragons from 7.95	
Dungeon Quest	£9.99		
Heroes for Dungeon Quest	£6.99		
Dungeon Quest Catacombs	£6.99		
Chaos Marauders	£9.99		
Chainsaw Warrior	£14.99		
Kings and Things	£12.99		
Warlock of Firetop Mountain	£14.99		
Warrior Knights	£16.95		
Blood Royale	£19.95		
Railway Rivals	£12.95		
Supersword	£12.95		
King of the Hill	£14.99		
Judge Dread Roleplaying Game	£14.99		
Talisman 2nd Edition	£14.99		
Judge Dread Boardgame	£12.99		
Rogue Trooper Boardgame	£14.99		
Block Mania	£14.95		
Black Legion	£19.95		
Renegade Legion	£19.95		
+ Many More			

PAINT SETS	£5.95	BOX FIGURES	£9.95
Citadel Colour Paint Set	£5.95	Bugman's Dwarf Rangers	£9.95
Creature Paint Set	£5.95	Nightmare Legion (Skeletons)	£9.95
Monster Paint Set	£5.95	Redhoths ORC Archers	£9.95
Expert Paint Set	£5.99	Skarlok's Wood Elf Archers	£9.95
		Rugul's Armoured ORCs	£9.99
		Ulthar's Dragon Company	£9.95
		Goblin War Chariots	£9.95
		Dwarf Onager	£9.95
		Skeleton War Machines	£9.95
		Imperial Space Marine	£9.95
		Space ORC Raiders	£9.95
		Devastators	£9.99
		Rhino (Vehicle Kit)	£9.99
		Elf War Chariot	£9.95

ROLEPLAYING GAMES	£8.95	WARGAMES	£15.95
Runequest	£12.95	Air Superiority	£15.95
Advanced Runequest	£9.95	Air Strike	£16.95
Runequest Monsters	£10.99	Team Yankee	£14.95
Land of Ninja	£10.99	Tank Leader	£12.95
Griffin Island	£14.95	Soldiers	
Rogue Trader Battle Rules	£12.99	+ Many More	
Warhammer Battle III	£14.99		
Siege	£12.99		
Armies	£14.99		
Stormbringer RPG	£14.95		
Paranoia II Hardback	£12.95		

P + P: ADD £2 IN UK. ADD £5 FOR OVERSEAS.

TOTAL FANTASY

Bucktons Yard, Darlington, Co. Durham DL3 7QL
Telephone: 0325 381686

- ▶ MACHINES: SPEC, C64, AMSTRAD.
- ▶ SUPPLIER: TARGET GAMES.
- ▶ PRICE: SPEC/C64/AMSTRAD \$9.95 CASS.
- ▶ VERSION TESTED: SPEC.
- ▶ REVIEWER: TONY DILLON.

Aside from the rather naff packaging, *Laser Squad* is one of the best games I have ever played on any computer. It's one or two-player tactical warfare situation on a small scale with great graphics, sound, playability and hookability to boot. One-player it's great, two-player it's unbeatable.

You are put in command of a group of around half a dozen characters, each with different statistics concerning weaponry and basic strength (both manually and characteristically). The group's role depends on which player you are and which of the three basic scenarios that you can choose to play.

The first is the Assassination.

Player one plays the Laser Squad, a band of Rebels given the job of assassinating Sterner Regix, one of the biggest crime bosses. Player two takes the role of Sterner and his house security droids, each armed with high powered lasers. Player one wins if he manages to kill Sterner within 20 game turns (cycles). Player two wins if he manages to wipe out the Laser Squad.

Second comes Moonbase Assault.

As before, player one takes the part of the Laser Squad, who this time have to attack a moonbase from inside, wiping out all the databanks and computer analysers in the base. Player two has to defend it. Player one wins if he manages to wipe out all the computers. Player two wins if he manages to wipe out the laser squad.

Third is Rescue from the mines.

The Laser Squad has to



▲ Hi Ho, Hi Ho, it's off to maim we go...

LASER SQUAD

go down into an alien mining colony and rescue the three humans imprisoned there. The aliens have to stop them. Player one wins if the humans are rescued. Player two wins if he manages to wipe out five humans, laser squad or not.

Before a scenario, each player has to select armour and weapons for their respective teams. You are presented with cash and have to buy the best armour and most powerful weapon you can, which is a painstaking process. You have a lot of weapons to choose from, which one you choose depends on where you are going to fight. It's no good having a mega destructive rocket launcher if you're going to be fighting in an enclosed area. You have to deploy your characters. For the uninitiated, deployment is a merely positioning your characters in their start positions. The areas you can deploy in are highlighted, and the

computer won't let you deploy anywhere else. Once all this is done, you can get into the game.

A plan of the map can be called up by selecting Scanner on the pop-up menu. On it you can see the positions of all your men, plus the positions of the enemy in any of your men's field of vision, which extends 45' either side of the direction a man is facing.

It's this 'line of sight' rule that governs the combat rules. If you have your back to an opponent, you won't be able to shoot at him, basically because it won't register on your scanner, or even on the main display. You can scroll the main display around, but you won't find any enemy units, which is far more realistic than some previous efforts.

Each man has a number

of Action points, and it's these that govern how much that character can do during a turn (it costs one action point (AP) to turn through 45', four to walk forward over level ground etc) and once his supply has worn out, he can't do anything more until he rotates him using the left and right keys, and push forward for him to move in the direction he's facing, and pull back to make him walk backward.

Graphics are large, colourful, full of character and instantly recognisable. The attention to detail is amazing.

Sound is fab. It's actually quite amazing the sounds Mr Gollop has managed to get out of the little rubber keyed thing.

Laser Squad is one of the hottest games I've ever played. If that isn't enough, Target is releasing expansion packs for the game, with more scenarios and more ideas. Me, I want to see a construction set.

In the mansion in the first scenario there are a couple of bathrooms, each complete with a loo and a sink, as well as lots of other rooms, all fully furnished and some even have some pretty attractive carpet.

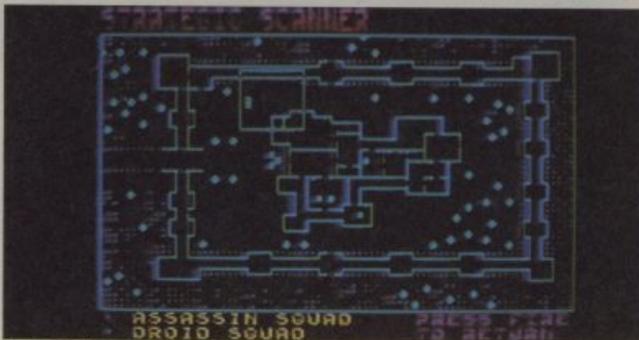
▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	9
▶ OVERALL	97%



UPDATE ...

A 64 version will be available mid-December and boasts some enhanced graphics and sound. The gameplay remains the same.

Expansion Pack One should be available as you read this. It has two new adventures, the second of which is set in a huge alien landscape and is spread over two levels. Sounds good to me.



▲ Scanning for dem dare bad guys.

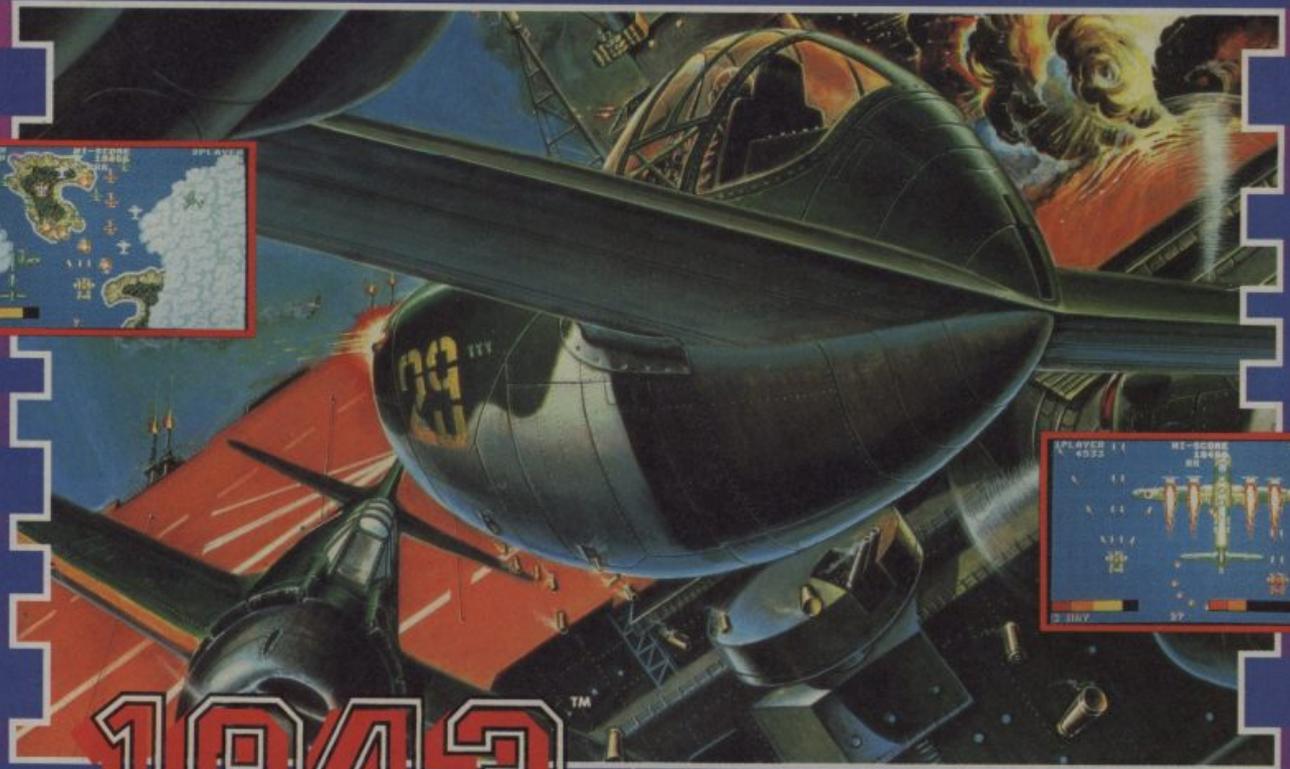
"ABSOLUTE CO



TIGER ROAD™ An ancient tale from ancient China ... birthplace of martial arts disciplines. As Lee Wong you must halt the savagery of ruthless Ryu Ken Oh by overcoming flying Ninja warriors, awesome dragons and acrobatic Sumo wrestlers to name but a few. You'll need all your martial arts training and skill with the spear, chains and sickle to seek out and defeat Ryn Ken Oh in a furious and bloody battle with the scourge of the Orient.

CBM 64/128 £9.99t £14.99d · Atari ST £19.99d · Spectrum 48/128K £8.99t £12.99d
Amiga £24.99d · (Tiger Road £19.99) · Amstrad CPC £9.99t £14.99d

IN-OP POWER™



1943™

1943™ At last, your chance to take part in the Battle of Midway. This sequel to the highly acclaimed '1942' places you at the controls of an American fighter plane. Your mission is to destroy the Japanese carrier Yamato. Exhilarating action!

STREET FIGHTER™ Travel around the globe and do battle with the best fighters that Japan, Thailand, USA, England and China can throw at you.



STREET FIGHTER™

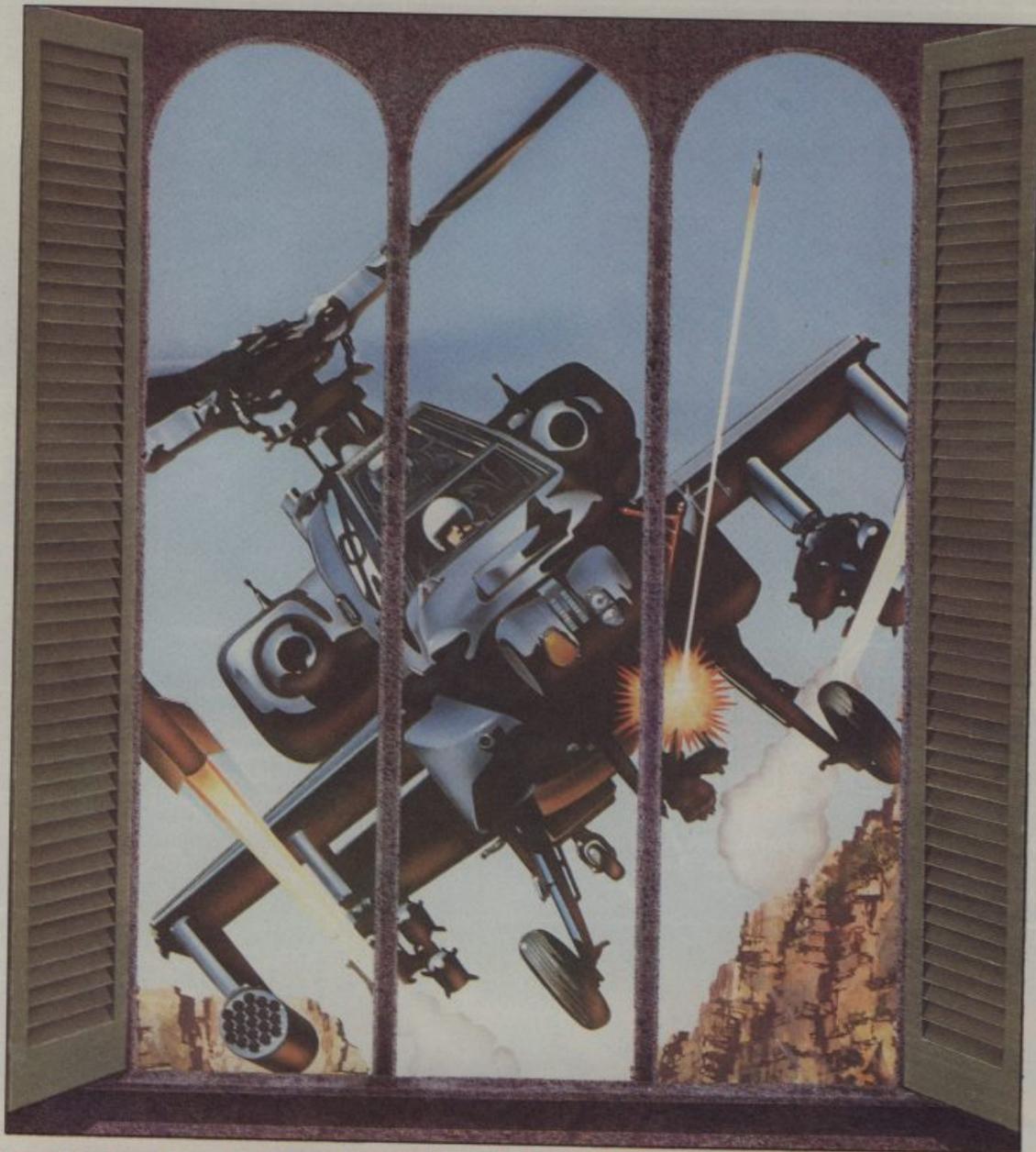


Screen shots from various systems.

CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY

IS REAL EXCITEMENT



PASSING YOU BY?

21st CENTURY WARRIOR APACHE **GUNSHIP**

THE AWARD WINNING ATTACK HELICOPTER SIMULATION

Experience the challenge and danger of attack helicopter flying. Gunship is an award-winning simulation of the Apache, the world's most sophisticated warrior helicopter. Incredibly detailed and featuring revolutionary 3-D graphics, it has flown straight to the top of the UK's best-selling charts.

As pilot you must fight your way through the war zones of the world. You'll use the same amazing array of advanced weapon systems as real Apache pilots - laser guided missiles, radar and infra red warnings, night

viewers, cannons, rockets and jammers. The dangerous combat missions will take you from the training fields of the USA to the battlefields of South East Asia, Central America, the Middle East and Europe.

If you've got the skills to survive you'll be rewarded with medals and rank promotions.

Gunship. The simulation which blows all other helicopter simulations out of the sky.

Available for C64/128 Cassette £14.95, Disk £19.95, Spectrum £9.95, Spectrum +3 £14.95, Amstrad Cassette £14.95, Disk £19.95, Atari ST £24.95, IBM PC £34.95.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos. GL8 8DA. Telephone: 0666 54326

So you think you grew up in a tough neighbourhood, huh? Well make my breakfast, punk! East LA is no easy lay – the homeboys and their floozies, they all carry Uzis. So when it comes to school, ya gotta stay cool . . . (*Enough of this c . . . rap!* – Ed).

What I'm trying to say is that this month we have two movies set in the sort of area where you wear a bullet proof vest to go shopping. The gangs rule the streets, dealing drugs, eliminating their enemies, displaying their *Colors* (18). Not the sort of beat for an average cop . . . but then again, Bob Hodges isn't an ordinary cop.

Hodges may be no angel but he steps in where even the foolish fear to tread. He's the law but he understands the language of the ghetto, which has helped him build a sort of trust with the streetwise kids. Not so Danny McGavin, his new partner. He's only a little older than the gang members themselves, and his idea of diplomacy is a gun in the back or a nightstick to the skull.

Warfare escalates as machine gun fire sprays from the side of a passing car, shattering the silence of the streets. When the smoke has cleared, the screeching of tyres faded into the distance, yet another corpse leaks blood onto the sidewalk. It's a jungle out there but the police CRASH teams are fighting back, wearing their 'colours' too. Will Hodges softly-softly approach to McGavin's gung-ho aggression win the day?

When *Colors* appeared in the States it caused an uproar because people said it glamorised the gangs. I can't see *Colors* as a recruiting film for street fighting – if the guns don't get you, the drugs will. But I'm writing from the peace and quiet of England. There really are areas of American cities which the police have surrendered to the teenagers, and *Colors* paints a terrifying portrait of total anarchy.

Robert Duvall is excellent as the sane and sober Hodges while Sean Penn convinces as the hot-headed McGavin – but then again, he's had a bit of practice. Dennis Hopper directs for maximum

BIG Screen

Freeze, movie-goer! You have the right to remain silent as Ward R Street prowls the latest film previews in the C + VG patrol car.



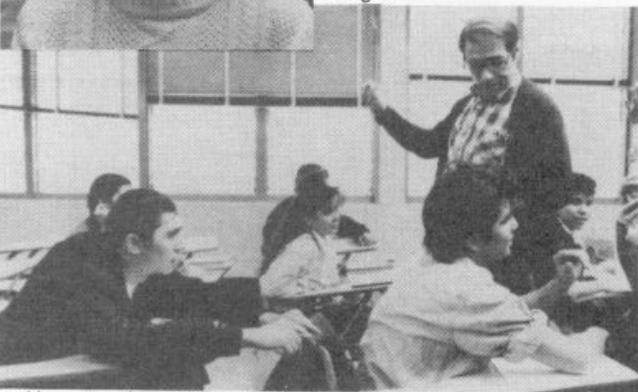
▲ Sean Penn (right) in *Colors*.

atmosphere, and though the film may not be quite the deep statement it wishes to be, it is exciting and frightening. Watch this one then get paranoid as you walk home.



Who'd be an East LA Cop? Worse – who'd try to reach maths in an East LA school? For some crazy, crusading reason Jaime Escalante has given up a perfectly good job in computers because he wants to train the urban terrorists of Garfield High in the mysteries of advanced calculus. This stooping figure with his crater complexion is obviously a madman.

You may think I'm pretty wacko too, advising you to



▲ More naughty children in *Stand And Deliver*.

go see a film about black belt sums but Escalante is probably this month's most charismatic hero – so when he says *Stand and Deliver* (15) you'd better give him the goods. Faced with a group of surly students who can hardly add two to two, Escalante uses every technique from karate chops to playing with toys to persuade his class that they can understand calculus.

Faced with his muscular approach to maths even the toughest of the tough eventually give in, putting in hours of overtime to take a major exam. But their success is so overwhelming that the education authorities won't believe they didn't cheat. So, having successfully battled against a society which told them they would never achieve anything, Escalante's class now has to fight to hold on to its victory.

All this would be a nice, heart-warming little tale but for one thing – it's all true. There is a teacher called Jaime Escalante and he really has worked mathematical miracles. Like *Colors* the atmosphere of the streets and classrooms is unbelievably vivid, with great performances from all the students. But best of all is Edward James Olmos – Castillo in *Miami Vice* – joking, threatening, persuading them that they can do the impossible.

It's good to see a film which says that everybody can achieve things if they only have the confidence and work hard. Compare *Stand and Deliver* with *Nico* (18), a formulaic thriller postponed from last month, in which the 'hero' overcomes his underprivileged background by becoming a violently unorthodox cop. If it comes to a toss up between street warfare or classroom calm, I'm on the side of Escalante and Hodges rather than Nico and McGavin.

Another delayed release is *The Seventh Sign* (15), a not too horrific horror flick in the *Omen* mould. That great warehouse in the sky has run out of souls so the apocalypse is now. Despite some effects work, most of the gore is kept hidden. Not so with *The Hidden* (18). Here the horror drips, squelches and bleeds in explicit colour.

BIG Screen

If East LA cops have problems, the ones faced by Tom Beck are literally out of this world. Investigating the case of a staid businessman who suddenly goes mad and embarks on a killing spree, Beck is given a new assistant, a young FBI man named Gallagher.

Is there something strange about the self-assured rookie? Beck doesn't have time to wonder because now another man has gone loco, springing up from his intensive care hospital bed to live for kicks! Something very strange is happening - something which looks like a huge slug and which oozes out of one man's mouth just before he dives into the body of another. See, I said it was yucky!

The idea of an alien parasite using its human hosts as disposable shells while it lives for fast cars and rock'n'roll is a great one and the first half of the film is enormous fun. But creativity tails off in the last half hour and the movie coasts in to its climax rather than racing at full speed.

Some times it seems like America - or more specifically East LA - is the only place where anything happens. Then all of a sudden you're supping Guinness in a small Irish seaside town and everything erupts around you. It's times like this you call for *Taffin* (18), at all, at all.

Taffin is the local strong arm man. He collects debts, leans on people, that sort of thing - and you know he's not just a common thug because he's played by brooding hunk and one-time Bond contender Pierce Brosnan. But when big business moves into town, with plans to develop the picturesque cliffs into an industry development, even Taffin has his hands full.

With its pretty scenery and a liberal touch of the blarney, bejabbers, Taffin is fairly entertaining. But somehow it isn't tight enough to keep you on the edge of your seat and its underlying debate about the use and abuse of violence is forced.

If you want a film which really flies try *Bird* (15) - the story of the great jazz saxophonist, Charlie Parker. Okay - so this won't please you Status Quo fans but if you're into more mellow

pseudo-theological mess.

Told with all the freestyle of a jazz improvisation, daddio, Bird drifts from poverty to fame, battles with drug addiction and depression, attempts suicide and spends time in mental institutions, told via a series of flashbacks and memories. How good is this film? Well, I went in never having heard 'Bird' play and came out looking for a late night record store to buy an album. Get hip because the 'Bird' really is the word.

I better mention while we're on matters musical another film, which appeared at the end of October. *Imagine: John Lennon* which is a documentary compiled from over 200 hours of film from the late-Beatles' private collection. For anybody interested in the band, or even what happens when a perfectly ordinary Liverpool lad wins fame and fortune beyond most people's imagination.

Talking of superstars, *Switching Channels* (PG) has three of them but still comes out as a weak comedy about satellite TV news.

Quite how Christopher Reeve, Burt Reynolds and one of the most intelligent actresses in Hollywood, Kathleen Turner, got mixed up in this mish mash is difficult to understand.

Turner is the ace reporter about to quit to marry spoilt young playboy Reeve while her boss and ex-husband, Reynolds, tries to hold onto her to cover one last story. Fans of old movies will recognise this story from several other incarnations, but *Switching Channels* doesn't fail because the plot is creaky - it just fails to do it with the style of previous versions. Despite the title, you cannot switch channels in the cinema. Pity!

Slightly more interesting is *Kansas* (15), the story of a college kid, played by Andrew McCarthy, who meets up with drifter Matt Dillon and ends up on the run for robbing a bank. How McCarthy falls in love and tries to avoid the psychotic Dillon is entertaining enough but the film fails to capture the bleakness of middle America in the way that *Badlands* or last year's *Promised Land* did. Despite good performances, in the end *Kansas* is full of corn.



music this is one dazzling solo from first to last.

At around two and three quarter hours, Bird is just a couple of minutes longer than *Last Temptation of Christ*, which gives you some idea of how jazz fans worship Parker - and without wishing to appear blasphemous, this story is a lot more interesting and better made than that

◀ Hands up or we shoot.



▲ Pierce Brosnan in *Taffin*.



▲ Thumbs down for *Switching Channels*.



▲ Watch the Bird - says Ward R. Street.



▲ *Kansas* is full of corn.



▲ John and Yoko - in *Imagine*.

You don't need a computer to work out how good these offers are.



Buy this and get a free Gremlin game.



Buy this and get a free Kixx game.



Buy this and enter
a free trip to New York competition.

It's no secret where you'll find the best offers on these compilations. Because now Boots are giving the game away.

To get yours, all you have to do is send in the form when you buy either Megagames or Giants.

Buy The In Crowd, on the other hand, and you could end up in New York.

A two week trip to the Big Apple is the prize you stand to win if you can answer five questions correctly.

But whatever you do, don't play a waiting game. Offers close on February 28th.

A better buy at 

THE COMPILATIONS ARE AVAILABLE ON AMSTRAD, COMMODORE AND SPECTRUM FORMATS. AT LARGER STORES ONLY SUBJECT TO STOCK AVAILABILITY PRICES FROM £12.95 TO £17.99

A StONKING GOOD Offer

FORM ONE: T SHIRT WITH SUBSCRIPTION

Yes, I think this fabulous T shirt is easily worth £17.99 – or more if I live abroad – and I enclose my cheque/postal order made payable to COMPUTER AND VIDEO GAMES.

My shirt size is Medium (S/C 14)
 XXXL (S/C 15)

Your shirt will be sent separately, but may take up to 28 days.

Please start my subscription at the.....issue.

Tick the correction box:

- One year UK and Eire £17.99.
 One year Europe £27.99.
 One year rest of world (Air Mail) £65.00.
 One year rest of world (Surface Mail) £37.00.

My cheque/postal order is made out for £ _____

OR Please debit my Access/Visa account card number _____

Amount _____ Expiry date _____

Name _____

Address _____

Signed _____

Return to COMPUTER AND VIDEO GAME SUBS OFFER,
 Subscriptions Dept,
 PO Box 500, Leicester LE99 0AA.
 Or ring our special 24 hour Orderline Service and
 quote your credit card number. Tel: 0858 410888.
 ENQUIRIES: 0733 555161.

FORM TWO: T SHIRT ONLY

The 1988 C+VG SHIRT COSTS £5.99.

Please send me.....T shirt(s). I enclose a cheque or P.O made payable to COMPUTER AND VIDEO GAMES for £..... (£5.99 times however many shirts). This price includes postage and packing. I know the shirt(s) may take up to 28 days to arrive. I want this many medium ones..... And this many XXL ones.....

Name _____

Address _____

I will now put this form in an envelope and send it to:
 COMPUTER AND VIDEO GAMES T SHIRT OFFER, EMAP
 Premium Sales, 14 Holkham Road, Orton Southgate,
 Peterborough PE2 0UF.

Quite the best T-shirt you've ever buy for only £17.99*

C+VG comes up with the goods again with the T-Shirt that is the talk of the software industry! Join top bods from US Gold, Ocean, Telecomsoft and the rest in proudly sporting the games world's most credible logo on your ample chest! It's a stonker, and no mistake!

Each trend-setting garment is made from guaranteed 100% material and comes complete with stylish label on the inside of the neck and the "wild and crazy" C+VG sunburst logo slap bang in the middle. And of course, each one comes complete with 12 issues of Britain's biggest selling computer mag posted to your door the minute they leave the presses.

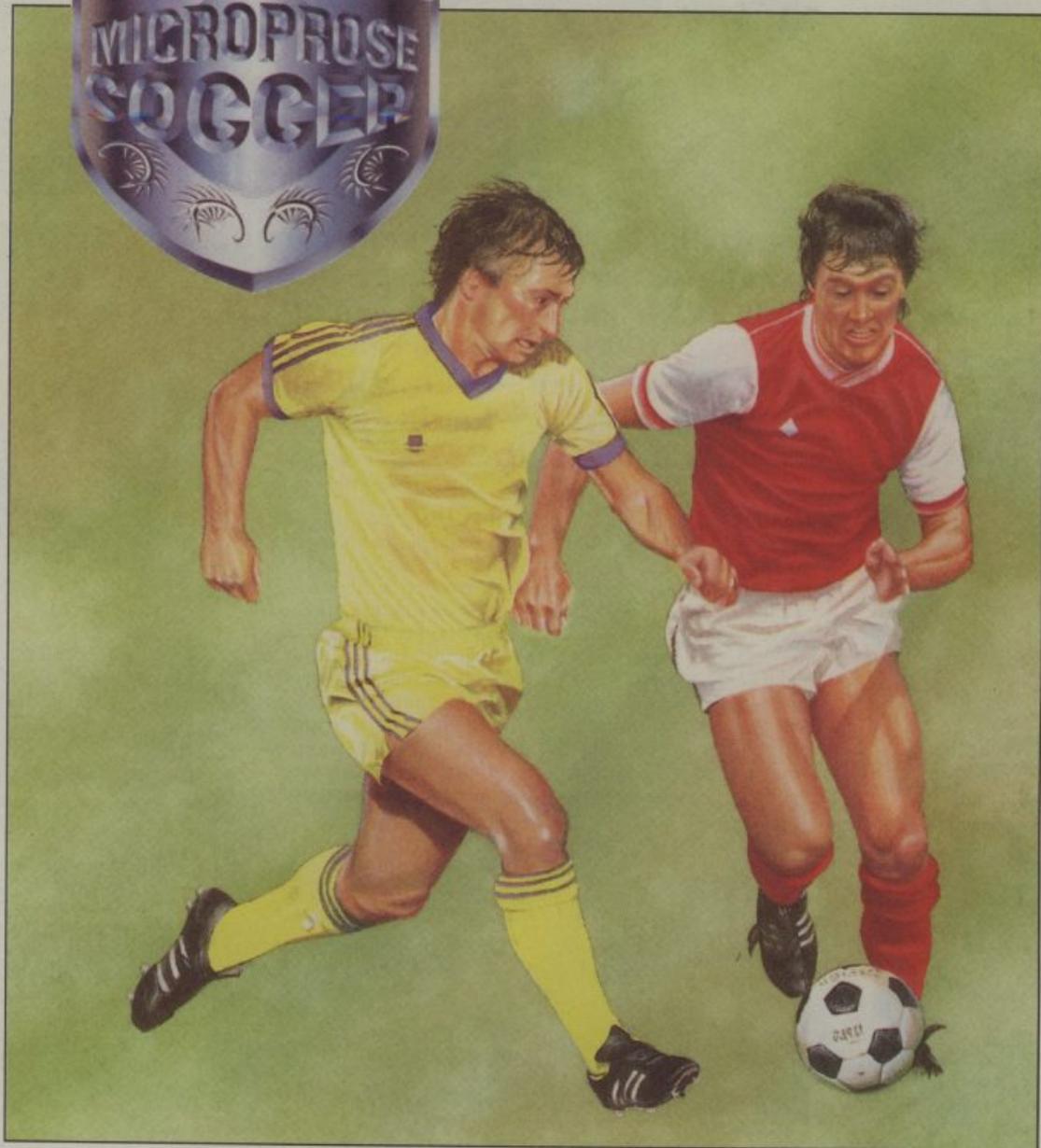
It just happens to be the offer of the century, but if you are of the type that likes a monthly chat with the cheery chappy down the newsagent, then don't despair: you CAN get the shirt without the mags. Just fill out the second form on this page – that's the one that says "T-shirts only" on it – and post it off with a cheque for only £5.99. A snip amongst snips!



* plus a free year's subscription to your favourite magazine!

P.S Anyone entering the Spitting Image competition (see FAX this issue) and wants to draw a cartoon of one of the fine and upstanding body of boys and girls pictured above may find it useful to know which is which. Left to right at back: Lora, Andrea, (Little) Matt, Seamus. Front: Garry, Jaz, Euge. Remember, some of these are caricatures already!





WHAT'S THE SCORE?

It's fun, fast, exciting and addictive. MicroProse Soccer keeps you on your toes, however often you play.

Challenge the computer or a friend, competing in the World Cup, International Challenge or the indoor league.

An overhead perspective of the pitch makes it easy to play good graphics and sound effects make every match seem real.

Fully animated players can perform a whole variety of movements, including overhead and banana kicks. There are 29 different teams and a unique action-replay facility.

What's the score with MicroProse Soccer? It's a winner.

Pick up the best football kit. Now available for Commodore 64/128 Disk £19.95, Cassette £14.95, IBM PC + Compatibles £24.95.

Coming soon for Atari St, Amiga, Spectrum and Amstrad.

MICRO PROSE
SIMULATION • SOFTWARE

MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

FUNNY O INNIT O

Football has been kicked around computer screens for just about as long as the gaming habit has existed. 1988 saw more releases than ever before – Tony Dillon asks what is and what is not good computer football.

Of all the simulations, authentic endorsements and plain old original attempts, there can't be any topic that comes as close to a games player's heart that our very own Soccer. Even in the very early days of paddles and mono displays, where the Grandstand home entertainment console reigned supreme with its

best, the worst, the one with the nicest graphics, the one that you couldn't tell the difference between the ball and the players, or indeed the players from the pitch, or simply the one that we liked the most. Also, we've put our heads together and come up with a league table of all the football games around at the moment,



► Computer football – second only in popularity to computer Ninjas.



► European Five-A-Side – budget footy smash.

incredible 4-game selection football was one of them. Admittedly it was nothing more than computer tennis with double the number of bats, but it was still football. And it was the first.

Since then, many have tried to recreate the feelings of running about on an open pitch, being buffeted by the wind, the cheers of the crowd and smells of the other players. What we at C+VG have tried to do is come up with a comprehensive guide to the more memorable ones, the

including the ones we didn't get to mention. So, here goes, straight into section one, which funnily enough is about.

Arcade Football

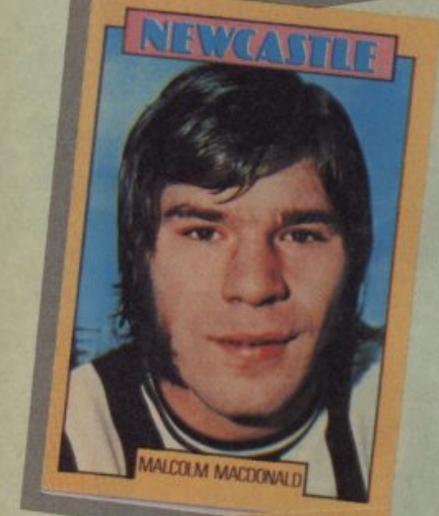
Of the three genre of football games (Arcade, Managerial and Diagnostic), the arcade is easily, judging by the sales, the most widely popular, though games like Football Manager still rank

high up in the list of best selling games. There were many early attempts at football games way back in the dawn of programming history, when programming people were just finding their feet. Now defunct Artic, for example, released World Cup I and II, which both featured small matchstick men, slow gameplay and a very low computer skill level. Funnily enough, World Cup II was given a facelift (well, not really a facelift, more a snip-and-tuck around the chin) and was released by US Gold under the title World Cup Carnival to coincide with the World Cup happening at the time. It came packaged with lots of photographs, posters and other World Cup memorabilia. Nevertheless it flopped and went down in game history as one of the worst games ever, ranking up there with The Great Space Race itself.

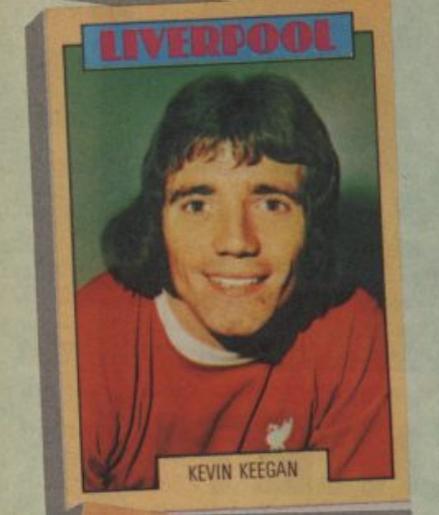
Probably the most



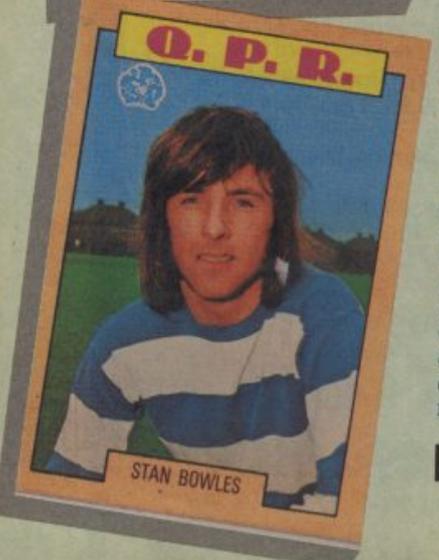
PETER SHILTON



MALCOLM MACDONALD



KEVIN KEEGAN



STAN BOWLES

OLD GAME, CECIL?



the Spectrum anyway. It featured large, well animated graphics, a goalkeeper that could dive and a chance to play through a knockout championship to win the FA Cup, as well as simultaneous two players to boot. Not long after that came Matchday II, which had all the above and then some, such as jumping headers, a league facility with a code entry system, and improved graphics, not to mention DDS. What's DDS? The Diamond Deflection System. What this does is work out what direction the ball's going to travel in when it hits off another player, with the player's speed and direction brought into account.

you tried to do a sliding tackle, they wouldn't get up again, so basically 80 minutes into the game, the pitch would be littered with dead players.

Both the Nintendo and Sega have their own soccer games. Nintendo's is called Soccer, and is quite playable and has several levels of play. It also has a two-player option, but suffers from slightly sluggish joycard response. That withstanding, it's still a lot better than you can buy on most home computers.

Sega's World Soccer is one of C+VG's all-time favourite games, and can be held responsible for many hours of lost work time - particularly the case with

successful of the early arcade football games was International Soccer on the Commodore 64. Originally only available on cartridge (now released on tape and disc by CRL), it featured large blocky graphics, crude animation and a tendency to crash quite a lot (well, mine did!). The funny thing is, even with today's high programming standards and the high level that consumers expect to find of today's software, it's still one of the best you can get on the 64. Except, of course, for a slightly altered version I saw a while ago, changed by the hands of our dear friend, Mr Gary 'Moose' Penn, who changed the players from their running state, and placed them all in wheelchairs, which is sick, and terrible (snigger), and not (cough, splurt) at all (ready to burst) funny (Ha ha ha).

So, what else happened that shook the world of football gaming? Matchday did! Written by Jon Ritman, and Bernie Drummond, it was quite simply incredibly superior to anything that had appeared before it, on

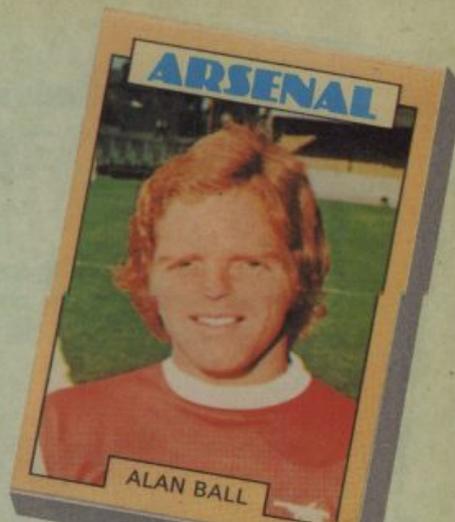


► Sega Soccer - C+VG's all time fave footy game.

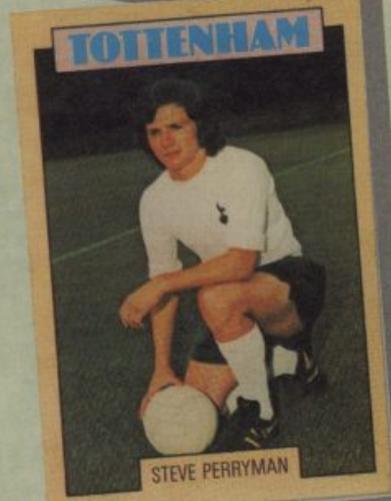
Between these two came the game that should have been a lot better and, judging by its features, it was. Unfortunately, it wasn't. Super Soccer included things like sliding tackles, energy levels and extra training, but was so bugridden and unplayable that it flopped. One major bug was the energy thing. If you played a long game, the players would run out of energy quite quickly. What they would finally end up doing was jog around the pitch at a snail's pace, then if

Gary Williams, the Ads Manager. Unlike him, though, the game is absolutely brilliant and fully captures the spirit of a big game, with the players able to do overhead kicks, banana shots and slide tackles. It's a shame that it's only available on the Sega, as it's the best soccer game on any home system.

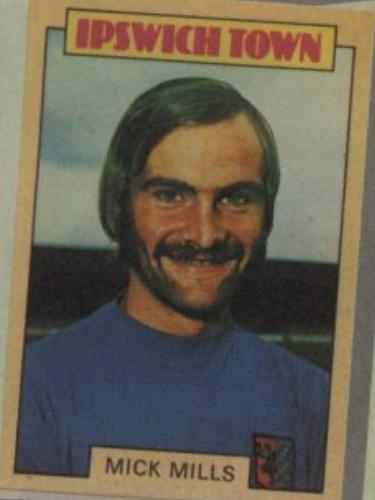
Up until recently, games have been displayed in semi forced perspective 3D, which works really well but often makes aiming for the goal difficult. Now a new



ALAN BALL



STEVE PERRYMAN



MICK MILLS



JOHN TOSHACK

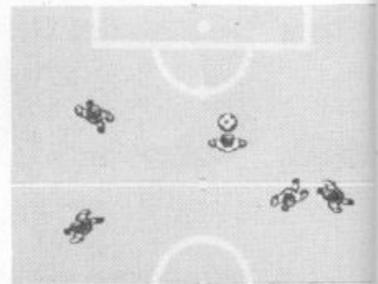
FUNNY OLD GAME, INNIT CECIL?

trend is emerging: the overhead viewpoint.

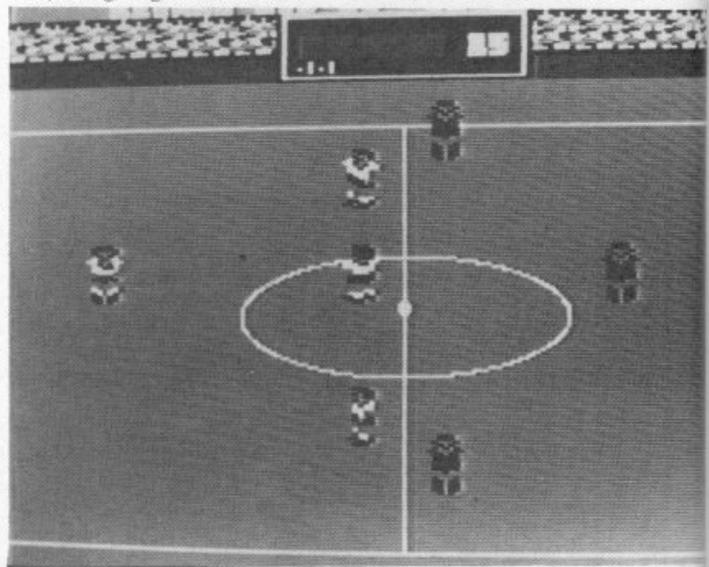
Games like European 5-a-Side and Supercup Football let you view the action from above, which gives a much more accurate look at the action, with the size of the ball increasing and decreasing to denote boots skyward. Easily the best, however, is the new one from Microprose/Sensible Software. It's smooth, fast, very playable and extremely polished and scored 95% in the last issue. It's menu system is incredible, and the game comes a very, very close second to World Soccer - it's easily the greatest football game available for home computers.

But these are mere highlights of all the arcade football games around at the moment. Check out the league table for the full C+VG report. Now, let's move onto the next section, which by some staggering coincidence happens to be about.

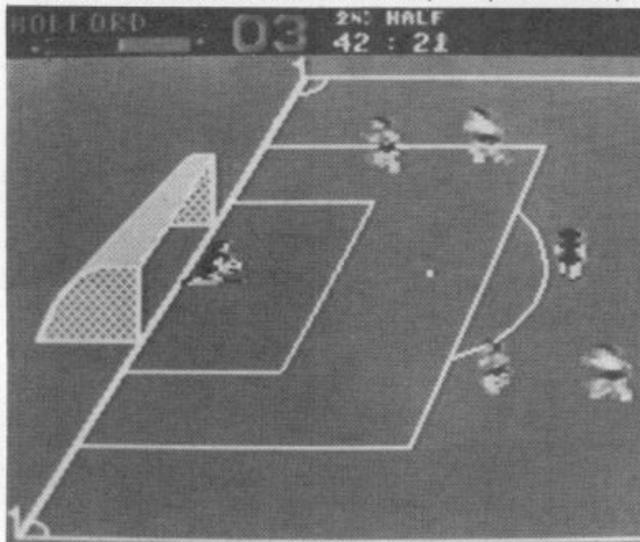
the manager/secretary/-accountant of your chosen team and have to make all the right decisions with the ultimate aim of taking your team to the top of their league and winning the FA Cup/World Cup/Nations Cup/whatever. Of all the ones I've seen, rather than mention games that stand out, I'm going to talk about



▲ Microprose Soccer - is the one to watch



▼ Gary Linekar failed to score. ▲ Matchday - superb on the Speccy.



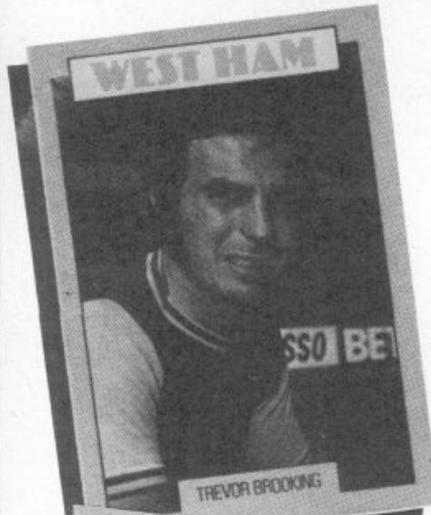
Managerial Football

Moving completely away from games that require fast reactions and an eye of an eagle, and onto the slower, more thoughtful games that are around the managerial. Typically: in a managerial game you take the role of

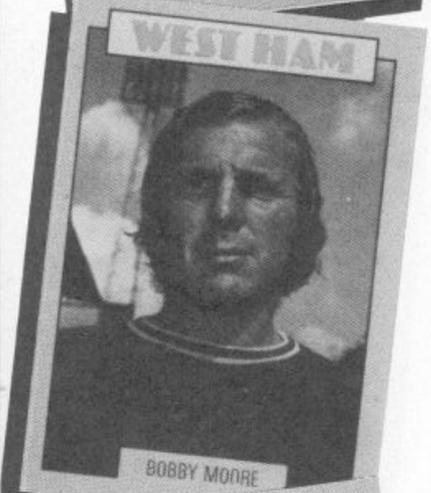
the companies involved. First is Kevin Toms' company, Addictive. They released the first successful managerial game way back in, oh, well it was a while ago. It was then hailed as the best football game ever (not much of claim; check out the opposition at the time!) and was pretty simplistic. Written in 100% basic, it

consisted of a series of screens with a choice on some of them. After cycling through them, you get a few highlights of the match you just played, with matchstick men and beepy sound effects. Though not much by today's standards, it still has to get a mention for being the original. I wish I could say the same for it's successor, FM2. The only difference between them were screen redesign and better graphics on the game highlights. A shame really, considering what could have been done.

One company that I have to mention are D+H games, a company almost solely devoted to managerial games, especially football ones. Though none of their games require huge amounts of thought, feature no graphics, have a tendency to be slow and are generally small, there is still an edge of the seat feeling when playing a match as minute by minute it updates the score. Probably their most famous one is Football Director.



TREVOR BROOKING



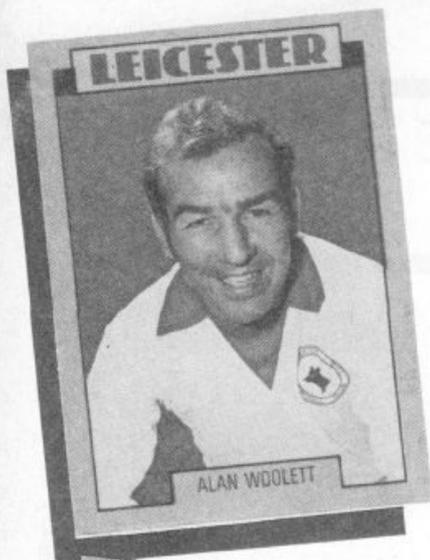
BOBBY MOORE



BOB WILSON



MIKE CHANNON



FUNNY OLD GAME, INNIT CECIL?

What a lot of people don't know is that Football Director is only part of a series. As well as the usual Football Director II, which boasts nicer screens and faster gameplay (except on the +3, which is six times slower than any other version), there's a two-player Super League, which is identical to Football Director except that it boasts two-player simultaneous action, and International Manager, which is Football Director set in the topsy turvy world of international football.

The last company I have to mention is the company that has recently written the best ever managerial game, Goliath Games. Headed by Doug Mathews, of ex-Scanatron fame, Track Suit Manager was the company's first release, and was well-received by everyone and featured all the teams in the World Cup, and all the players in all the teams (around 700 in all) as well as accurate statistics on all of them, a revolutionary match commentary system

that gives you a continuous flow of text telling you what's happening on the turf. All this would normally cost speed, but in this case it doesn't. The speed of the game is fully adjustable via the joystick, from the full 45 minutes a half, right down to eight seconds a half. The Spectrum version is a bit slower than the Commodore version, and boasts a masterful piece of compaction. All the data just fits, and looking at the statistics I've been given, there were two bytes left at the end of it. The funny thing is there were two spelling mistakes, "Substitute" and the other one escapes me for the moment. The point I am two letters missing altogether, so if those letters were included, there would be no room left at all.

I can't talk about managerial games, though, without mentioning the worst: Soccer Boss. Soccer Box is not a very good game. In fact, it's very bad. It boasts amazingly s-l-o-w gameplay, unresponsive

controls and is sooo easy. Needless to say, it's still riding high in the budget software charts. Makes you think, doesn't it?

But of course, there are many others. This is just the cream of the crop and we simply haven't the space to re-review all the old games, for the simple reason that there are so many of them. We came up with over 30! Plus there are lots of pools prediction things and record filers and lots of other serious gimmicks that can't be classed as games.

We leave you now with the league tables. We've done two because it just isn't fair to class arcade games alongside strategy games.

If you've written a football game that you think is any good, or you know of one that isn't mentioned here and you think it should be, then why not drop a line to C+VG. Even if it doesn't get reviewed in the mag, we'll still get back to you and let you know what I think of it. Please include an S.A.E. if you want the tapes returned.

Football Feature - League table 1 - Strategy

Title	Home ground	Realism	Depth	Speed	Visuals	Fun	Tot
Tracksuit Manager	Goliath Games	9	8	9	7	8	41
Brian Clough's FF	CDS	6	8	8	2	10	34
Football Director 2	D+H Games	4	6	6	5	8	29
The Double	Scanatron	8	6	3	3	6	28
Football Director	D+H Games	4	3	3	4	7	21
2 Player Super L.	D+H Games	4	3	2	3	8	20
Int. Manager	D+H Games	5	3	3	3	5	19
Football Manager	Addictive	2	1	3	3	5	14
Football Manager 2	Prism Leis.	2	2	2	5	3	14
On The Beach	Cult	3	2	1	2	3	11
Soccer Boss	Alternative	2	1	1	2	1	7

All the marks are corresponding to the best version of that game. The +3 version of Football Director 2, is six times slower than any other version, so it would be unfair to review that version.

Football Feature - League table 2 - Arcade

Title	Home ground	Graphics	Sound	Playability	Value	Fun	Total
Sega Soccer	Sega	9	8	8	8	9	42
MicroSoccer	Microprose	9	7	8	8	7	39
Match Day 2	Ocean	8	6	8	7	8	37
International Soc.	CRL	5	4	9	9	8	35
Match Day	Ocean	7	4	7	6	6	30
European 5-a-side	Silverbird	6	6	5	8	4	29
Gary Lineker's SS	Gremlin	6	4	6	5	5	26
Peter Beardesley's	Grandslam	7	5	4	3	3	22
Supercup Football	Silverbird	3	2	4	6	4	19
Super Soccer	Imagine	5	3	3	2	3	16
Roy of the Rovers	Gremlin	2	1	2	1	1	7
World Cup Carn'.	US Gold	1	1	1	1	1	5

MICROSELL

Selling? Buying? Here's the Market Place!!

If you wish to place an ad in Microsell send it together with £5 to: C+VG (Microsell Dept), Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

CBM 64. Data recorder, excelerator +, disc drive, 2 power packs, freeze machine, Neos mouse and cheese, £300.50 worth, software. Boxed. Excellent condition, only £300.50. Tel: 259 61299 (Alva).

COMMODORE 128 + Vic 20, 2 data recorders, 2 joysticks, over £200 worth, software. Sell for £300 ono. Telephone: (0472) 72645.

AMSTRAD CTM 640 colour monitor, plus 20 games and image system. Sell £60. Phone: Gerald on 843-2435 after 6pm.

SPECTRUM + 48K, interface and over £200 of original games, only £65. Phone (0706) 74184.

AMSTRAD 464 colour + DDI disc drive, votager, 7 modem with Skywave software, ESP light pen MkII, 2 joysticks, dustcover, 21 disc games, 94 tape games (all originals), 9 books on programming, etc. 75 mags. Worth £1,550 +. Sell for £650 ovno. Tel: 204-0617. Edmund (10 till 10).

LOOK C64, data cassette, Joystick, over 125 games, all originals including Last Ninja, Nimitz, Stealth Fighter, Platoon, Gunship. Only £220 ono. Phone (0273) 476808.

ATARI 520STFM NAD SM104 monitor, £300 software, worth £800, sell £350 ono. Also CBM 64, recorder, Joystick and £280 software, worth £430, sell £170 ono. Telephone: (Simon) 01-428 4388.

CBM 64, music maker, new power pack, cassette, Joystick, 140 of software, 4 cassette holders, 32 mags. £195. Tel: 041-641 5676.

BBC B, disk drive 80/40 Trak, data recorder, £300 + software, AMX Mouse + Super Art Rom. Good condition, worth £900, sell for £299. Tel: Bristol (0272) 867346.

C64. Cassette unit, excelerator + disc drive, 2 joysticks Mk 5 freeze frame, disk box, 25 disks, £700 of software, manuals, all boxed. Sell for £280. Tel Ed: 0306-888456 (after 6).

AMSTRAD, CPC, 6128, Colour and software. New £796. Sell for £450. Cassette player and other accessories included. Will sell separately. Tel: 04973-398 between 4.45pm and 6.45pm.

AMSTRAD CPC64 with colour monitor, disc drive, expansion, s/disc, speech/s and tonnes more. £550 +. Highest offer gets video digitiser free!! Phone Ray on 993-3174, 8.30pm +

C64, 1541C, C2N, Joystick, Freeze Frame III, books, disk box, blank discs, tapes reference guide, £200 of software, only £300. Tel: (0604) 712712 after 6pm.

AMSTRAD 464, green screen, modulator, £500 of software, light pen, 2 joysticks, £40 of magazines. Total £800. Sell for £200. Tel: 01-556 9368. Ask for Paul.

ATARI 800XL. Cassette, disk drive, £800's worth of games (including Gauntlet, Ninja and many more), Touch Tablet and remote control, Joysticks, £200 ono. May separate. Tel: 01-908 2295, after 7.30pm & weekends.

AMIGA A500 + modulator, six weeks old, 10½ months guarantee left. As new, bought for £405, sell for £325 ono. Buyer to collect. Phone Tony after 5pm weekdays. (0268) 412223.

FOR SALE Sega Master Arcade System, good condition, in boxes, includes light gun, control stick, many games. Worth £255, only £140. Tel: (Sheffield) 352669.

WANTED CBS colecovision with large collection of games, or games only, will buy for cash or swap Sega System with 15 games - Bromsgrove 0527 32230.

CBM 64, tape unit, freeze frame, education software, worth £100, games worth £600, joystick and joycard, plus full set of input books. All for £300 ono. Tel: 0823 288747.

GET IT BEFORE IT GOES!



*Don't let some weirdo
buy your copy!
Place a regular order with
your newsagent
NOW!*



Dear Mr Newsagent,
reserve me a copy of
Computer + Video Games.

Name _____

Address _____

Simon © 1987

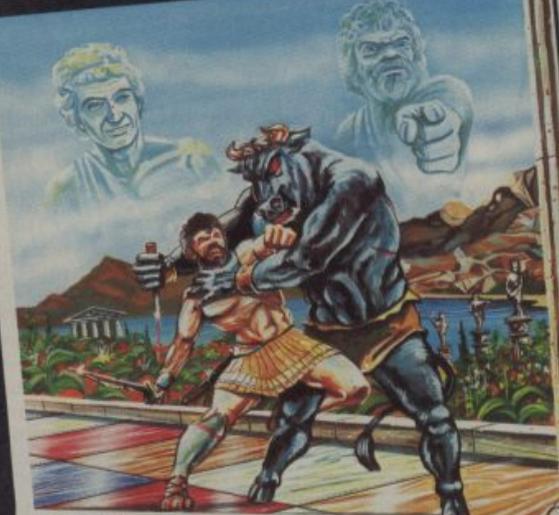
Simon © 1987

No Excuses



ALSO AVAILABLE

POWERPLAY THE GAME OF THE GODS



Atari ST Screens



NO EXCUSES from Arcana, just superbly addictive gameplay. You'll need fast reactions, lateral thinking and above all a cool head to play this fascinating game. Fifty sheets of joystick tingling excitement and a superb construction kit will keep you playing and playing and playing...

NO EXCUSES
£19.95 Amiga
£19.95 Atari ST

POWERPLAY
£19.95 Amiga
£19.95 Atari ST

To order direct from Arcana, tick the relevant box and send this coupon with payment to the address below or ring (0272) 297162

Name _____

Address _____



ARCANA

Arcana Software Ltd, 2 Clare Street, Bristol, Avon BS1 1XS, UK.
Telephone (0272) 297162 Fax (0272) 226586



A stunningly original quiz game for one to four players.

Amiga Screen

AGM

Computer role playing and adventure gaming is changing fast. Their definitions are becoming blurred at the edges – plus all sorts of technological breakthroughs are happening that are giving a tremendous fillip to this new genre.

To cater for this new breed of games, C + VG is proud to present AGM, a specialist column written for the advanced games player by world experts on the subject: Keith Campbell, Wayne B Gamer and Eugene Lacey. So, if you're interested in role playing games like AD + D, Ultima and Bard's Tale, as well as leading edge adventures, board games, PBM and anything else that is truly challenging, AGM is the essential monthly read.

Text Adventures Dead

A wind of change is blowing through the UK's top adventure companies – a right royal force ten gale from the role playing game developers that threatens to kill the static lateral thinking puzzle on computer stone dead. Already Level 9 have committed to producing Fantasy Role Playing games and have also announced that they have developed a new, highly animated, graphics based system for their adventure games – a system more akin to the Sierra 'Leisure Suit Larry' and 'Police Quest' system than to anything else.

Magnetic Scrolls Ken Gordon describes the official company line as "to be tight lipped about future projects." But what he would say is that he believes that adventure and RPG are two different things, that RPG is not particularly new because games like Wizardry were around five years ago, and that next year there would be dozens and dozens of Dungeonmaster clones on the market and that they just might not be bought by anyone.

Shogun – Infocom flash their piccies.

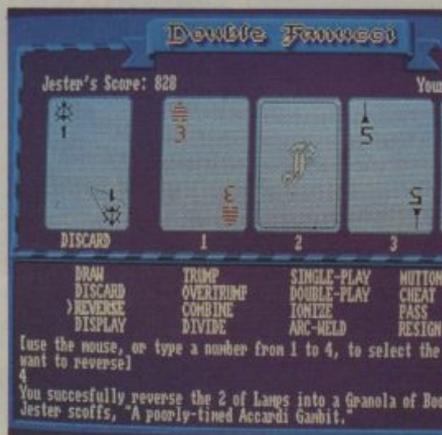
Bridge of the Erasmus
The gate looms at you, billowing deep within, and you know that if you don't make landfall soon you'll all be dead. You are John Blackthorne, Pilot-Major of a dead fleet, one ship left out of five, eight and barely set out of one hundred and seven, and only ten of those can walk. No food, almost no water, and that Swedish and four.

Bridge of the Erasmus
This is the bridge of the Erasmus, a Dutch merchant and privateer. The unladen wheel is directed forward of you, a sea chair is lashed to the back left of the wheel, and the ship's bell is hanging here. Spray blows past in an angry torrent.

The wheel dominates the quarterdeck. It is turned straight and free to turn now.

The ship heels in a sudden squall, throwing you from your post at the wheel, which, uncontrolled, begins to turn to port.

*****OPEN THE WHEEL



Zork Zero – adventures are changing.

Infocom are not quite so conservative. They have already decided on what for them can only be understated as a Thatcherite U-turn of the most enormous proportions. Wait for it – all new Infocom games from now to eternity will have graphics.

This is a complete change of policy from when Infocom boss Dave Lebling told our sister magazine CU – only twelve months ago – that he believed the firm had a long way to go with developing personalities of characters in games through text – rather than adding graphics and other frills just because the 16 bit machines had this potential.

The new Infocom graphics system and parser (the mechanism that tells you whether you have the right answer or not) will so far only work on the IBM pc and compatibles. An Amiga version is planned, and an ST version is being considered, but there will definitely not be a Commodore 64 version because of memory limitations.

Obstacle counters pop out of card sheets.

Range Measure – tells you if enemy cards are near enough to be blasted.



Dark Future may be the role playing game launch of the year – definitely Games Work Shop's biggest and highly converted to computer.

Set in a grim future world where crime gangs terrorise the highways. The game creates a battle between the gangs and an equally tough breed of bounty hunter.

GM's new larger box will be used on all new games.



More counters and cards.

Rules for advanced game - and scene setting novella.



Out of control Wheel - tells you how badly you have spun off the track.

Large sports cars belong to the Law Enforcement Agency.

...g board...
...ly Game...
...vertible...
...riming...
...game...
...and an...
...ter. Bot...
...the sides are armed to the hilt with fast cars, mega death dealin weapons, extras.
Dark Futures is not at all like the sometimes disappointing contents of a GW box. This one is packed full of expensively produced cars, tracks, counters and rule books. Loads bits - and so it should with a hefty £19.99 price tag.

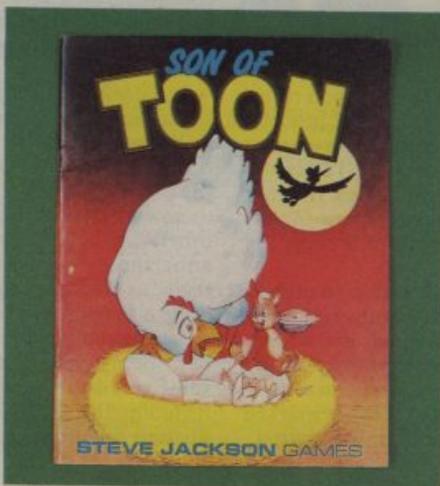


The smaller - buggy style cars are driven by gangs like the 'Maniacs' and 'Kill Crazy Commando's'.

Assemble the track any way you like - in a circuit or a drag strip.

...ers and 'Dum...
...Games Work...

Toon Toon



▲ Toon - cartoon role playing,

Son of Toon is a cartoon role playing game from ace designer Steve Jackson.

Design your own cartoon characters and play with them is what Toon is all about - Son of Toon provides more info for GM's (Games Masters), expands on the original game - and is also going dead cheap in some shops - so don't miss the bargain.

New AD+D Games



▲ AD&D - two new games.

True to their word - S.S.I. have launched two new Advanced Dungeons and Dragons products.

The Dungeon Masters Assistant is a utility for owners of the Commodore 64 version of Pool of Radiance - which was the first official AD&D game and a storming success in the US charts. It is only now going into the shops in the UK - with Spectrum, IBM, and ST versions not expected until late and early next year.

The Dungeon Masters Assistant enables you to generate your own encounters and offers over 1,300 monsters and characters (including all monsters from the official AD&D Monster Manuals I and II).

Hills Far is the second totally new AD&D game - being more arcade and enabling you to take with you your characters from Pools. Don't expect to see it in the UK until next Spring.



▲ Adventure Club Magazine.

Scrolls Back Adventure Club

Magnetic Scrolls are to produce a number of mini-adventures exclusively for Official Secrets, the discount mail-order and adventure club run by Tony Rainbird. The disks will be distributed free with 'Confidential', the club magazine, mailed to all OS members.

Confidential magazine will be produced every other month and is described as "produced by experts with experts in mind".

Membership of the club costs £19.95 and includes discounts on new adventure games, free hints and tips, the magazine, and competitions.

Naughty Larry II

A host of new adventures are about to arrive from Sierra.

Police Quest - The Vengeance, has the local jailer murdered, and your girl-friend kidnapped. And finally Larry will make a re-appearance in Leisure Suit Larry II - Looking For Love (In Several Wrong Places). With Larry off on a dream cruise on the 'Lover's Boat', he doesn't reckon to get caught up in espionage and intrigue.

A development of the Quest format is evident in a totally new adventure, Manhunter, in which the picture is the view as seen by the hero, rather than being a view of the character himself.

Sierra On Line games will be released in the UK by Mediagenic/Activision.

AGGM

AGM

- ▶ **SUPPLIER:** GAMES WORKSHOP.
- ▶ **PRICE:** £9.99.
- ▶ **COMPLEXITY:** NOVICE UPWARDS.
- ▶ **REVIEWER:** WAYNE.

Dungeonquest Catacombs is the second expansion kit for the *Dungeonquest* boardgame and you are unable to use it as a game on it's own. You need to own a copy of the original game.

For those of you who haven't heard of the original

For your money you receive one ten sided die, 12 new room cards, 8 new treasure counters, 20 new room tiles, 12 new search cards, 12 new room cards a couple of new Crypt and trap cards plus two rulebooks.

The basic idea is to mingle the new catacombs room tiles with the originals and when drawn, they enable you to enter the catacombs, if you wish to do so. These tiles are marked with a black arrow pointing

On exiting the catacombs, you come back up to the dungeon proper, but not in the original place you left! You have to add together all the catacomb cards you have collected, roll a 10 sided die and then refer to a simple chart. This tells you where you have re-surfaced.

Included in this expansion set are some new room cards. GW recommend that you take out certain existing cards from the original game and replace them with the new ones otherwise the game becomes unbalanced. I would agree with them, as after playing the game quite a few times, I found it quite lethal to say the least. The new room counters include some very formidable foes, including the deadly Doom Shadow who follows you

keeps it until it takes effect. At that time only can the player on your right read out what is on the card and hand it over to you. The effects range from almost instant death to the power of levitation.

The expansion kit itself plays quite well, and will extend the interest of the game for quite a long time . . . if you live that is!! I must admit that the instant death and "roll a certain number or your dead" options put me off a little. This is because too much rides on pure luck.

It is quite possible to start this game and die almost immediately on a regular basis.

I must also admit that when I opened the box, I found the actual contents to be lacking for the price asked. I would want more for my hard earned cash than just five sheets of full coloured, well printed paper and two thin rulebooks.

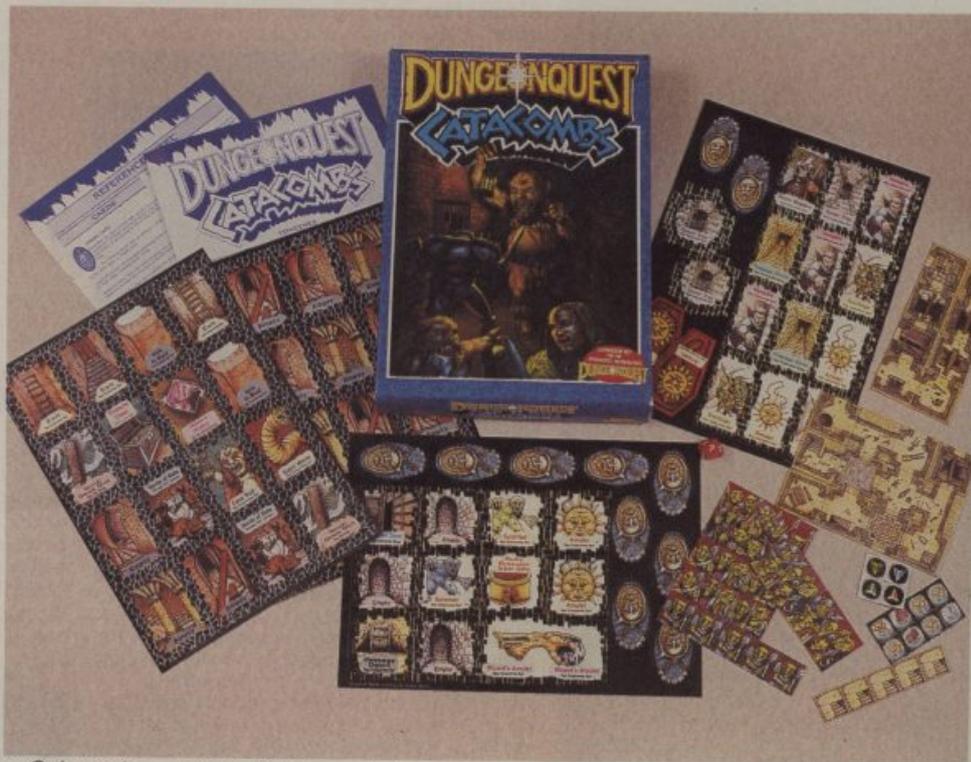
If you do intend using the *Catacombs*, then I would suggest giving your characters a couple of extra life points and changing some of the new

CATACOMBS

game before, I'll give you a brief rundown. *Dungeonquest* was designed by a couple of Scandinavian gamers to be played in a quick, fast and decisive manner.

Really and truly a board game – it can be played by up to four players and there are also rules for solo play if required. The aim of the game is to enter Dragonfire castle, defeat any monsters or traps that get in your way and eventually end up in the Dragon's lair. Here you have to steal as much treasure as possible without waking the Dragon, and then exit the castle with your booty. You have 26 turns to achieve all of this.

The original game is perfect for absolute novices to play, as it is easy to play and introduce new gamers to the basic concept of boardgaming. However, for anyone other than this, the original game would soon become dull as there is not enough material to maintain a continual interest. GW released *Heroes for Dungeonquest*, which was reviewed in September's C+VG. This gave the game more playability, by introducing twelve new characters. However, after a while, the novelty of this begins to wear off so they have now released *Catacombs*, which expands the game even further.



▲ *Catacombs* – not one of GM's greatest. down for easy recognition.

Once in the catacombs you must remove your characters playing piece from the board and place it on your character sheet. At the start of your next turn you must draw a catacomb card and follow it's effects. This could be anything from fighting a horde of rats to a cave troll or finding some treasure.

about and eventually kills you, unless you can shake him off, and the annoying Snotlings, who are not hard to defeat, but sap your Life Points.

Also included are a new set of Magic Amulet counters, which, when found, can be worn or ignored. If you find one of these magic artifacts, the player on your right takes the top magic amulet card and

"instant death" counters to encounters that rob you of 4-6 life points. I found that my characters lasted longer and we had more fun that way!

- ▶ **VALUE** 5
- ▶ **PLAYABILITY** 7
- ▶ **PRESENTATION** 9
- ▶ **LASTABILITY** 6
- ▶ **OVERALL** 6

COMSOFT

SCOTLAND'S LARGEST MAIL ORDER FIRM

Cannon Fax 110 Personal Fax Machine Free one year on site maintenance R.R. Price 1926.25. Our price 1733.63.

Amstrad CPC Range of Home Computers
Amstrad Computers in your home cassette or disk, mono or full colour, trust Amstrad to bring you the very best in advanced home computers. Comes complete with 17 games & joystick Free. List of games free with the CPC6128. Trivial Pursuit! Monopoly! Cluedo! Scalextra! Scrabble! Qabbalah! The Prize! SuperTest-Day 11 SuperTest - Day 2! Tubaruba! World Series Baseball! Shape & Sounds! Doors Of Doom! Hunchback II Hunchback III Roland in Time! Nomad!

CPC464MM 199.00 CPC464CM 299.00 CPC6128 299.99 CPC6128 399.99
SPECTRUM + 2 COMPUTER + GAMES & JOYSTICK PACK AMSTRAD 139.99
SPECTRUM + 3 COMPUTER + GAMES & JOYSTICK PACK AMSTRAD 199.99

Amstrad PC1512 range. Free one year's on site maintenance.

The PC512 the ideal computer for office work, homework and after work. The revolutionary PC compatible range that established Amstrad as the business computer market leader is now priced to target both home and small business applications. All PC1512's are currently supplied with Migent Ability, a fully integrated software package containing a word processor, spreadsheet, database and communications facilities, as well as four top selling computer games from US Gold. Dam-Busters! Bruce-Lee! PSI-5 Trading Company! Tag-Team Wrestling.

PC1512SDMM 458.85 1512SDCM 631.35 1512DDM 631.35
1512DDCM 803.85

Amstrad PC1640 Range Free One Years on Site Maintenance.

The PC1640 range with 640K of internal RAM, and a choice of top quality displays, EGA compatible enhanced colour, OGA compatible colour or MDA/Hercules compatible monochrome. The versatile PC1640 comes as standard with both parallel and serial ports, plus three full sized expansion slots for additional cards. Specifically designed to satisfy the requirements of the professional user, the PC1640 offers you top end quality at low end prices.

	MONO MONITOR	COLOUR MONITOR	ENHANCED COLOUR DISPLAY
PC1640SD MM	573.85	PC1640SD CM	746.35
PC1640DD MM	746.35	PC1640DD CM	918.00
PC1640HD MM	1091.35	PC1640HD CM	1263.85
		PC1640HD ECD	1436.35

Amstrad PCW Range: Free One Years on Site Maintenance.

PCW8256 a fully integrated word processing system, keyboard, screen, 256K of RAM, 360K 3" disc drive, software and printer. Established over the last two years as the market leader. Only 401.35

PCW8512 offering double the internal memory of the PCW8256 plus an additional 720K disk drive which both avoids the need for frequent disc swapping and gives you greatly increased data storage capacity at only £100 + VAT more. Only £512.35.

PCW9512 featuring a wide carriage daisywheel printer, black and white screen, 512K RAM, 720K disc drive, enhanced keyboard and Locoscript 2 word processing software with integrated Spellcheck and Mailmerge facilities, giving you top quality performance all round. Only £573.85.

Amstrad PPC Range Free One Year on Site Maintenance

The PPC portable computer range from Amstrad - the ultimate personal productivity tools. With a supertwist LCD screen and full AT type enhanced keyboard, plus a choice of 512K or RAM, one or two 3 1/2" disc drives and inbuilt modern (PPC640) to communicate with office computers, the PPC range offers you PPC computing capabilities no matter where you are. The PPC512 and PPC640 - portable power at take-away prices.

PPC512SD 458.85 PPC512D 631.35 PPC640S 573.85 PPC640D 746.35

Amstrad DMP2160 Printer

DMP2160 Printer is a perfect match for Amstrad CPC range of computers. Capable of taking single out sheet or continuous paper may be used, and the ingenious "flatbed" design allows the insertion and alignment of both tractor and friction feed paper. Printing speeds of 160 characters per second will make rapid work of even the most lengthy drafts. The DMP2160 will also operate with any other personal or home computer (for example the AMSTRAD CPC series or the Acorn range of BBC microcomputers) which provide standard parallel printer output. In addition, the printer may be used (via a suitable interface) with computers which provide serial printer output (for example the Commodore or Sinclair ZX Spectrum range of computers). Only £159.00.

Amstrad DMP3250 di Printer With One Years on Site Maintenance

The DMP3250 di - uniquely designed, user-friendly and industry standard, offering PC and Epson FX compatibility together with dual Parallel and Serial interface. The DMP3250 di's Flat bed design makes it easy to switch between single sheet and continuous stationery and it offers problem free printing on sticky labels, cards, envelopes etc, all up to 160 cps. Plus the DMP3250 di incorporates its own printer stand which lets you stack input paper under the printer itself, reducing desk space used. Only £251.73

Amstrad DMP4000 PRINTER. With One Year on Site Maintenance

The DMP4000 - wide carriage flexibility combined with rugged reliability and high throughput at speeds of up to 200cps. Inbuilt tractors allow fast paper slow rates, and PC and Epson FX compatibility ensures that the DMP4000 will run off almost any PC business, software package. The perfect printing device for spreadsheet output, invoicing, programme listing or any high demand data dumping. Only £440.00.

Amstrad LQ3500 di Printer With One Year on Site Maintenance

The LQ3500 di - 24 pin versatility to address all your printing requirements. The LQ3500 di races through draft work at up to 160cps, produces needle-sharp letter quality at up to 54cps for word processing applications and also happily prints superlative graphics output at ultra-high resolution. Supplied as standard with dual Parallel and Serial interfaces, clib on tractor and featuring PC and Epson LQ compatibility, the LQ3500 di offers unparalleled printing potential. Only £440.00.

Amstrad LQ5000 di Printer With One Year on Site Maintenance

The LQ5000 di the ultimate in impact printing flexibility. The wide-carriage LQ5000 di is robust 24 pin printhead offers the business user perfect letter quality and pinpoint graphics output. Print speeds of up to 288cps and fully adjustable inbuilt belt tractors ensure high-speed throughput rates for almost any size of paper. The inclusion of PC and Epson LQ compatibility together with dual Parallel and Serial interfaces allows the LQ5000 di to operate directly with most hardware and software combinations. The LQ5000 di - high performance, high quality and high reliability at an unbelievably competitive price. Only £504.73.

TOP 25 GAMES

DETAIL OF GOODS	AMSTRAD CPC				COMMODORE				SPECTRUM				ATARI ST PC/IBM				AMIGA	
	CASS	OUR DISC	OUR	OUR	CASS	OUR DISK	OUR	OUR	CASS	OUR DISK	OUR	OUR	DISK	OUR	DISK	OUR	DISK	OUR
	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE	R.R.P.	PRICE
1943	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	8.99	7.87	12.99	11.37	19.99	17.49	-	-	19.99	17.49
Barbarian 2	9.99	8.74	12.95	11.33	9.99	8.74	-	-	9.99	8.74	-	-	24.95	21.83	-	-	-	-
Bards Tale	9.99	8.74	14.99	13.12	9.99	8.74	-	-	-	-	-	-	24.95	21.83	24.95	21.83	-	-
Bionic Commando	9.99	8.74	14.99	13.12	9.99	8.74	11.99	10.49	8.99	7.87	12.99	11.37	19.99	17.49	19.95	17.49	-	-
Buggy Boy	9.95	8.71	14.95	13.08	9.95	8.71	14.95	13.08	7.99	6.99	14.99	13.12	-	-	19.95	-	24.99	21.86
Daley Thompson's Olympic Ch	9.95	8.71	14.95	13.08	9.95	8.71	14.95	13.08	9.95	8.71	14.95	13.08	-	-	19.99	-	19.95	17.46
Empire Strikes Back	9.95	8.71	14.95	13.08	9.95	8.71	12.95	11.33	9.95	8.71	14.95	13.08	13.95	17.46	19.99	-	19.95	17.46
Football Manager 2	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	19.99	17.49	19.99	17.49	19.95	17.49
Gold Silver and Bronze	14.99	13.12	24.99	21.87	14.99	13.12	17.99	15.74	14.99	13.12	17.99	15.74	-	-	-	-	-	-
Hawkeye	-	-	-	-	-	8.74	12.99	11.37	-	-	-	-	-	-	19.99	-	-	-
Nightraider	9.99	8.74	14.99	13.12	-	-	-	-	9.99	8.74	12.99	11.37	19.99	17.49	19.99	17.49	-	-
Outrun	9.99	8.74	14.99	13.12	9.99	8.74	11.99	10.49	8.99	7.87	12.99	11.37	19.99	17.49	-	-	-	-
Overlander	9.99	8.74	14.99	13.12	-	-	-	-	17.99	6.99	12.99	11.37	19.99	17.49	-	-	19.95	17.49
Peter Beardsley's Football	8.95	7.83	14.95	13.08	9.95	8.71	14.95	13.08	8.95	7.83	-	-	18.95	17.45	-	-	-	-
Platoon	9.95	8.71	14.95	13.08	9.95	8.71	14.95	13.08	9.95	8.71	14.95	13.08	18.95	17.46	19.95	17.46	24.95	21.83
Road Blasters	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	8.99	7.87	12.99	11.37	-	-	-	-	-	-
Salamander	-	-	-	-	8.95	7.83	12.95	11.33	-	-	-	-	-	-	-	-	-	-
Starglider 2	-	-	-	-	-	-	-	-	-	-	-	-	24.95	21.83	-	-	24.95	21.83
Street Fighter	9.99	8.74	14.99	13.12	9.99	8.74	14.99	13.12	8.99	7.87	12.99	11.37	18.99	17.49	-	-	-	-
Supreme Challenge	-	-	-	-	12.95	11.33	16.95	14.83	12.95	11.33	16.95	14.83	-	-	-	-	-	-
Target Renegade	8.95	7.83	14.95	13.08	8.95	7.83	12.95	11.33	17.95	6.96	14.95	13.08	-	-	-	-	-	-
Track Suit Manager	-	-	-	-	9.95	8.71	-	-	9.95	8.71	-	-	-	-	-	-	-	-
Vindicator	8.95	7.83	12.95	11.33	8.95	7.83	14.95	13.08	7.95	6.96	14.95	13.08	-	-	-	-	-	-
Virus	-	-	-	-	-	-	-	-	7.95	6.96	12.95	11.33	19.95	17.46	-	-	19.95	17.49
We Are The Champions	9.95	8.71	17.95	15.71	9.95	8.71	17.95	15.71	9.95	8.71	17.95	15.71	-	-	-	-	-	-



SEND FOR OUR CATALOGUE OF OVER THREE THOUSAND TITLES FOR AMSTRAD CPC - PCW-PC, COMMODORE, SPECTRUM, ATARI/ATARI ST, BBC MSX ELECTRON, APPLE SERIES 2 - APPLE MACINTOSH COMPUTERS ALL AT DISCOUNT PRICES.

P + P 50p ALL ORDERS OVER £10.00. POST FREE.
COMSOFT MAIL ORDER DEPARTMENT, 48 DUKE STREET, COLDSTREAM, SCOTLAND TD12 4LF
Tel: 0890 2979. 24 hour order service on 0890 2854.
Fax: 0890 2927



AGM

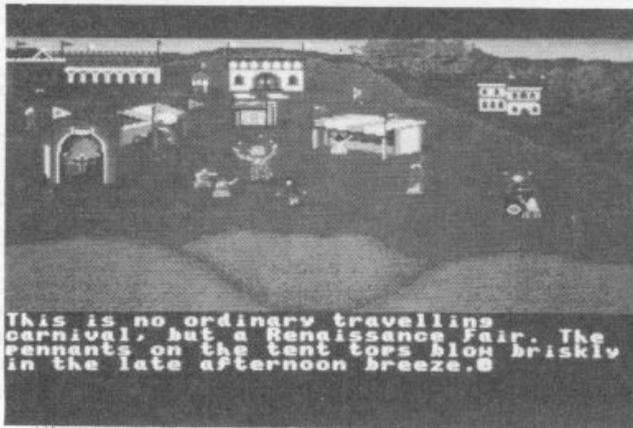
Helpline

Just as I thought Infocom had won the Great Parser Debate, here comes *Dai Teague* to throw a spanner in the works! After playing his first Infocom game, *Leather Goddesses*, he was very disappointed. "I didn't much enjoy the game scenario anyway, and I didn't think much of the parser, either. Compared to Magnetic Scrolls' near-perfect parser, I would say it comes a definite second," says David, adding: "Hate me for this you may, but maybe other Infocom games (I'm ordering some) may bring me round to your way of thinking." My way of thinking? Have I ever said what that is? Me, I just stand in the middle and stir things up...

Some adventures become classics, and almost every classic adventure has its classic problems! *Hitch Hiker's Guide* has its Babel Fish and Screening Door problems, *Hulk* its ants, and *The Pawn* its Boulder and Dragon problems. But more recently, *Beyond Zork* has come up with a problem so difficult, that people who have finished the game have failed to crack it! Even C+VG's own *Paul Coppins*, (yes, he still lends his expert's hand to answer the Helpline mail!) who, legend has it, solves an Infocom adventure each day before breakfast, and two Magnetic Scrolls adventures by lunchtime, telephoned me the other day, desperate to know how to get the jewel from the idol! At last, thanks to *Stephen Enghart* of Ingostadt in West Germany, I can reveal all!

Jean Solar and his friends in

St. Julians, Malta, are playing *Ultima IV*. They are getting desperate for the CODEX — where are the stones they need to get the keys, and how can they get them?



▲ *Ultima IV* — if you're stuck drop us a line.

Darryl Bartlett has a whole host of questions — it seems he's multi-tasking a number of games simultaneously! Where is the gold coin to give to the peasant, in *Custer's Quest*? How do you free the girl after killing the dragon in *Claws Of Despair*? How do you get past the door to enter the castle, and how do you get the rabbit, in *Zacaron Mystery*? And how do you open the chest in the tower of Styx, in *Inferno*?

Ian Wall, of the Essex Constabulary, wants to arrest a drunk, but doesn't know how to go about it! He's playing *Police Quest*, of course!

There's a dragon protecting a gem upstairs in *Shadowgate*, and Christopher and Anthony Albon want to know how to get it! Who can help?

Some old Beeb adventures come in for a reprise this

month! **Robert Sanders** of Tow Law, wants to know where to find the satin turban in *Acheton*, and how to get to the pirate's hideout in *Sphinx*. *Sphinx* was an Acornsoft

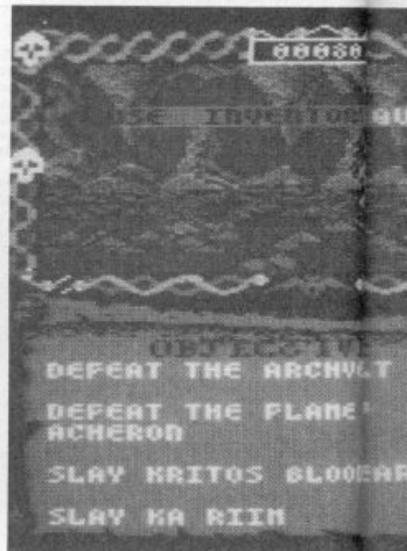
adaptation of *Colossal Cave*, and if the pirate problem was faithfully copied, then the pirate's hideout is in the maze near the orange column.

Matthew Conway was recently held up by the gatekeeper in *Karyssia*. Greg Quinn of Portadown has come up with the answer — and it's a bit of a shocker! It seems there are TWO passwords that allow you to get into Part 2, and only one is correct. What's worse, you won't necessarily know if you're using the bad one — except you won't be able to get past the gatekeeper! At a guess, Matthew, you are using ORLA. Wrong! To get the real one, says Greg, you must first find the silver falcon, a feat achieved by planting the acorn in the soft ground S, E, N, S, S, E of Florassia's shop, and climbing down the rope that

you can tie to it. Use that password to get into Part 2, and the gatekeeper should present no problem!

Reading the October Helpline, Cieron Faux decided he could help Christopher Waite and Gary Edwards, who were both stuck in *Wolfman*. Look in the Clues section, lads! Meanwhile, Stuart Day's problem has quite a complicated solution, says Cieron, who invites Stuart to write to him (with SAE) at 23 Norman Road, Tunbridge Wells, Kent TN1 2RT, for a full explanation.

Help came this month from: Stephen Enghart, Ingolstadt; Cieron Faux, Tunbridge Wells; Paul Hardy, Sheffield; A.J. O'Donovan, Southampton; Christopher and Anthony Albon, Southampton; and Jorn Jensen, Hobro, Denmark.

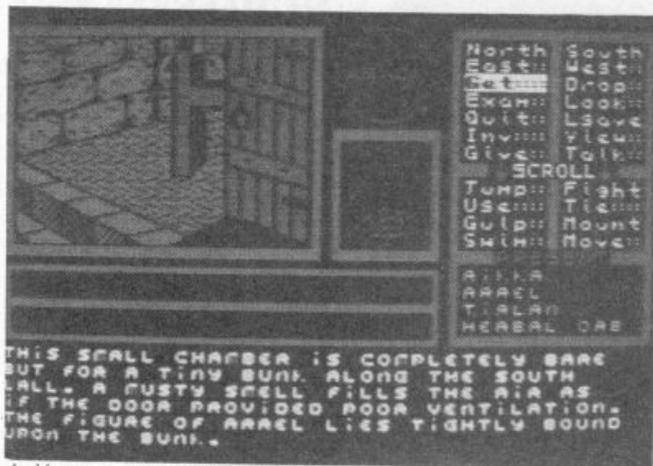


▲ *Beyond Zork* — KC has the clues.

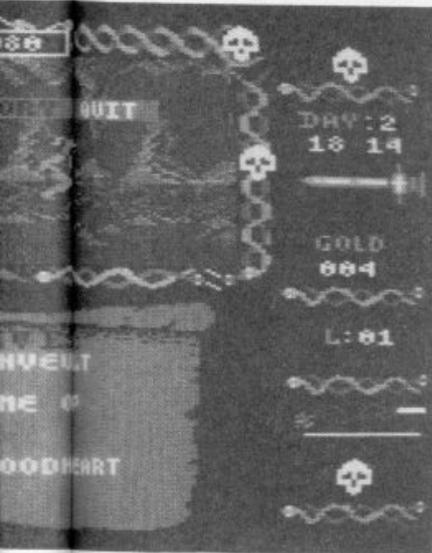
To avoid death in the bedroom, examine it, and pull back the curtains to block out the moonlight. Undress, get into bed, and kiss David. To pass the guards in the morning, type ASHENLEA. To pass the monster near the coffin, wait until it is following you, and head west to the cave opening. **BEYOND ZORK:** To get the jewel from the idol, you must attack the baby. Hungus. Beat him, and when the mother chases you, go to the idol. Climb the idol when mother Hungus steps on it, thus stopping it from tilting. When you have fallen in, the mother will eat the jewel. Get out by using the 'Eversion' staff, and also use it to get the jewel from the stomach of the mother Hungus.

WOLFMAN:

Take everything you find, mount your horse, and go east twice.
To pass the priest, leave your horse in the copse, examine Beris, and move the body. The moon should be up. Type HOWL to become Wolfman, and try to and kill the monster.

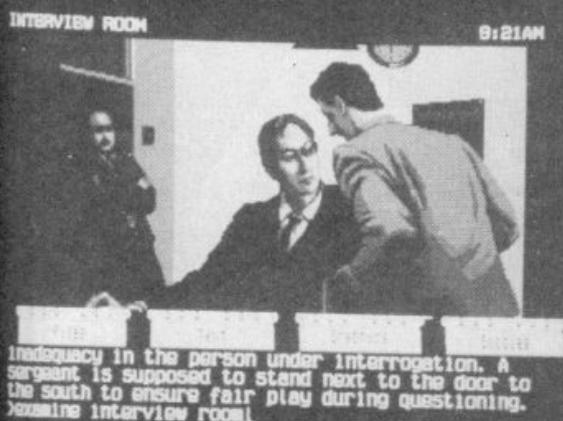


▲ *Venom* – go east twice young man.



QUEST FOR THE GOLDEN EGGCUP:
Dig in sand to escape the dungeon. If all else fails, be a Smart Egg.
SHADOWGATE:
Operate the Land under the heavens' scroll from the desk drawer, on the globe.
DODGY GEEZERS:
Meet Mr. Video in the amusement arcade 10 turns from when the night begins. Then answer the phone in the public bar after 141 turns.
CORRUPTION:
To leave hospital, masquerade as another patient.

▼ *Corruption* – KC knows how to get out of the hospital.



Letters

Francis Burraston from Bath wants to be a champion! "I read your review of *Champions* in the July issue of *C+VG* and as it was a departure from the usual kind of FRP game that I usually play. I went to my local hobby shop and tried to buy it. However, I was told that the game wasn't in stock and, as it was imported, I wouldn't have a chance of obtaining it anywhere. Therefore I am turning to you Wayne to help me locate a copy and tell me where I can buy it.

No problem Francis. Contact: Chris Rule, c/o Games Of Liverpool, 89 Victoria St, Liverpool, L1 6DG with a large ssae and they will send you their catalogue, which contains the original *Champions* rulebook as well as all the supplements which are available for it.

Another FRP'er in trouble is Alex Monty, who has painting problems. "I like to paint Miniature Fantasy figures and, like Wayne Yeadon in a previous *C+VG* letters page, I haven't had much success in finding books which will help my fantasy painting technique. I have heard from a friend though that a book called "Hero's For Wargames", published By Paper Tiger exists and that is supposed to be a really brilliant guide for novice painters. Do you know where I can get it from as I need it desperately?"

I have heard that such a book exists, in fact a FRP'er by the name of Robert Bunston wrote and told me about it. However, I don't know who sells it, if it is indeed still in print, or how much it costs. Can any *C+VG* FRP'er out there lend a hand? If so drop me a line at *C+VG* and I will give a prize to the first person that sends in the correct info and publish their letter.

Sven Hajbourge from Norway writes: "Sometimes you tell people to enclose a Stamped Self Addressed Envelope when enquiring about certain F.R.P. and P.B.M. items, however, I and many other F.R.P. players who are based abroad cannot do this. Please help me find a solution as I would very much like to write away to some of the games companies for information."

What you should do Sven is to go to your nearest post office and get an International Postal Certificate and send it to the relevant company. This allows them to claim the value of second class postage on anything they send you, excluding parcels. If you can't get one of these, try obtaining an international money order from your bank for the sum of £1.00 and it should sort the matter out.

Dear Wayne, Is it true that Warhammer is going to be available for computer. Can you tell me if there will be a Spectrum version and when will it appear.

Jane Scroggins, Manchester.

Dear Jane, There will indeed be a Spectrum version Jane, but don't expect to see it until well into '89.

Dear Wayne, I have heard of a phone-in FRP game called *Fist*? How do I get involved in it and how much will it cost.

Matthew Bilger, Bounds Green.

Simple – just phone 0898 800 876 and all will be revealed BUT BE WARNED – it costs a lot – 25p per minute at cheap rate – and 38p per minute at peak. We will shortly carry a review of the game – so I'd advise you to wait till you read it before reaching for the phone.

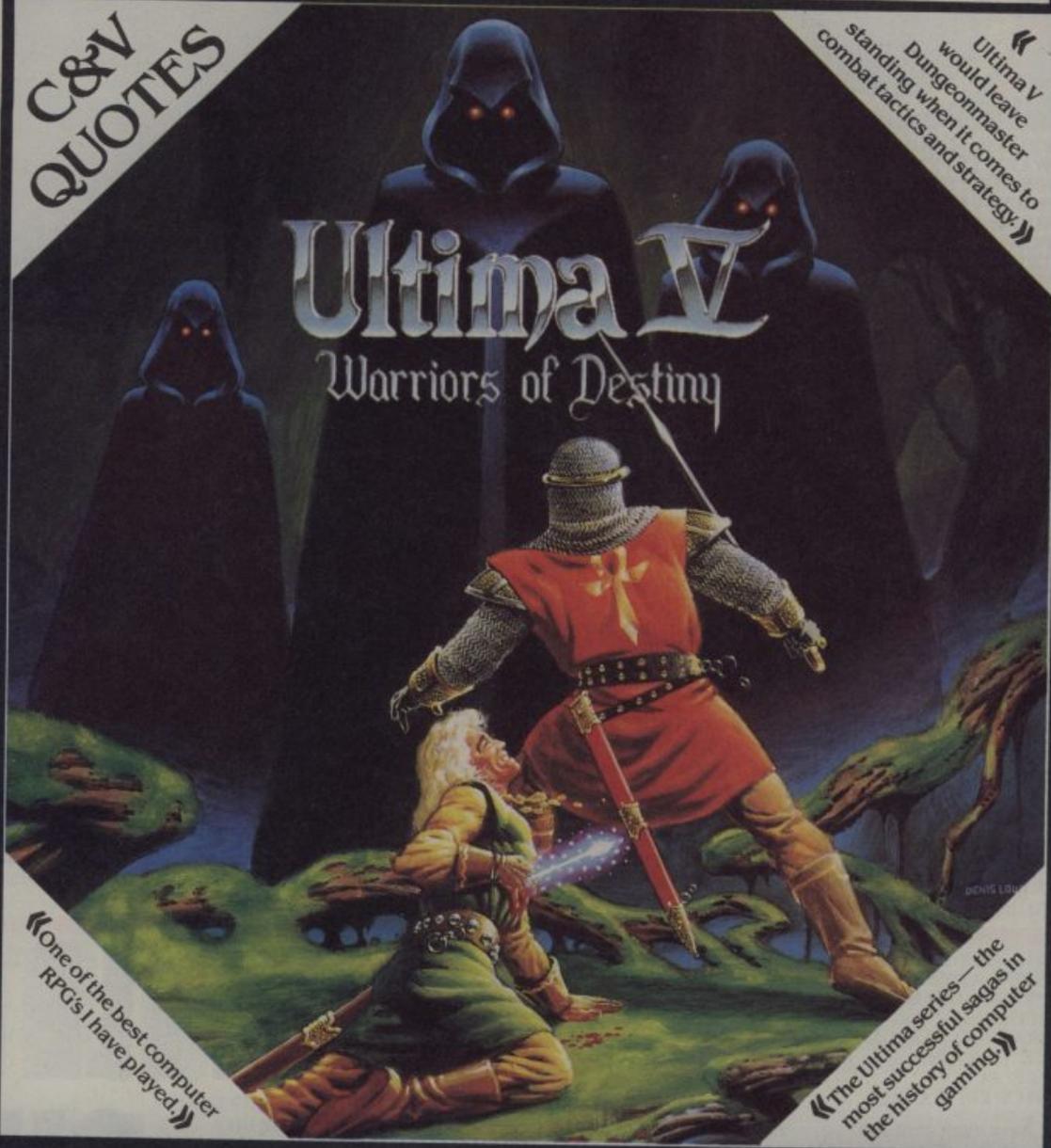
AGM

የአዋግጥኑ ግሉግጥጥ ስርዓት ጥቅም ጥቅም



C&V
QUOTES

«Ultima V
would leave
Dungeonmaster
standing when it comes to
combat tactics and strategy.»



«One of the best computer
RPG's I have played.»

«The Ultima series — the
most successful sagas in
the history of computer
gaming.»

Ultima V is Available Now

From Lord British, one of fantasy gaming's most imaginative authors, comes Ultima V, latest in the award-winning Ultima saga. More than four man-years in the making, a labyrinth of mystery and intrigue, Ultima V: Warriors of Destiny will be your greatest challenge!

The fantastic discovery of the new underworld entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expeditions fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

Available now for C64/128, Disk £24.95.



Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

የአዋግጥኑ ግሉግጥጥ ስርዓት ጥቅም ጥቅም



የአዋግጥኑ ግሉግጥጥ ስርዓት ጥቅም ጥቅም

የአዋግጥኑ ግሉግጥጥ ስርዓት ጥቅም ጥቅም

AGM

► **SUPPLIER:** MANDARIN SOFTWARE/LEVEL 9.
 ► **MACHINES:** DISKS WITH GRAPHICS - £19.95, ATARI ST; AMIGA; AMSTRAD CPC/PCW; MACINTOSH; SPECTRUM +3. DISKS WITH GRAPHICS - £14.95, BBC 128/MASTER; COMMODORE 64. DISKS, TEXT ONLY - £14.95, APPLE II; ATARI XL/XE. CASSETTES, TEXT ONLY - £14.95, AMSTRAD CPC; ATARI XL/XE; COMMODORE 64; MSX; SPECTRUM.
 ► **REVIEWER:** KEITH CAMPBELL.

Squire Lancelot rode his steed towards Camelot, slowing down as he approached a ford. The Black Knight challenged him: 'Show you are worthy, before I will allow you to cross!' he exclaimed. So Lancelot did attack him, and before long, being a capable swordsman, he had the knight at his mercy. Behaving in the most chivalrous way, he was rewarded with an invitation to the King's presence the next day, to be made a Knight of the Round Table, for the Black Knight was none other than King Arthur himself.

The next day, after the ceremony, Arthur related that many of his knights were held imprisoned in Logris, a land outside his territory. "Go there at once, and free my men who are under seige, that they may return to me," he commanded, the glances exchanged between Lancelot and Guenevere passing unnoticed.

So Lancelot rode to Logris, where treacherous knights roamed. Before long, despite the trickery of Sir Phelot, he had rescued the hawk belonging to the Dame Lyonesse, and driven away the army that held her manor under seige. By now, in company with the lovely Damsel Maledisant, and the stalwart Red Knight, whose life he had spared, he started searching in earnest for Arthur's missing knights.

His quest was not easy, involving challenges all along the way. Sir Turquin, for example, soon surrendered to the sword of Lancelot, but quickly ran off to the safety of his manor house, wherein he



▲ Lancelot - prays for success.

had imprisoned many of Arthur's brave knights. However, it was protected by secret devices which concealed the pit in which the knights were held. Sir Lancelot soon decided that rescuing Sir Meliot would be a far easier quest . . .

The adventure is in three parts, with the first two parts consisting of different areas, Camelot and Logris. On the larger memory machines, moving from one to another simply causes a pause while a new set of data is read in. The third part is a progression from parts 1 and 2, and involves Lancelot in the quest for the Holy Grail. It can be started without the need to complete the first parts.

LANC



▲ KC - self portrait.

► **PUBLISHER:** STEVE JACKSON GAMES.
 ► **SUPPLIER:** GAMES OF LIVERPOOL.
 ► **RATING:** ABSOLUTE NOVICE UPWARDS.
 ► **PRICE:** £4.75.
 ► **REVIEWER:** WAYNE.

If you have even seen the episode of *Star Trek* called *The Trouble With Tribbles* and enjoyed it, then this game is for you!!

Like that particular episode, a space ship and its crew, who boldly want to go where no one has gone before, stop off on a planet and discover a world with semi-intelligent life. After completing all their tests and experiments they leave, taking along what they thought was a mascot.

What they didn't know, was that the supposed mascot, in the form of a mineral sample, was in fact an alien egg. On board and in solitude, the egg hatched into an Awful Green Thing. This little monster grew and in turn laid more eggs. These in turn grew into Awful Green Things and they

AWFUL LITTLE GREEN THINGS OUTERS

themselves laid eggs. The monsters went forth and multiplied, and now the crew has just realised the predicament they are in, as the monsters have a nasty habit of eating them!!

This is a board game for two players. One player plays the crew, his aim is to destroy all the monsters, whilst the other takes the part of the Awful Green Things, and try to eat all the crew.

The crew must now discover the monster's whereabouts and combat can begin! This is where the fun starts. The monsters move first and play their turn in this self explanatory sequence; *Grow, Move, Attack, Wake Up*. As stated above, the monsters *Grow* at a phenomenal rate. In the *Grow* phase fragments and eggs turn into babies, while

babies turn into adults. In this game the older you are the better you fight, so an army of adults is preferable. The monsters then *Move* as far as they can and *Attack* the crew members if possible. Finally they can *Wake up* any of their associates that have been put to sleep by various weapons.

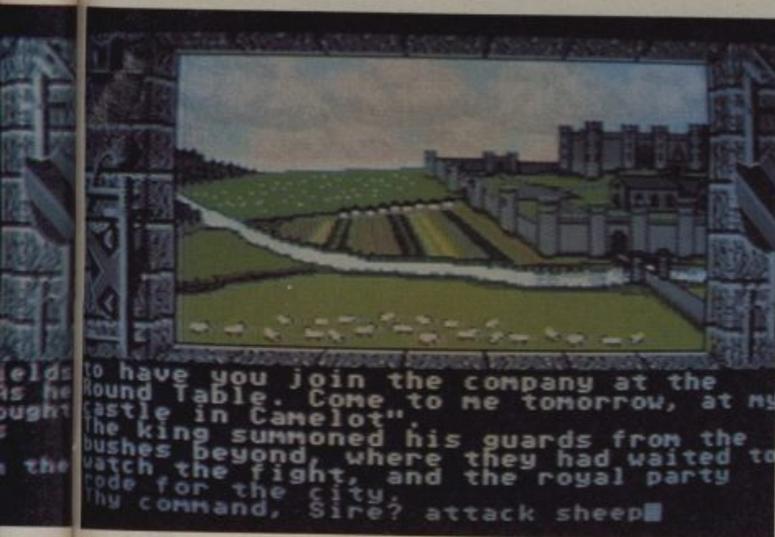
The Crew player performs his turn sequence as follows: - *Grab Weapons, Move, Attack, Wake Up*. Again this is very easy to follow and self explanatory. The combat system involves the rolling of varying numbers of six sided dice depending on the attack total, adding them up and seeing if the total dice roll exceeds the constitution number printed on the opponent's chit. If it does they die and are removed from the board, if it doesn't they survive

Fold away board.

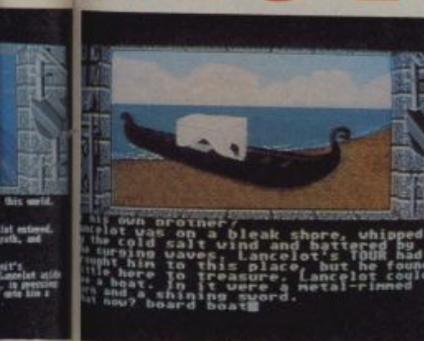
Green plastic box - about the size of two Kit-Kat's, fits in your pocket no problem.



Designed by the best boys - Steve Jackson



CELOT



▲ Britain's green and pleasant land.

'Lancelot' is based on the fifteenth century book "Le Morte D'Arthur" by Sir Thomas Mallory. Researched by Pete Austin, it has the authentic flavour of the legend of the knights of the round table.

According to Mandarin Software, Pete Austin of Level 9 describes it as their best adventure yet.

It is a fine adventure, but whilst the atmosphere is excellent, it tends to lack humour somewhat, taking itself just a little too seriously. The graphics, although artist drawn, are nowhere near the standard found in *Ingrid's Back*. And the game is not above replying in the vein: "You must be mad to say a

thing like that."

Adventure authors should be extremely careful when writing in a reply like that - their parser and vocab has got to be 100% watertight if the player is not to be offended. I was offended a number of times, and also a little irritated to be told. "There is no verb in that sentence' after a perfectly legitimate command had been entered. This, it seems, is a peculiarity of the parser when dealing with complex GO TO's (eg GO TO MERLIN), although it also crops up when much simpler commands are entered.

In short, the game does not have the same robust feel about it that was characteristic of *Ingrid*. The OOPS and RAM SAVE commands are more useful than ever with this plot, and GO TO, FIND, and RUN TO, take the drudgery out of trudging around from place to place, speeding up the pace of the game immeasurably. But in using these, somewhere along the way I must have tried something just a bit too complicated, and came unexpectedly across a hay-making scene. I can only assume that a bumper harvest was in progress, for I got the reply: "A voice in the distance shouted 'Wod! A stack overflow.'" From then on,

everything went crazy, the Red Knight started attacking me, and eventually, failing to deter him, I was forced to restart.

So whilst it is very good, I wouldn't describe it as Level 9's best ever, any more than I would agree with Mandarin's Press Release claim that Level 9 is the acknowledged world leader in adventure software. Whilst Level 9 are certainly one of the top companies in the field, without a doubt the honour of world leader must go to Infocom, hotly pursued by Magnetic Scrolls.

In conjunction with *Lancelot*, there is a treasure hunt competition, with a £5,000 replica of the legendary Holy Grail itself, as the prize. This has already been hidden at a secret location in the UK, and competitors for it will have to take part in a two-stage contest based on clues within the game.

Lancelot comes in a sturdy cardboard box, complete with a map of Arthurian England, and a 20 page glossy instruction book, and background story.

▶ VOCABULARY	8
▶ ATMOSPHERE	9
▶ PERSONAL	7
▶ VALUE	7

BREN THINGS FROM RSPACE



Cut out card board bits.

and stay.

The aim of the crew is to use all of the weapons available to them to dispose of the aliens. There are nine weapons available, which range from fire extinguishers, gas grenades to rocket fuel and pool cues. There is even a robot available, which is pretty lethal to the aliens and kills them off in massive quantities. Although the crew has more powerful weapons, monsters can reproduce quicker and have almost unlimited reinforcements. It really is a case of can the crew blast away the monsters before they are whittled down by overwhelming odds.

There are quite a few ways a player can win the game. One way is to play until one player decides that things are looking hopeless and gives up. Another

is to play for Victory Points. These vary according to the way the game ends. If the monsters take over the ship, they score a maximum, however, if the Crew manages to set the ship on self destruct before this, the monster's victory points are halved.

The game itself comes in a very handy plastic pocket sized box, which contains all you need to play except the dice, of which you need to buy a total of six. You also get a fairly large colour map, which represents the spaceship.

Also included is a 24 page, easy to read rulebook, which is

both well explained and funny at the same time. The game itself is very, very easy to play and can be played time and time again.

Experienced gamers may well like this game because of the novelty value and the general lunacy that can be had playing it. It also benefits from being compactly designed, because as it is pocket sized, you can carry it around.

Basically, if you want a couple of hours of cheap, enjoyable, wacky entertainment, you won't go far wrong with this game.

▶ PLAYABILITY	7
▶ COMPLEXITY	2
▶ DESIGN	7
▶ VALUE	7



Commodore Amiga



The Knight
one of three
character
classes.

Atari ST



Converse through
simple commands
and menus.

DISCOVER AN ARCADE ADVENTURE WITH HIDDEN DEPTHS

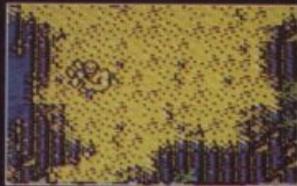
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



C64/128



Spectrum



Amstrad

 **ORIGIN**

Journey through an immense world of cities, dungeons, and a stunning variety of natural terrain.

Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

Access				...MAIL SOFT...				BARCLAYCARD			
MasterCard				VISA							
Software Title	Spec	C64	Ams	Software Title	Spec	C64	Ams	Software Title	Spec	C64	Ams
1943	6.99	D2	7.50	Magnificent 7	6.99	D5	6.99	Gunship	15.99		
4 X 4 Racing	6.99	7.50	D4	Mansells Racing	7.50	D3	7.50	Heroes Of Lance	19.99	19.99	
Action Service	6.50	6.99	6.99	Motor Massacre	6.25	D2	7.50	Hitchhikers Guide	16.99	16.99	
Adv Art Studio	14.99	14.99	D6	Monopoly	6.99	8.99	D3	S.S. Mission 11	14.99	14.99	
After Burner	6.99	6.99	D3	Matchday 2	5.50	D1	6.99	Interceptor	17.50	17.50	
Alien Syndrome	6.30	6.99	D3	Night Rider	7.50	D2	7.50	Internal Soccer	13.99	13.99	
Airbourne Ranger	7.50	D3	9.99	Ocean Comp'n	8.99	D5	8.99	Iron Lord	17.50	17.50	
Arcade Force Four	6.99	6.99	D4	Op Art Studio	8.99	8.99	D4	Jet	29.99	29.99	
Arkanoid II	6.30	D3	6.99	Operation Wolf	5.99	D3	6.99	Jewels Of Darkness	11.99	11.99	
Adv Tact Fighter	6.50	D1	6.50	Overlander	6.99	D2	7.50	Jinxter	14.99	14.99	
Artist II 48K	12.99			Pacland	6.30			Kennedy Approach	16.99		
Artist II - 43 Disk	14.99			Pacmania	6.30	6.99	D3	King Of Chicago	19.99	19.99	
Artura	6.25	D2	7.50	Pegasus Bridge	8.99	8.99	D5	Knight Orc	11.99	11.99	
Barbarian II	6.99	D3	6.99	Peter Beardsley	6.30	6.99	D3	Lancelot	13.99	13.99	
Bards Tale	7.50	D4	7.50	Psyche Pigs LXB	6.99	7.50	D2	Leaderboard Col	15.99	15.99	
Batman	6.25	D3	6.99	Puys Saga	6.99	D4	7.50	Leathernecks	13.99	13.99	
Battlefield Germany	8.99			Question Sport	9.99	D2	9.99	Lead Storm	15.99	15.99	
Black Tiger	6.99	D2	7.50	Rambo 111	5.99	D3	6.99	Legend Of Sword	14.99	14.99	
Butcher Hill	6.25	D2	7.50	Red October	9.99	9.99	D5	Linkers Hot Shot	15.99		
Carrier Command	9.99	D3	9.99	Road Blaster	6.99	D2	7.50	Linkers S. Skill	15.99		
Cyberbond 11	6.25	D2	6.99	Robocop	5.99	D3	6.99	Live + Let Die	13.99	13.99	
Dandy	6.50	6.99	D3	Savage	5.99	9.99	D5	Mike Reads Quiz	15.99	15.99	
Dark Fusion	6.40	D2	7.50	Roy Of Rovers	6.25	D2	7.50	Motor Massacre	15.99	15.99	
Dark Side	6.99	D3	6.99	R-Type	6.99	D3	6.99	Navcom	16.99	16.99	
Double Dragon	6.99	D3	6.99	Salamander	5.25	D3	6.99	Netherworld	13.99	13.99	
Dragon Ninja	6.25	D3	6.99	Samurai Warrior	5.25	5.99	D1	Niger Mansells	18.75	18.75	
D. Toms Olympics	6.99	D3	6.99	Savage	5.25	6.25	D2	Night Raider	15.99	15.99	
Echelon	7.50	D2	9.99	Silicon Dreams	8.99			Obilator	15.99	15.99	
Elate	7.50	9.99	D4	Skate Ball	6.99	D4	7.50	Operation Wolf	13.99	15.99	
Emp Strikes Back	6.99	D3	6.99	Soldier Of Fortune	8.99	8.99	D3	Ouirun	13.99	13.99	
Empire	6.50	D1	6.99	Supreme Challenge	5.99	D4	8.99	Overlander	15.99	15.99	
Expanding Fist +	5.99			Stealth Lord	8.99	8.99	D5	Overlord	13.99	15.99	
Fist + Throttle	8.99	D3	8.99	Stealth Fighter	7.50	D2	9.99	Pacland	13.99	13.99	
Flintstones	6.50	6.99	D3	Starglider	8.99	D3	4.99	Pac Mania	13.99	13.99	
Football Director	6.99	6.99	6.99	Summer Olympiad	6.30	6.99	D3	Paper Boy	13.99	15.99	
F. Brunos Box	8.99	D5	8.99	Super Sports	5.25	D2	7.50	Peter Beardsley	13.99	13.99	
F. Director 2	13.99	D2	13.99	Taito Coin Ops	6.99	D3	6.99	Platoon	13.99	15.99	
F. Manager 11	6.99	D3	6.99	Target Renegade	5.99	D3	6.99	Pool Of Radiance	16.99	19.99	
Game Over 2	6.99	D4	6.99	Techno Cop	5.99	D2	7.50	Power Dome	18.75	18.75	
Game Set + Match 2	8.99	D5	8.99	The Double	7.75			Powerdrome	18.75	18.75	
Guerrilla War	6.25	D3	6.99	The Fury	7.50	D4	7.50	Puffys Saga	18.75	18.75	
Guilf Of Thieves-3	8.99			The Games	8.99	D2	7.50	Quad Alien	13.99	13.99	
G. J. Hero	6.25	6.99	D1	The Prawn 128K	8.99			Quantum Paint	18.75		
Game Set + Match 2	8.99	D5	8.99	Theatre Europe	4.99			Question Of Sports	13.99	15.99	
Iron Lord	9.99	D6	9.99	Thunder Blade	6.99	D2	7.50	Rambo 111	13.99	15.99	
Intensity	6.99	D3	6.99	Thunder Cats	5.99	D3	6.99	Red October	15.99	15.99	
Echelon	9.99	D3	9.99	Time Flood Still	5.25	D2		Return To Atlantis	18.75		
Karnov	6.99	6.99	D3	Times Of Lore	9.99	D2	9.99	Return To Genies	11.99	11.99	
Jewels Of Darkness	8.99	8.99	D3	Total Eclipse	6.99	6.99	D3	Robocop	13.99	15.99	
Jinxter + 3 Disk				Track Suit Manager	6.99	6.99		Rocket Ranger	15.99	19.99	
Night On	8.99	8.99	D3	Typhoon	8.99	D3	6.99	R-Type	15.99	15.99	
Kosami Collection	6.99	D5	6.99	Untouchables	5.99	D3	6.99	Scenery 3-Chess	16.99	16.99	
Krylls	5.99	6.99	D2	Victory Road	5.99	6.99	D3	Scenery Disk 7	16.99	16.99	
Last Ninja 2	8.99	D2	10.99	Vindicator	5.99	D3	6.99	Scenery Disk X1	16.99		
Lancelot	10.99	D5	10.99	Virus	5.25	D1		Scenery Disk Japan	13.99		
Lead Storm	6.99	D2	7.50	We Are Champs	6.99	D5	6.99	Scenery Disk Europe	13.99		
Linker Holshot	6.25	D2	7.50	WEC Le Mans	5.99	D2	6.99	Scraples	13.99		
Linkers Skill	6.25	D2	7.50	Whinig	5.99	D2	6.99	Silent Service	15.99	15.99	
Live + Let Die	6.99	D3	6.99					Sinbad	15.99	15.99	
Magnificent 7	6.99	D2	7.50					Soccer Supremo	10.99	10.99	
								Space Harrier	13.99	15.99	
								Space Harrier II	13.99	15.99	

P+P included in the U.K. EEC add £1 per item. Elsewhere add £1.50. Ch. P.O. payable to Mailsoft (C. VG) P.O. Box 589, London N15 6JL.
Please specify machine type in your order and also a second choice in case software is out of stock or not released yet. New releases will be sent out on day of release.
If you see a software item advertised cheaper by another company, send us the lower amount and we will match the price. This does not apply to other companies special offers. Access and Visa orders welcomed.

COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

TEN ★ REPAIR SERVICE

Commodores Repaired

Spectrums Repaired

BEST SERVICE - BEST PRICES!

- While you wait repairs £22.50 48K Spectrum. £25.00 Spectrum + 2
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of 19.95 including post, packing, parts, labour. Spectrum + 2 repairs only £25.00 fully inclusive.
- Discounts for schools and colleges.

- Six top games worth £39.00 free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16 + 4, Spectrum + 2 and + 3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Rubber keyboard repair (replacement membrane only). Just £10.00 including p+p.
- 3 month written guarantee on all repairs.

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.

We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

VideoVault Ltd

Send your computer to:-
Old Kingsmore School, Railway Street, Hadfield,
Cheshire SK14 8AA. Tel: 04574 66555/67761/69499
Main Office, enquiries and orders only.
Manchester telephone 051-236 0376 While you wait centre only.

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 889061

URGENT NOTICE Don't be misled by adverts showing 'between prices'. A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. 'It had stated BBC repairs between £14 and £45 then charged the customer £85.' Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION
EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3x18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS TAPE TO TEST YOUR KEYBOARD. MEMORY TEST £39.00

FREE WITH EVERY SPECTRUM REPAIR

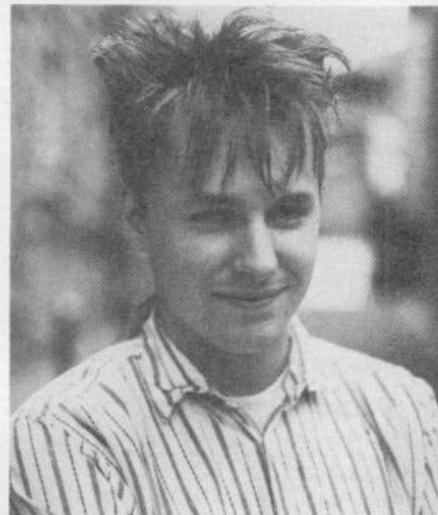
AMSTRAD SINCLAIR QUALITY APPROVED REPAIR CENTRE

Play Masters

A very big, red-leaved and autumnal welcome to Playmasters. This month there's a bumper package of maps, hints and tips across all formats. Firstly there's the second part of the mega Last Ninja II map, followed by an expansive

Armalyte map to help you through this fabulous shoot 'em up. We also have a Starglider II player's guide to give potential Egron busters a helping hand, as well as the usual supply of mini tips, hints and POKEs.

If you have some tips, maps or POKEs, send 'em in to: Playmasters, C + VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget that there's a bundle of software for the best tips of the month – Bruce Wood and Daz Hall of Harworth, and John Maguire of Dublin were winners this month.



BANGKOK KNIGHTS (System 3)

Type in this listing if you're finding System 3's kick boxing game too easy. When you've finished, RUN it and press play on tape. You didn't forget to put in the tape did you? Cheers to Bruce 'n' Daz for this C64 listing.

```
10 FOR A = 608 TO 624:
READ B: POKE A,B:NEXT
20 FOR A = 53123 TO
53256:READ B: POKE
A,B:NEXT
30 SYS 608
40 DATA 32, 44, 247, 32,
108, 245, 169, 128
50 DATA 141, 237, 2, 76,
166, 2, 76, 221, 207
60 DATA 169, 32, 141, 249,
3, 169, 246, 141, 250
70 DATA 3, 164, 207, 141,
251, 3, 169, 16, 141
80 DATA 252, 3, 169, 127,
76, 81, 3, 169, 234, 141
90 DATA 75, 169, 0, 141,
250, 75, 169, 234, 141
100 DATA 170, 17, 141,
171, 17, 90
```

PACLAND (Grand Slam)

If you're a C64 Pacland owner, you might find this Bruce and Daz listing very useful for the little yella fella. Just type it in and RUN it for infinite lives.

```
1000 FOR Z = 53179 TO
53242: READ A
1010 POKE Z, A: NEXT:
POKE 646, 3: POKE 157, 128
1020 SYS 53174
1030 DATA 169, 207, 141,
41, 3, 32, 86, 245
1040 DATA 169, 32, 141,
187, 3, 169, 240, 141
1050 DATA 188, 169, 2,
141, 189, 3, 160
1060 DATA 15, 185, 222,
207, 153, 240, 2, 136
1070 DATA 16, 247, 96,
238, 32, 208, 238, 33
1080 DATA 208, 169, 189,
```



▲ Bangkok Knights.

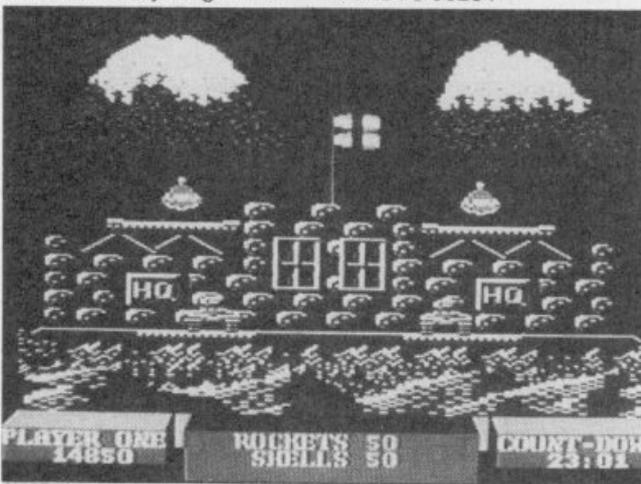
```
141, 162, 9, 252, 0
1090 DATA 0, 96, 169, 49,
141, 159, 2, 169
1100 DATA 234, 141, 160,
2, 76, 237, 246, 0, 0
```

BATTLE VALLEY (Rack-It)

Hewson's budget label has spawned quite a few good titles – and this is one of them. If your tank and helicopter are being blown up before you get the chance to complete the mission, type in this wild 'n' whacky listing for unlimited everything. When

you've finished, RUN it and press play on tape. Another Bruce and Daz C64 special.

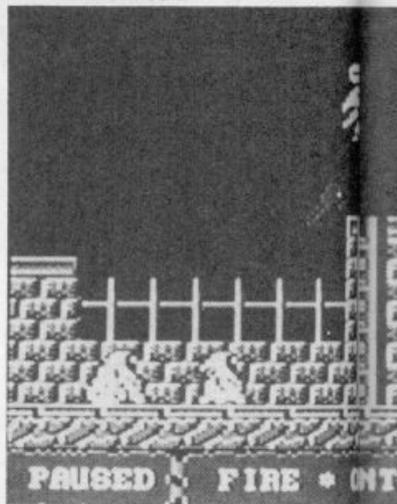
```
10 DATA 32, 86, 245, 169,
0, 141, 28, 4, 169, 208, 141,
29, 4
20 DATA 96, 169, 0, 141,
67, 50, 141, 46, 58, 169, 165,
141
30 DATA 184, 69, 76, 132,
255, 0, 0
40 FOR A = 53234 TO
53263: READ Z: POKE A, Z:
NEXT
50 POKE 646, 5: POKE 157,
128: SYS 53234
```



▲ Battle Valley.

TO HELL AND BACK (CRL)

I quite like this game – it's not brilliant, but it's fun – and that's what counts. It's even more fun when you enter this William de Sausmarez POKE. Load the game and reset the machine. Type POKE 32371, 173 (RETURN) for unlimited lives, or POKE 32524, 173: POKE 32483, 173 (RETURN) for infinite energy. Restart the game with SYS 30464 (RETURN) and you'll find life a lot less difficult.



▲ To Hell and Back.

REVENGE OF DOH (Imagine)

If you're fretting because I didn't print a cheat for the C64 version last month, quit worrying. Just type CHEETAH into the highscore table and you'll be graced with a million billion lives. John Maguire found that interesting little feature.

NETHERWORLD (Hewson)

What's the point completing a level the hard way when all you have to do is press 2, 4 and E together to finish a screen. That's another one from John Maguire of Dublin.

PSYCHO SOLDIER (Imagine)

Okay all you C64 owners. If your Psycho Soldier is more like a Psycho Knobhead, type in this listing to make her well hard. When it's finished and checked, RUN the listing and press play on tape to set this Bruce and Daz listing into motion.

```
10 FOR x = 541 TO 578:
READ Y: POKE X, Y: NEXT
20 POKE 157, 128: sys 541
30 DATA 32, 86, 245, 72,
169, 32, 141, 84, 3, 169, 2,
141, 86
40 DATA 3, 141, 52, 10,
169, 59, 141, 51, 10, 104, 238,
32, 208
50 DATA 96, 72, 77, 80,
169, 141, 8, 232, 76, 0, 130
```

FANTASY ZONE II (Sega)

Good old Colin Chan has sent in some very useful hints on this acid house Sega game. Well, it's certainly garish enough!

On level two, walk along the ground and continue to bomb until a red bottle appears. Pick it up and the ship will be awarded with extra fuel capacity. There's also a

the bottle is collected, all energy is replenished.

A clock is found on level seven - it's on the warp with a massive cacti and sand dunes in the background. Keep shooting the black hole (which is two holes to the right of the warp at the top of the screen). There's also a red bottle, located on the warp with the red exit. Just keep shooting along the ground like you did on level three.

ACTION FIGHTER (Sega)

Yes, more console tips!

These were sent in by Phil Marley of Poynton, Cheshire.

On level one, collect A, B,

picked up a ground-to-air missile), change into a Porsche and back. You shoot forward and the chopper flies off for some mysterious reason. This works even if you haven't got the first four extra weapons.

When you're in the air, play this bit as a normal shoot 'em up. Try and keep the missiles from the ground section, or pick them up as soon as possible - you need them for the helicopters. Keep to the left or right of tanks. When you get three subs, take your time and spend most of the time dodging their missiles. Try and hit each sub in turn,

STUNT BIKE SIMULATOR (Code Masters)

If you're an Amstrad owner, try out this bijou tipette from David Baker of Bromley, Kent. Just press A, S and D keys together during the game to slip to the next level.

BIONIC COMMANDO (GO!)

Apparently the C64 version has a little bug. When you have a powerful weapon, restart the game and the weapon will be retained for the next game! Thank you very much to William de Sausmarez of Guernsey for that.

SHINOBI (Sega)

Simon Scott of London was very quick to find this cheat mode for Sega's new martial arts game. On the title screen push the controller diagonally up and right and press fire button number two and you'll be able to select which screen you'd like to tackle.

MIKE TYSON'S PUNCH-OUT (Nintendo)

Further to the Mean Machines tips last month. If you want to tackle a new order of boxers, just enter 135 792 4680 as the pass key and hold down select and the A and B buttons simultaneously and Mac is promoted to "Another World Circuit".

RAD RACER (Nintendo)

Nintendo's new race game arrived just a little too late for review, but if you've already got it, you might be interested in this cheat. Start the game by choosing a car, and get a demonstration screen. Next, increase the tachometer reading by pushing the B button. Now push the start button while also pressing the control pad diagonally up and right and push the B button. This increases the indicator by two. The first one and two represent course one and two, and the next four numbers mean course two. If you set the indicator at the maximum 16, you start on course eight. Using this method, and with a little experimentation you can start on any course you like. Apparently the final screen has a surprise - use the tachometer trick to see it, but you need to press the B button at least 60 times!

ROAD RUNNER (US Gold)

Eek-a-mundo! John Maguire is here yet again with a simple 'n' easy-to-use C64 POKE. Just load the game, reset the computer and enter POKE 43241, 36 (RETURN) and

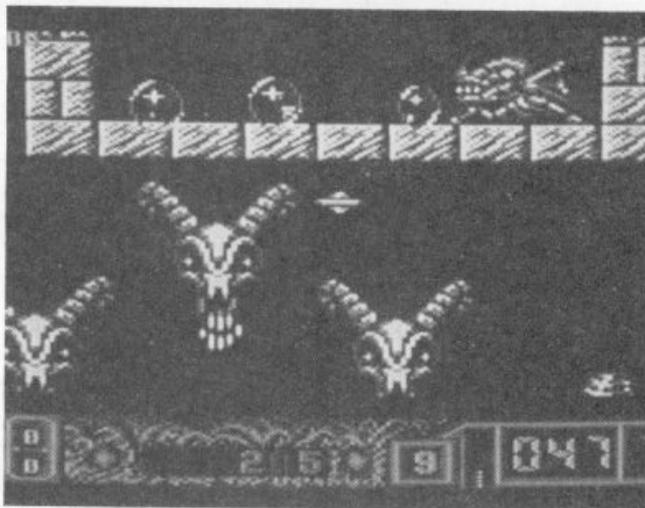


▲ Fantasy Zone II.

C, D, E and F as soon as possible. If you have the choice of entering the SEGA truck and collecting a letter, go for the truck. The extra weapons should make it a lot easier to collect the letters. As soon as you collect A, B, C and D you are able to knock motorcycles off the road, but don't try it with cars and ambulances. Keep an eye out for road signs warning of impending forks and sharp corners. To get rid of the helicopter (if you haven't

rather than take them out one by one. The reason for this is that the last sub on the screen moves up and down as well as moving left and right, making it very difficult to score three hits on it.

On later missions the tanks fire in all directions, so watch the ground as well as the air, and bomb the tanks when you get the chance. The airship's missiles are pretty easy to avoid if you don't fly too far forward.



▲ Netherworld.

hidden shop.

Level three has a surprise. Find the red warp, then go to a shop and buy a laser from them. Go to the part of the landscape where the background is made up of diamond-shaped stones and position yourself at the bottom half of the screen and shoot. A clock appears and you're awarded an extra ten seconds when you confront the end-of-level guardian.

There's a blue bottle on level four. It's on the warp with a load of straight edges and flames, just above the floor to the left of the warp hole near the top of the screen. When

Play Masters

restart the game with SYS 4126 (RETURN). Now you have an infinite supply of lives to make Wil E Cyote's life a complete and utter misery.

KONAMI'S ARCADE COLLECTION (Ocean)

A trio of POKEs for three of the games on this excellent C64 compilation.

For Iron Horse load, reset and enter POKE 3368, 181 (RETURN) FOLLOWED BY SYS 2176 (RETURN) and unlimited lives are there, there, there and there for your pleasure and enjoyment. The ever-so-crappy Jailbreak is similarly POKEd into submission by loading the game, resetting the computer and typing POKE 52050, 174:POKE 52097, 174 (RETURN) followed by SYS 51200 (RETURN). Finally, Nemesis is made infinitely easier by resetting the machine and entering POKE 5975, 189 (RETURN) and SYS 5768 (RETURN). Cheers once again to John Maguire from Dublin.

LASER SQUAD (Target Games)

Colin and Gavin Young have supplied some very comprehensive tips for this utterly superb Spectrum game. Go and kick ass!

QUICK TIPS

- Always leave your men on opportunity fire.
- The Marsec auto-gun is the best all-round weapon.
- If a door remains open it means that there is a man (i.e. an operative) in it.
- On level three (The Mine), examine all the dead operatives when you kill them. You'll find that one is be carrying a Video Key (normally the one near the video room). Take this to the room which contains the video console and insert it into the Vidi-screen. This activates the video cameras in the mine and allows you to see the operatives when you select the scanner mode.
- On the lower skill levels buy the Rocket launcher, the explosion from this is awesome.
- The price of weapons on each level does not vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.
- Don't go on a spending spree if you have money left. Carrying too much reduces the available action points to a man.
- Take your time, you have plenty of turns. Explore the area carefully and ALWAYS leave your men on autofire.
- Use a couple of men to guard the rear of your squad.
- On higher levels always scavenge the dead operatives

for weapons, they always seem to carry valuable ammunition.

WEAPONS LIST

Heavy Laser: powerful, with loads of ammo, but heavy and burdens your men, reducing their action points.

Marsec Auto-gun: best all-round weapon, powerful and accurate.

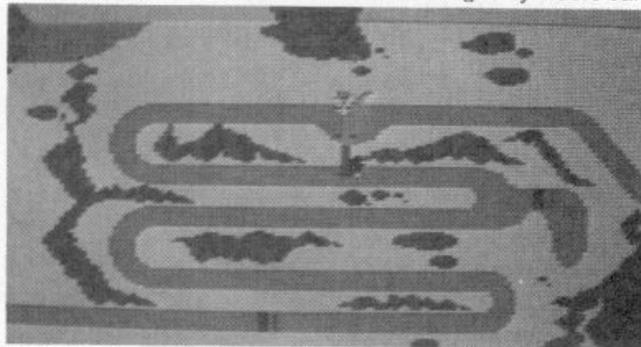
M4000 Auto-gun: the best "budget" gun, but lacks the accuracy of the Marsec Auto-gun.

L50 Las-gun: not very powerful or accurate; a

Rocket Launcher: a luxury for the early levels. Power is awesome, but lacks ammunition and has a nasty habit of blowing up the user if he is too near.

MOONBASE ASSAULT

The bottom-left is probably the best place to deploy your men. Split your squad into two for the best effect. Move your men towards the central area with the most databanks/analysers. If a door is open it usually means that an operative is in it. Oil drums and gas cylinders can



▲ "Road Runner, Road Runner..." disappointment.

Sniper Rifle: lacks autofire, but is cheap, powerful and the most accurate.

Marsec Pistol: has autofire, but lacks any power; a bit of a turkey.

Dagger: very good for close combat, if you ever get it!

AP50 Grenade: good for blowing up operatives who are waiting on autofire around a corner. CAUTION get out of its field and ALWAYS remember to prime it before throwing it!

be shot at to give a nice explosion and usually a chain reaction. Be careful, an operative does not blow one up next to you.

SCENARIO TIPS THE ASSASINS

On the first skill level you can equip your men with Rocket Launchers and blow up the house, (and Sterner Regnix) without even entering the building! On latter levels better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully. You will find that the droids usually keep some pattern but this is not always the case. When you find Sterner concentrate your fire on him because once he is dead the game is over.

RESCUE FROM THE MINES

Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it, try and make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try and get the video key as this will allow you to ambush the enemy.



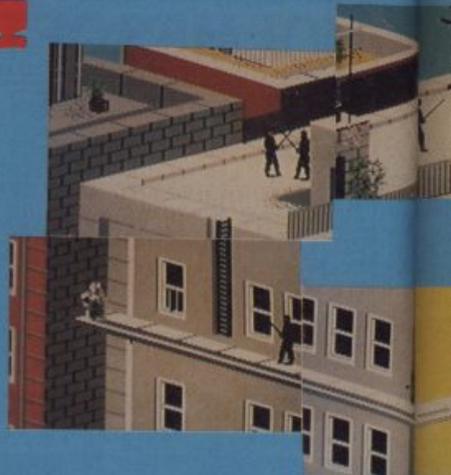
▲ "Beep Beep now, you!" ?"

TITLE	Spec Cass	Spec Disk	C64 Cass	C64 Disk	AMS Cass	AMS Disk	16-BIT	ST	AMIG	IBM	
19 (Boat Camp)	8.94	10.94	8.95	10.95			19 (Boat Camp)	12.95	12.95		
1943	8.94	10.94	7.45	11.95	7.49	11.99	1943	14.90	18.95		
4x4 Off-Road Racing	8.94	10.94	7.45	11.95	11.95	11.99	4x4 Off-Road	14.90	18.95	16.90	
4x4 Star	8.94	10.94	6.95	10.95	6.99	10.99	5 Stars	16.90	18.95	16.90	
Aerburner	8.94	10.94	6.95	10.95	6.99	10.99	Aerburner	12.90	12.95		
Airborne Ranger	10.44	13.94	10.45	14.95	10.49	13.99	Airborne Ranger	16.90		15.95	
Alan Syndrome	8.94	10.94	6.95	10.95	6.99	10.99	Alan Syndrome	14.90	14.95		
Arcade Force Four	7.44		7.45	11.95			Asterix	14.90	14.95		
Artura	5.94	10.44	7.45	11.95	7.49	11.99	Action ST				
Barbarical	5.44	9.44	6.95	9.45	6.99	9.49	Amiga Gold Hit		18.95		
Barbarian (Physi)	6.94	10.94	6.95	10.95	6.99	10.00	Batman (New)	13.90	16.95	14.90	
Barbarian-2 (Pal)	6.44	9.94	6.45	9.45	6.49	9.99	Barbarian-2 (Pal)	16.90	12.95		
Bards Tale	6.94	11.94	7.45	11.95	7.49	11.99	Bards Tale 2 (or 1)	18.90	18.95	19.90	
Bards Tale 2 (or 3)							Beyond Ice Palace	12.90	15.95		
Beyond Ice Palace	5.24	10.24	6.95	9.95	6.99	10.99	Bionic Commando	13.90	16.95	18.90	
Bel-Man (NEW)	6.94	10.94	6.95	9.95	6.99	10.99	Buggy Boy	12.90	15.95		
Bionic Commando	6.94	10.94	7.45	9.95	7.49	11.99	Bushido	14.90	18.95	18.90	
Bushido	6.94	10.44	7.45	11.95	7.49	11.99	California Games	15.90	15.95	16.90	
Butcher Hill	5.94	9.44	6.95	9.95	6.99	9.99	Captain Blood	15.90	15.95	16.90	
Captain Blood	5.94	9.44	6.95	9.95	6.99	9.99	Carrier Command	15.90	15.95	16.90	
Carrier Command	9.94	11.94	9.95	13.95	10.49	13.99	Champ Cricket	14.40	10.45		
Championship Sprint	3.94		3.95	8.95	3.99	8.99	Combat School	12.90	15.95	13.95	
Compton		11.94		12.95			Computer	15.90	15.95		
Command Performance	9.94	13.94	9.95	13.95	9.99	14.99	Conqueror	14.90	15.95	16.90	
Cover Action				10.95	13.95		Corruption	14.90	14.95		
Cybernet-2 (Dr 1)	5.94	10.44	7.45	11.95	7.49	11.99	Cybernet-2 (Dr 2)	13.90	16.95	14.90	
Daisy Thompson Day	6.44	9.94	6.45	9.45	6.49	9.99	D. Thompson Day	13.90	16.95	14.90	
Dark Side	6.44	9.94	6.45	9.45	6.49	9.99	Double Dragon	13.90	13.95	14.90	
Delta-2 (Amway)	6.94	9.94	6.95	9.95	6.99	9.99	Dragon Ninja	13.90	16.95	14.90	
Double Dragon	6.94	10.94	6.95	10.95	6.99	10.99	Dungeon Master	15.90	15.95		
Double, The	8.94		8.95				Eliminator	18.90	13.95		
Dragon Ninja	6.24	10.94	6.95	10.95	6.99	10.99	Elite	18.90	13.95		
Dragon Warrior	3.94		3.95				Empire	12.90	13.95		
Echelon	7.44	10.44	9.95	11.95	9.99	11.99	Empire Strikes Back	12.90	13.95		
Eliminator	5.94	10.44	7.45	11.95	7.49	11.99	Eon	14.90	14.95		
Emlyn Hughes Soccer	6.94	10.94	6.95	10.95	6.99	10.99	Fed. Of Free Traders	19.90	19.95		
Empire Strikes Back	6.44	9.94	6.45	9.45	6.49	9.99	Fernandez Must Die	16.90	16.95		
Esponage	6.24	9.94	6.95	10.95	6.49	10.99	Ferrari Formula 1	18.90	18.95	19.90	
Exploding Fist +	5.44		5.45				Fish	16.90	16.95		
F. Bruno's Big Box	8.94	12.94	8.95	10.95	8.99	10.99	Football Director-2	12.90	12.95	15.90	
Ferrous Course				3.95	5.95	3.99	5.99	Fusion	14.90	14.95	
Ferrous Course-2	6.24	9.44	6.95	9.45	6.99	9.49	G. Linder Sup. Skills	14.90			
Fernandez Must Die	6.94	11.94	7.45	11.95	7.49	11.99	Gaidragons Domain	13.90			
Fire & Forget	6.44	9.94	6.45	9.45	6.49	9.99	Game Commander	15.90	15.95		
Fists & Thrillies	8.94	10.94	8.95	10.95	8.99	10.99	Games, Winter Ed.	14.90	18.95	15.90	
Flight Ace	3.94	12.94	3.95	12.95	3.99	12.99	Ghost & Goblins	12.90	22.95		
Football Director	6.44		6.45				Gnom-2 (Ingrit)	12.90	12.90	13.90	
Football Director-2 (128k)	14.44	14.94					Gryzor	12.90	15.95	13.90	
Football Manager-2	6.24	9.94	6.95	10.95	6.99	10.99	Guerrilla Wars	13.90	16.95	14.90	
Fox Fights Back	6.24	9.94	6.45	9.95			Gunship (Apache)	18.90	16.95	27.90	
Giants (US Gold)	9.94	12.94	9.95	12.95	9.99	12.99	Heater Shifter	10.40	10.45		
G.I. Hero	5.44		5.45				Heroes Of The Lance	17.90	18.95	18.90	
G. Linder Sup. Skills	5.94	10.44	6.25	9.45	5.29	10.49	Hotball	16.90	16.95		
Game Over-2	5.94	10.44	7.45	11.95	7.49	11.99	IK+	13.90	13.95		
Game, Set & Match-2	8.94	13.44	8.95	13.45	8.99	13.49	Imposs. Mission-2	9.90	15.95	13.90	
Games, Winter Ed.	6.94	10.94	7.45	11.95	7.49	11.99	Int. Soccer	12.90	15.95		
Gold Silver & Bronze	10.94		10.95				Interceptor	18.90	18.95		
Great Giana Sisters	6.94	9.94	7.45	9.95	6.99	10.99	Iron Lord	19.90	19.95	19.90	
Gryzor	3.94		3.95				Kennedy Approach	12.90	12.95	13.90	
Guerrilla Wars	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	14.90	18.95		
Gunsip (Apache)	6.94	9.94	10.95	13.95	10.99	13.99	Leadboard/Birdie	12.90	12.95		
Hawks				8.95	9.95		Leadboard/Birdie	14.90	18.95		
Heroes of Lance	18.94	22.44	18.95	22.45	18.99	22.49	Leadboard/Birdie	12.90	12.95	13.90	
History-in-Making	5.94	11.94	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Imposs. Mission-2	10.44	10.94	10.45	10.95	10.49	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Ingrit's Back (Gnome-2)	5.44	9.94	6.95	9.95			Leadboard/Birdie	12.90	12.95	13.90	
Iron Lord	5.94	11.94	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Karate Ace	5.94	11.94	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Kanoo	4.74		4.75	8.95	4.79	9.99	Leadboard/Birdie	12.90	12.95	13.90	
Knight Dnc	4.54		4.55				Leadboard/Birdie	12.90	12.95	13.90	
Knightmare	3.94		3.95				Leadboard/Birdie	12.90	12.95	13.90	
Konami Arcade Cot.	7.44	13.94	7.45	13.95	7.49	13.99	Leadboard/Birdie	12.90	12.95	13.90	
Lancer	10.44	14.94	10.45	14.95	10.49	14.99	Leadboard/Birdie	12.90	12.95	13.90	
Last Ninja-2	8.94		8.95				Leadboard/Birdie	12.90	12.95	13.90	
Leadboard Cot.	11.94	13.94	11.95	13.95	11.99	13.99	Leadboard/Birdie	12.90	12.95	13.90	
Line & Lnt Die	3.94		3.95				Leadboard/Birdie	12.90	12.95	13.90	
Liner 1/2	3.94		3.95				Leadboard/Birdie	12.90	12.95	13.90	
MagicPoint 7	6.94	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Mega Games Vol. 1	9.94	11.94	9.95	11.95	9.99	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Mickey Mouse	5.94	10.94	7.45	10.95	5.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Microprose Soccer	5.94	10.94	7.45	10.95	5.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Mike Reed Pup Quiz	5.94	10.44	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Motor Massacre	5.94	10.44	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
N. Mansell G.P.	5.94	11.94	7.45	10.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Navcon 8				8.95	9.95		Leadboard/Birdie	12.90	12.95	13.90	
Netherworld	5.94	10.94	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Night Racer	7.44	11.94	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Ocean Completion	8.94	13.44	8.95	13.45	8.99	13.49	Leadboard/Birdie	12.90	12.95	13.90	
Operation Wolf	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Orun	5.94	10.44	7.45	11.95	7.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Overlander	5.94	9.94	6.95	9.95	5.99	9.99	Leadboard/Birdie	12.90	12.95	13.90	
P. Beardsley F'ball	5.94		5.95				Leadboard/Birdie	12.90	12.95	13.90	
P. Stealth Fighter	6.44	12.94	6.45	12.95	6.49	12.99	Leadboard/Birdie	12.90	12.95	13.90	
PHM Pegasus	6.44	11.94	6.95	11.95	6.49	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Pho-Mania	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Pho-Mania Mtr Game	5.94	9.44	5.95	9.45	5.99	9.49	Leadboard/Birdie	12.90	12.95	13.90	
Pool of Radiance				7.49	11.99		Leadboard/Birdie	12.90	12.95	13.90	
President & Macking				8.95			Leadboard/Birdie	12.90	12.95	13.90	
Pro Soccer Sm	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Question Of Sport	10.94	13.94	10.95	13.95	10.99	13.99	Leadboard/Birdie	12.90	12.95	13.90	
R-Type	6.94	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Rabbit-3	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Romance	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Red Storm Rising				10.45	13.95		Leadboard/Birdie	12.90	12.95	13.90	
Return Of Jedi	6.94	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Roy Wars	8.94	10.94	8.95	10.95	8.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Robotasters	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Robotics	6.24	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Rolling Thunder	5.94	9.94	6.95	9.95	5.99	9.99	Leadboard/Birdie	12.90	12.95	13.90	
Roy Of The Rivers	5.94	10.44	6.95	10.95	5.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Rygar	4.94	9.94	4.95	9.95	4.99	9.99	Leadboard/Birdie	12.90	12.95	13.90	
S.C.I.	6.94	10.94	6.95	10.95	6.99	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Salamander	5.44	10.94	6.95	10.95	5.49	10.99	Leadboard/Birdie	12.90	12.95	13.90	
Santarus (M'pose)				10.95	13.95		Leadboard/Birdie	12.90	12.95	13.90	
Santarus Warrior	5.44	9.44	6.25	9.45	5.29	10.49	Leadboard/Birdie	12.90	12.95	13.90	
Savage	5.44	9.44	6.25	9.45	5.29	10.49	Leadboard/Birdie	12.90	12.95	13.90	
Scrabble Deluxe	7.94	11.94	7.95	11.95	7.99	11.99	Leadboard/Birdie	12.90	12.95	13.90	
Side-Arms	8.94	9.94	8.95	9.95	8.99	9.99	Leadboard/Birdie	12.90	12.95	13.90	
Six Pack-3	6.44	9.94	6.45	9.95	6.49	9.99	Leadboard/Birdie	12.90			

LOST

Welcome to part two of our epic Last Ninja 2 map. If the Gods are with us you may actually be able to buy the game itself by the time you read this!

Here we go through the last three loads (load seven being merely the end of load six which programmer John Twiddy couldn't fit on) thanks to Mark, Stan and John at System 3.



Wind your way through the boxes to exit at the right of the screen.

Climb the ladder and walk back into the last screen where you should collect the credit card.

Walk along the catwalk to the door at the far end. Here you should enter the room, defeat its guardian, and collect the food out of the dog bowl on the right (bleurgh!)

Whiz back along the catwalk and down the ladder again (if you jump off or try to climb the ladder while holding something you die - so don't!)

START



Walk through these screens on ground level, but be sure to jump over the trolley tracks or you will be crushed.

Jump these trolley tracks (they are electrified) and eat the extra life hamburger on the floor to the left.

LEVEL 4

One of the hardest bits of the game: only one route works through the boxes, and it matters not only which ones you use but also where on each you stand before the jump.

There are two routes you can take once inside the lab. First walk diagonally left, then turn round the corner to dip the meat you have collected in the box of dope (near the back wall).

Now go back toward the door, and walk right into the room with the panther. Feed it the drugged meat, and you can exit the level through the doors. Use the credit card from the start of level to open it.

LEVEL 5

FINISH

Go left jumping the gap (check out Superman in the sky!) and make your way to the next ladder. Climb to the roof and . . . leap onto the ladder dangling from the helicopter to escape!



The fan will blow you off the ledge. Don't try to jump its effects (you can't) but stand by the wall next to it, and by walking at an angle into its path you should be able to get past before you get blown off the edge. Don't climb the ladder, but go through the grating.



You end up in the lift shaft, where you should climb the ladder, and go through to the armoury. Don't bother picking up a gun (Ninjas don't use them, remember?) but go through the door to the left.



Go through this door to get into the first office. Operate the computer terminal on the right hand side to access a password you will need later on. It is not stored, so write it down!



START



At the end of the blue corridor is an open area with two doors – not shown. The one on the right leads to the red office, but this is a totally pointless journey because there is nothing there. Go through the second door and you get to the panelled study. Move the pen on the desk top right, and a secret door opens in the wall.



FINISH



NINJA 2

ward
walk
om wi
ed it
eat,
it the
the li
redit
art ote

LAST MING 2



You must drop from the helicopter at exactly the right time onto the top turret to the back (using fire or pulling the stick). Now jump onto the right hand turret, then the free standing one that looks like a chimney, and finally down the skylight on the second screen.

LEVEL 6



Go back through the first door and down the dumb waiter on the back wall - you will die if you try this without the rope.



Don't go down the stairs because you will trip the infrared lights and the alarm will make all the guards much more vicious.



You land in the middle of the landing. Going through the second door near the stairs takes you into the bedroom where you can take the bellpull (rope) hanging near the bed.



You exit in the kitchen. Exit into the hallway and through the other door into the library where you can turn the alarms off at the panel on the far wall. You can now go back up the stairs safely (though you don't need to).



There is another doorway hidden behind the potted plants. Go through it and you end up in the cellar.



This is the very end of the game - by two screens - but we'll leave it a mystery as to why you have to fight and what you have to do, don't you think?

LEVEL 7



FINISH

Go out through the door on the far right, b first turn on the lights at the panel near the door. If you have turned the lights on it will look like the top picture, if you forgot it will be dark like the bottom picture. You must redirect the deadly steam that comes from the boiler by moving the plates on the boiler door to get past.



Play Masters

Starglider 11

▼ Hints 'n' tips.



Use the maps provided to help you get around. Here is a rundown of the planets and moons . . .

SOLICE: Red and yellow in colour, this is the sun. Don't go near!

DANTE: Red in colour, this is the first planet of the system. And the hottest.

VISTA: This is blue, and is the second planet of the system.

APOGEE: This is grey and is the third planet of the system. The Icarus begins the game here. It has a tunnel system (see maps). It has two moons.

ENOS: This is dark grey, and pretty dull.

CASTRON: This is also grey, and has its own tunnel system (see maps). Bouncing bombs are in this depot.

MILLWAY: This is the gas giant, and is bright red in colour. Don't go near it! It has seven moons.

BROADWAY: As with the rest of millway's moons, it is dark red. It has a tunnel system.

APEX: The second moon.

ESPRIT: The third moon.

QUESTA: The fourth moon.

WESTMERE: The fifth moon.

SYNAPSE: The sixth moon.

WACKFUNK: The last of Millway's moons.

ALDOS: This is the last planet in the system. It is light blue.

Q-BETA: This is the lone moon of Aldos. It is dark blue. The space station is in geo-stationary orbit around it.

General Tips:

Use the 'Painting with Rolf' option on the title screen to get yourself acquainted with the different objects you will meet.

Re-energise by flying along power lines (trying not to crash into them), or preferably, by flying out into space and space-hopping asteroid field. Tractor-beam

an asteroid, and keep it in range of the Icarus, and you will energise. If it blows up before you are completely recharged, find another one, and do the same to that one. DON'T collect the asteroids to energise off them later, as they explode if they are jettisoned.

Don't get too close to things that you are attacking, as when they blow up and have a habit of throwing shrapnel into your shields.

Take notes of which moon of millway is having a projector base built on as the messages come in.

The Mission

Follow the tunnel down on Apogee until you reach the depot. They ask you if you want them to build you a personalized neutron bomb, which, of course, you say yes to. They then ask you to collect the ingredients needed for this (see following chart). Fly back out and collect the needed things from the planets/moons/space by tractor-beaming it, then collecting it. BEWARE! The Icarus can only hold two or three objects at a time, so when you have collected your maximum, return to the Apogean depot, and hettison them there. Try and get the Prof first, as he can be getting

on with building the thing whilst you are galavanting around in the Icarus.

Fly to Broadway, and through the tunnels to the depot. There they inform you that Professor Taymar is doing some galavanting of his own in his souped-up Emma-2. He is always flying around on Broadway, so collect him as you would any other object. While you are in the Broadway depot, you may as well collect the four missiles that they have built for you (there's more where that came from!).

As soon as you can, fly to the tunnel depot at Castron and collect the four bouncing bombs. (If anybody knows

▼ Map of tunnels.

how to get the Icarus' pilot couch for them, please let me know!). With these, you must destroy the projector bases being built on the moons of Millway (only bouncing bombs will do it). This gives you enough time to collect all of the needed parts for the bomb.

Eventually though, all of the projector bases will have been built, and work begins on the space station. Luckily, by this time, you should have the neutron bomb ready (what do you mean you haven't?), so use the missiles and a few blasts of your lasers to dispose of the mini-sentinels protecting the station, then go and collect old Mr Neutron. That's it, sling it under your ship, and fly to the Space station. Polish off any remaining mini-sentinels, then destroy the station itself with the neutron bomb.

All that remains for you to do now is to congratulate yourself . . . and do it all over again, with less time before work beings on the space station!

Trem asks you to collect . . . A case of nuclear fuel - The last planet will provide this. A lump of mineral rock - The moon of the last planet.

A crate of castrobars - Blow up a few pirates!

A cask of vistan wine - Blow up a few more pirates!

An Egron mini-rocket - Same place as bouncing bombs.

An asteroid - In space, no-one can hear you get them!

A flat diamond - On the second planet.

A cluster of nodules - On the hottest planet.

Professor Halsen Taymar - Burning rubber on Broadway.

Of course, some things can be found elsewhere!

APOGEE	BROADWAY	CASTRON
NEUTRON BOMB In at 83-34 Turn Left Turn back up right tube Turn Left	MISSILES In at 78-92 Turn Right	BOUNCING BOMBS In at 75-38 Turn Left Turn Right

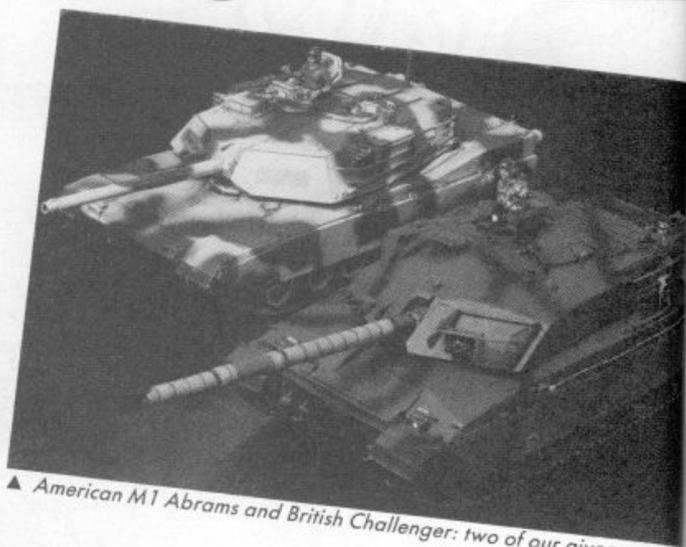
OPERATION WOLF

COMPO

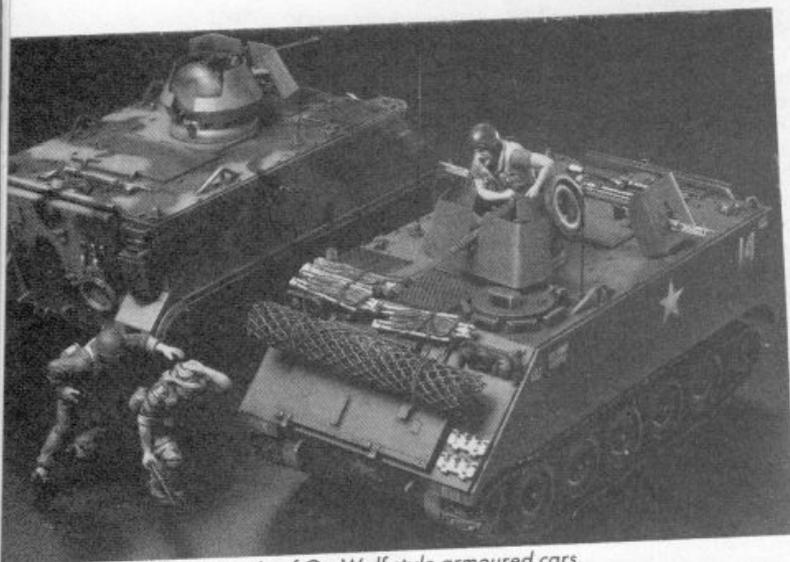
Operation Wolf is a wicked sort of game, everyone knows that. Read between the lines of the C+VG Christmas Crackers booklet and you'll work out that most of the staff are confident it'll be THE number one this Christmas. We couldn't fit another competition into the book, so we've got one over here in the bulk of the magazine instead.

Besides all the various men you have to send to meet their maker, there are a fair number of helicopters, armoured cars and ships you have to blow sky high. And tanks, plenty of tanks.

Ocean have provided us with a bunch of top notch Tamiya model kits of tanks and stuff from throughout the ages, and we're giving ten away (Julian is filching the rest). We've a



▲ American M1 Abrams and British Challenger: two of our giveaways.



▲ A couple of Op Wolf style armoured cars.

modern British Challenger, a World War II Tiger tank, a Leopard tank . . . and loads more. Each is made of genuine plastic, comes complete with all the transfers etc you'll need, and is worth around fifteen quid. Tamiya are generally reckoned to be the best of the plastic model kit manufacturers (though no doubt Airfix etc would disagree) so you can't say that your pals C+VG don't treat you right! Send your entries to this address within the next few weeks for a chance: Operation Wolf Compo, C+VG, Priors Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address.....

.....

1) What was the name of the operation to invade Sicily in WWII:

- a) Operation Ferret
- b) Operation Husky
- c) Operation Wildebeast

2) What was the operation to evacuate the British Expeditionary Force in 1940 from Europe called:

- a) Operation Thunderblade
- b) Operation Dynamo
- c) Operation Budgie

3) What was the name of the Allied operation to retake Europe which began with D day:

- a) Operation Overlord
- b) Operation Overkill
- c) Operation Ovary.

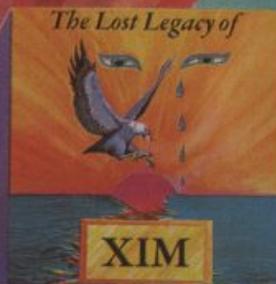
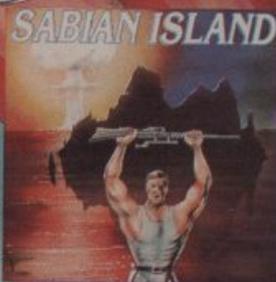
Sky Slip

SOFTWARE

SABIAN ISLAND

Fight through the enemy traps to recover a missing timing device and save New York city.

Available in: Spectrum £7.95 (T), Amstrad +3 £14.95 (D), Amstrad £9.95 (T) £14.95 (D), C64 £9.95 (T) £11.95 (D).



THE LOST LEGACY OF XIM

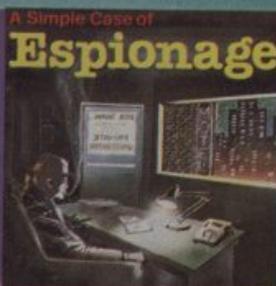
The first in a series of adventures starring our hero detective Rick Shaw, in his first mission to recover a stolen diamond encrusted eagle and solve the mystery of Xim.

Available in: Amstrad/PCW £14.95 (D), Spectrum 48/128 £9.95 (T), +3 £14.95 (D).

DUSK OVER ELFINTON

You have been transported to the land of Elfinton for an adventure in a place of magic and mystery.

A two part graphic adventure for the: Spectrum 48/128 £7.95 (T), +3 £14.95 (D). Available soon for Amstrad and ST.



A SIMPLE CASE OF ESPIONAGE

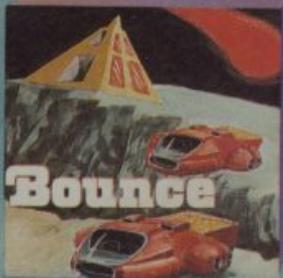
The second adventure starring our hero detective Rick Shaw in what started out as another divorce case but finished as anything but!

Available in: Amstrad/PCW £14.95 (D), Spectrum 48/128 £9.95 (T), +3 £14.95 (D).

BOUNCE

Arcade adventure on the planet D49 as you try to collect the crystals of ZEB from inside a pyramid. One mistake and your transporter flies out of control.

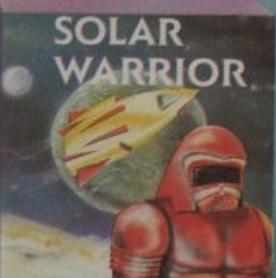
Available in: ST £19.95 (D), Spectrum £7.95 (T), +3 £14.95 (D), C64 £9.95 (T), £11.95 (D), Amstrad £9.95 (T) £14.95 (D). Amiga: available soon



BIG SCREEN HERO

Fight your way through your roles as the Big Screen Hero to Hollywood, fame and fortune.

Available in: Amstrad £9.95 (T) £14.95 (D). Other formats available soon.



SOLAR WARRIOR

The only hope left for mankind is in the hands of you, the only remaining Solar Warrior. You must defend Earth's supplies both in deep space and on the surface of our remaining territories.

Available in: Amstrad £9.95 (T) £14.95 (D). Coming soon in: Spectrum, C64, ST Amiga.

CUSTOMER HOTLINE

Order your games by phone.



Access or Visa.

091 567 8058

(Rock City)



DEALER HOTLINE

Trade enquiries and orders phone

091 565 8473

MAIL ORDER COUPON

Please send _____ copies of _____

Format _____ Price _____

NAME (BLOCK CAPITALS) _____

ADDRESS _____

I enclose £ _____ (including 50 pence P & P) cheques payable to

SKYSLIP MUSIC LTD or debit my ACCESS VISA account. Expiry date _____

Card No: _____

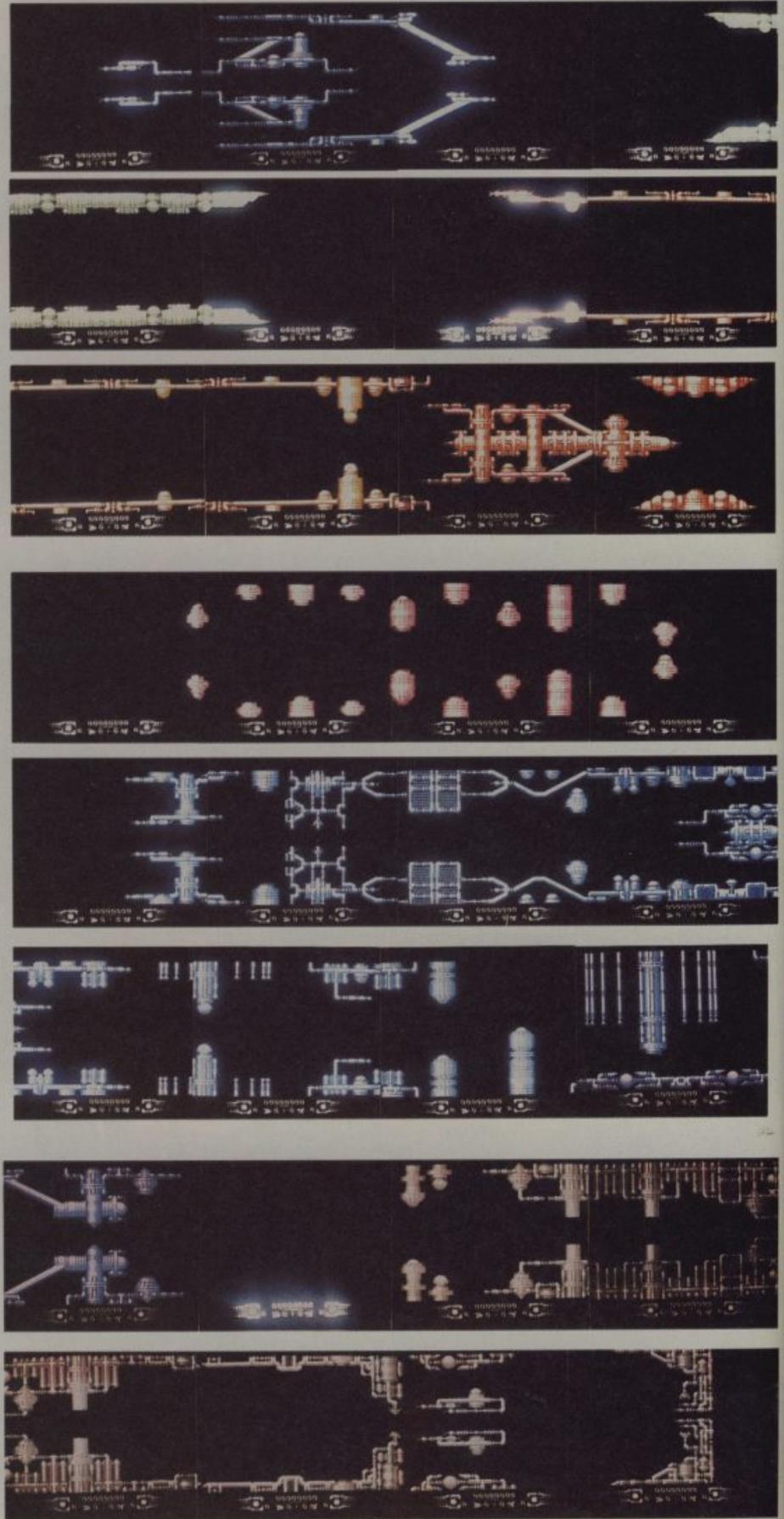
More information tick box

To: Skyslip Software, 5 Stockton Rd., Sunderland, Tyne & Wear SRI 3NR

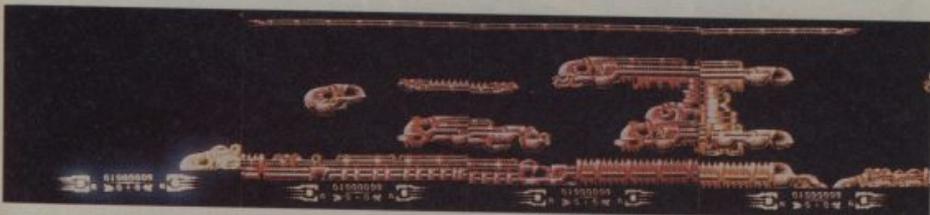
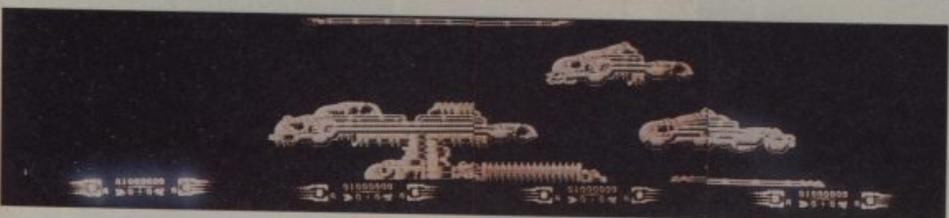
ARMALYTE

Printed on the following pages are levels one, two, three and five of Armalyte, Thalamus' brilliant new C64 shoot 'em up. We didn't think it was worth including

level four - it hasn't got any scenery! The rest of the levels will be printed next month. What do you mean you haven't got Armalyte yet?



LEVEL 2



ARMADYTE

Play Masters



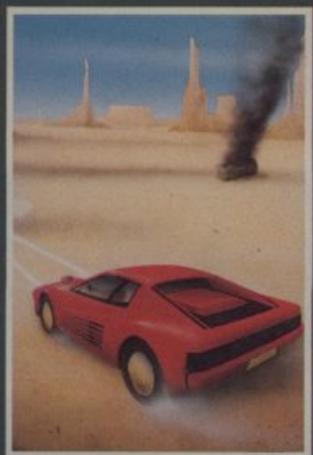
ROBBERY

Bertie, an agile and clever bear has targeted a famous 24 floors store for his last and most daring ROBBERY. With no alarms or visible guards and fabulous treasures, yet it has been avoided like the plague by the criminal fraternity. Bertie soon discovers why?
AMIGA £19.95



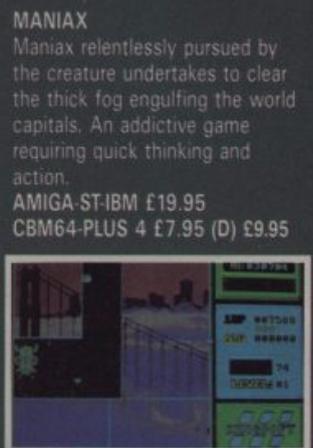
HIGHWAY HAWKS

Grand Prix driving skills is essential to negotiate the crowded highway at speed. Obliterate the assassins cars and the ones that get in your way but keep the tiger in your tank fed, the engine cool and the tyres and steering intact. Acquisition of faster cars and lethal weaponry depends on your driving and trading skills.
AMIGA £19.95 (2 DISCS)



EMERALD MINE

A giant arcade adventure which has received rave reviews. Each level has its own unique solution and requires ingenuity and dexterity to complete. One player or two players TEAM action for added enjoyment.
AMIGA £14.95
CBM64-PLUS 4 £7.95 (D) £9.95



MANIAX

Maniax relentlessly pursued by the creature undertakes to clear the thick fog engulfing the world capitals. An addictive game requiring quick thinking and action.
AMIGA-ST-IBM £19.95
CBM64-PLUS 4 £7.95 (D) £9.95



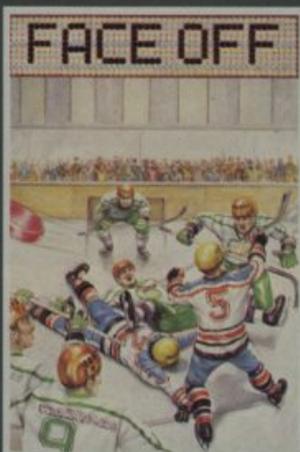
QUANTOX

Progress through 24 levels of this fast and furious action. Lightning responses are secondary to the strategic choices between better weaponry or better defence.
AMIGA £14.95



FACE OFF

Experience the sheer pace and exhilaration of ICE HOCKEY. Be prepared for the body checks, fouls and rough play. League competition, 1 or 2 player option.
AMIGA-ST-IBM £14.95



STRIP POKER II PLUS

A sizzling evening with Sam & Donna
AMIGA-ST-IBM-ARCH. £14.95
SP-AMS-MSX-BBC-ELECTRON
CBM64-PLUS 4 £7.95

STRIP POKER II PLUS DATA DISCS

Requires Strip Poker II Plus disc to load
 Disc 1 Beverly & Dawn
 Disc 2 Lee & Roy
 Disc 3 Suzanne & Bianca
 Disc 4 Rachel & Kim
AMIGA-ST £9.95



MICRO TEXT

Ideal for home and business use. Menu driven to enable a novice to use powerful capabilities with minimal reference to the tutorial manual. Micro base - a powerful data base with fast SEARCH and SORT facilities includes a very flexible label printer. Sorted files can be used by the Micro Text word Processor to send personalised letters. A boon to any Club Secretary.
AMIGA £19.95 EACH

MICRO BASE



DAWN

BEVERLY



**ANCO SOFTWARE LTD, UNIT 9-10 BURNHAM TRADING ESTATE
 OFF LAWSON ROAD, DARTFORD, KENT DA1 5BH TEL: 0322 92513
 MAIL ORDER HOTLINE: 0322 522631 FAX NO: 0322 93422
 PAYMENT BY CHEQUE, P.O., VISA OR ACCESS**

Mailbag

Perhaps we've been a touch mean in the past. As from now, the best letter to Mailbag each month wins a brand spanking new C + Vg T-shirt! So new, we're not even quite sure what they look like yet! So now you've no excuse, get writing to: Mailbag, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

● That Tony Dillon is getting almost as bad as Tony Takoushi – is it only coincidence that their names are so similar, we ask? Every last game the both of them review is the best, most mega they've ever seen etc: until the next one they review, of course. At least Dillon doesn't write every second word in capitals yet, but he's getting that way, and his so-called jokes are useless.

On the plus side, the mag is looking pretty good these days. FAX is great especially (grovel, grovel). But why do often all the mags have the same game on the cover some months? I'm beginning to get really bored with these "Q" magazine style so-called compilation covers. You know, where the front of the magazine is made up of a whole bunch of screen shots and looks like a dog has been sick all over it. Sticking with a bit of artwork was definitely the right idea, even if the illustrations are a bit ropey some months. The guy who did Xenon and Roadblasters is especially great. Let's have more!

I saw you at the show, even if your stand was a bit little and stuck around a corner and really crowded. This year's T shirts looked ace – really unusual – though you couldn't tell they were really about computer games. Must go. Keep up the good work.
*Mike Swaine
Huddersfield*

● Software companies have taken quite a lot of stick lately concerning their advertising methods to promote games. I am of course referring to the increasing use of semi naked page three girls (Long and boring bit cut out here about the pros and cons of girlie advertising, including the bizarre assertion that Maria Whittaker and Sam Fox are both professional models

because you can't see their ribs, while Corrine Russel can't be because she's too "naturally thin")

Yours sincerely,
Stuart Neil Hardy
P.S Is there going to be another large poster of Melissa Raven – flame?

Editor's reply: No.

● Hallo Peeps! I am write this letter because I am wodering when the new Nintendo games arrive because if they don't come to Eng' soon, I am going to put the Nintendo manag of Eng on a kebab skewer, and throw the peep into a Sega factory to show him how well they do. Then I will get the Sega with the tiny-weeny-peeny bit of mon I may get for the white and grey box with three over size carts which are a loadarubbish. So if all the goood games arrive Chris' the above will not happen . . .
*Luke Drummond
Pangbourne, Berks*

Editor's reply: Get your Harry Enfield characters a bit mixed up at the end there?

LETTER OF THE MONTH

● Hail and well met (again)! 'Tis I, pilferer of plastic bags, swiper of stickers, otherwise known as the Surbiton contingent of the C + VG appreciation club.

I write to concede that this year you have managed to thwart my attempts at collecting the prized C + VG memorabilia so bountiously bestowed at last year's PCW Show. Is there a new defense system integrated into the C + VG stand – an S.E.P. field generator, maybe?

Gone were the generous handouts of stickers and lurid yellow plastic bags . . . oh, woe! Well, sling whatever sagacious snags into my scheme (like

moving the stand when I wasn't looking), I still made it to the C + VG stand eventually, staggering over on weakened knees after disembarking from the helicopter simulator (see, it was no use hiding, I spotted you from the air), sporting my tasteful "I survived the Microprose/WH Smith experience" sticker. On my last legs, I struggled to focus my watery eyes for what seemed like an eternity. Then, suddenly, I was rewarded with a vision of the famous Mr Eugene Lacey, gracefully modelling the oh-so-chic "Stonking good read" T-shirt, nymph-like in his elegance. My prayers have been answered . . .

Right, now that's out of the way, let's get down to business. As always, the Adventure column goes from strength to strength, and as for the reviews, impeccable taste as usual – thanks for all the ST games covered. You seem to have got out of that habit of printing on a dark background, so as far as I can see, this time there are no complaints. The cover of the Oct '88 issue is not bad at all . . .

Keep up the excellent work.
*Sophia Chan
Surbiton*

Editor's reply: Are you sure you were really at the show? We DID have carrier bags (tasteful white ones) and as for Eugene being nymph-like . . .!

Still, hope you like the new look AGM.

Wonder of Wonders! In the July 1988 issue you actually mention Apple II computers THREE times. I honestly had begun to think that the British thought that the only computers made by Apple were MacIntoshes, so I am glad that you proved me wrong (or was it an error?)

Seriously though, it is about . . .

time that the Apple II got a mention, when you consider that a lot of the games coming from America are often initially released in Apple II format. It amazes me that the Apple does not seem to have gained the acceptance in Great Britain which it enjoys in the United States and Australia. Try using "Mean 18" golf simulator on an Apple II GS, and then forget about your Commodores and Ataris.

*John Thornley
New South Wales
Australia*

● I was recently looking through some old C + VGs when I came across a feature on how to "Make your own alien" (Nov 1986 issue). As I read this section I decided it would be interesting, though difficult to make one. Now the point of this letter: could you please tell me where I could obtain latex and how much it would cost me. Thanks. I'd like to end my letter with a joke, but I haven't got one.

*Giles Preenel
Brierly Hill
W. Midlands*

Editor's reply: I'm afraid the joke is that there aren't any latex shops in Brierly Hill. Have you considered plasticine?

● Me and 126 friends (well, 6 actually) have had a wicked idea for the mag. How about a section were all the millions of readers can send in their own programs to you and you review them, give them marks and if a reader would like to buy it they can write to you and pass the order onto the maker. Simple huh?
Your admirably
*NEIL 'THE 8 BIT WONDER'
JEDRZEJEWSKI*

P.S. If you use my idea don't give machine code games a

M Mailbag

so good. For something four inches square, it certainly is powerful.

*Paul Tweedle,
Kirby, Merseyside.*

Editor's reply: As you may be starting to notice, big things are happening with Mean Machines. You can expect it to be bigger and have many new features . . . other than that, it's a case of waiting and seeing.

higher mark just because basic games some times use block graphics.

P.P.S. Ha! I've beaten Exolon.
P.P.S. How about this then. I've made Operation Wolf and Out Run in basic.
P.P.P.S: I've made Afterburner as well.
P.P.P.P.S. Let's have more on Afterburner.
P.P.P.P.P.S. I'd better go now I'm getting boring.

Editor's reply: You must be joking – we're overworked enough as it is!

● Thank you for your fantastic magazine. It's much better than its German copy "ASM", although reading (and especially) writing in English is not that easy for me.

But the reason for my letter is something else. Where in God's name is your new mag, "The One"?? I waited for Issue One, but it didn't arrive at my lousy dealers. I'm not willing to miss issue two, so if you don't want me to do a little "Trantor" job on Farringdon Lane (?? Ed) send *The One* to Germany as fast as possible. I count on you.
*Hansjorg Allstadt
Hamburg*

Editor's reply: We've had a number of letters on this. Write to the Subscriptions Dept at the address on the contents page. A European subscription costs £33.00 and for the rest of the world it is £42.00 surface mail/£70.00 air mail.

● Congratulations on having such gorgeous girlies working for you! I was quite happy to stand and stare at your stand all day and admire the assortment of luscious lovelies rather than walk around the rest of the show.

Gis' a job, I can turn my hand to almost anything, honest.

*George Walsh
Clacton-on-Sea*

PS. Who is the balding fat man?

Editor's reply: Andrea and Lora say you're gorgeous too, George.

● I would like to know if I am the only person who has noticed the almost uncanny resemblance between Matt Bielby and ultra-groovy pop person Rick Ghostly?

Are they in any way related to each other or is it just a very spooky likeness? Could you please print a piccie of the two hunks side by side. It would make my day (even week!)

*Phoebe Burrows
London*



▲ Rick Astley with bimbo.

I think you lot are rip off merchants.

Every month there is a competition to win some marvellous prize – like a trip to Disneyland or a day out in a Ferrari – but you never read about the winners, or see their names in the magazine.

Do these prizes really exist or do you just make them up to make people buy your magazine?

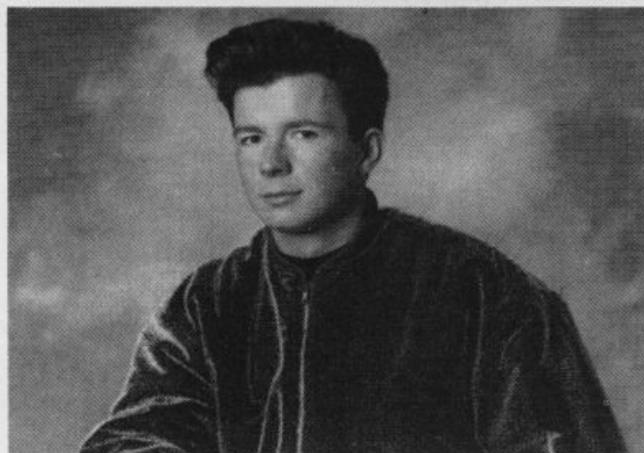
*Mike Hunt,
Reading*

Ed's reply: So you want proof. OK next month we will show you pictures of a C+VG reader in Disneyland and a C+VG reader being chaffered to school in a Ferrari.

I was wondering about an advertisement for a magazine called "The One". I have seen it in your magazine and would like to buy it, but cannot find it anywhere. Can you tell me about it and where to get hold of it?

*Sven Anders,
Norway.*

Ed's reply: See? We've had a lot of letters on this.

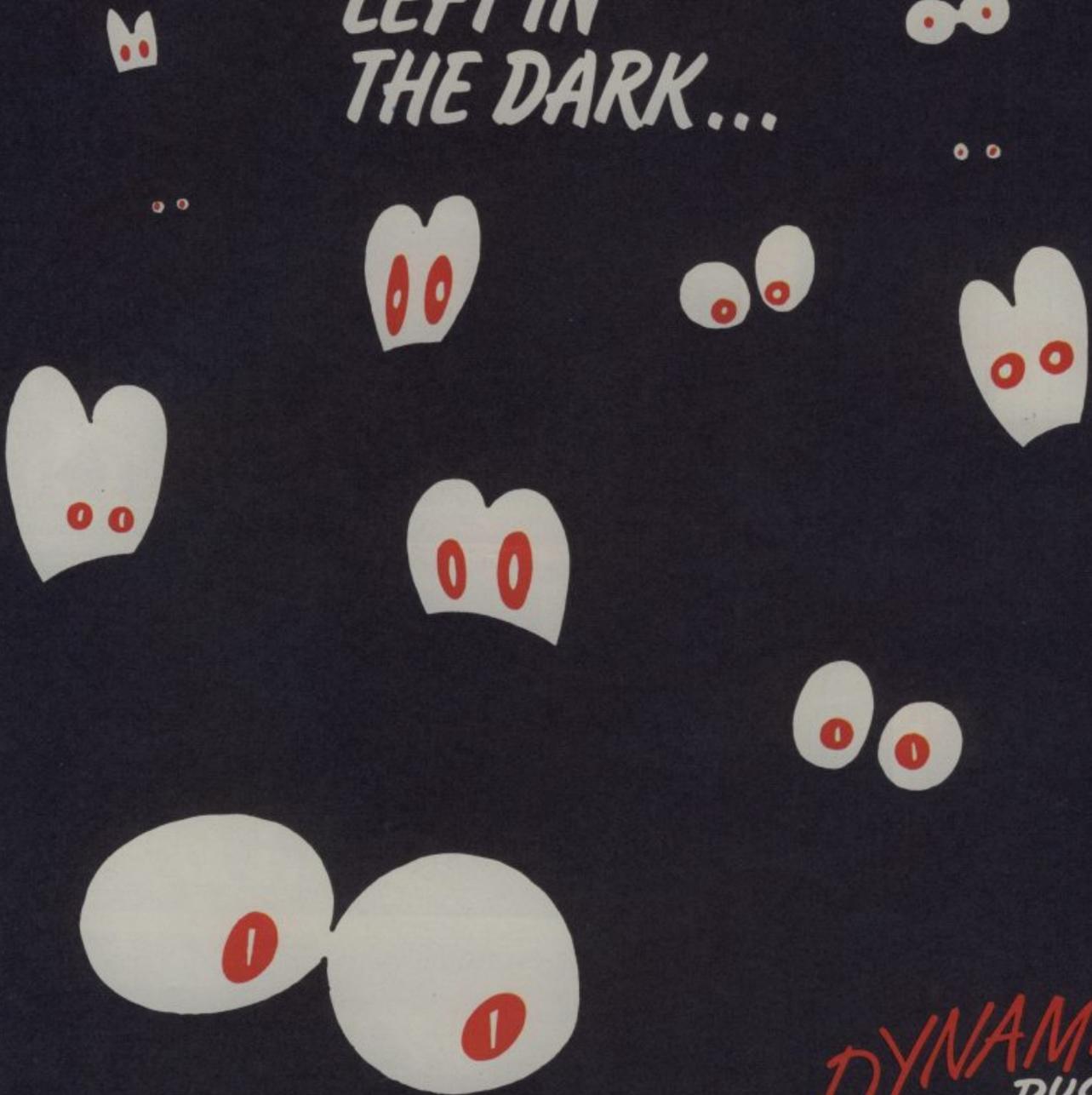


▲ Matt Bielby.

I'm not one to complain, but I read Mean Machines in C+VG October and I suddenly felt an urge to grab a pen and a piece of paper and scribble away. For a start, the column should be a lot longer as more and more people are buying consoles. I understand it is hard to get hold of games to review but surely Mean Machines doesn't have to be all reviews. You could have a console games chart, letters or even a competition. Anyway, in October I thoroughly enjoyed reading it,

but when I looked at the screen shots . . . the captions were under the wrong pictures, or at least it looked that way. It didn't bother me so much as I am the proud owner of a Nintendo, but my brother was bothered – he has a Sega. I liked the P.C. Engine bit. These machines look really ace judging by the two page review of it in the May issue. No slip ups either! You didn't need to write anything under the screen shot, as even an idiot could work out that it was baseball* – the graphics are

**DON'T GET
LEFT IN
THE DARK...**



Spectrum cassette £7.99

Commodore 64 cassette £9.99, disc £12.99

Amstrad cassette £8.99, disc £14.99

For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to: The Marketing Department, Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.



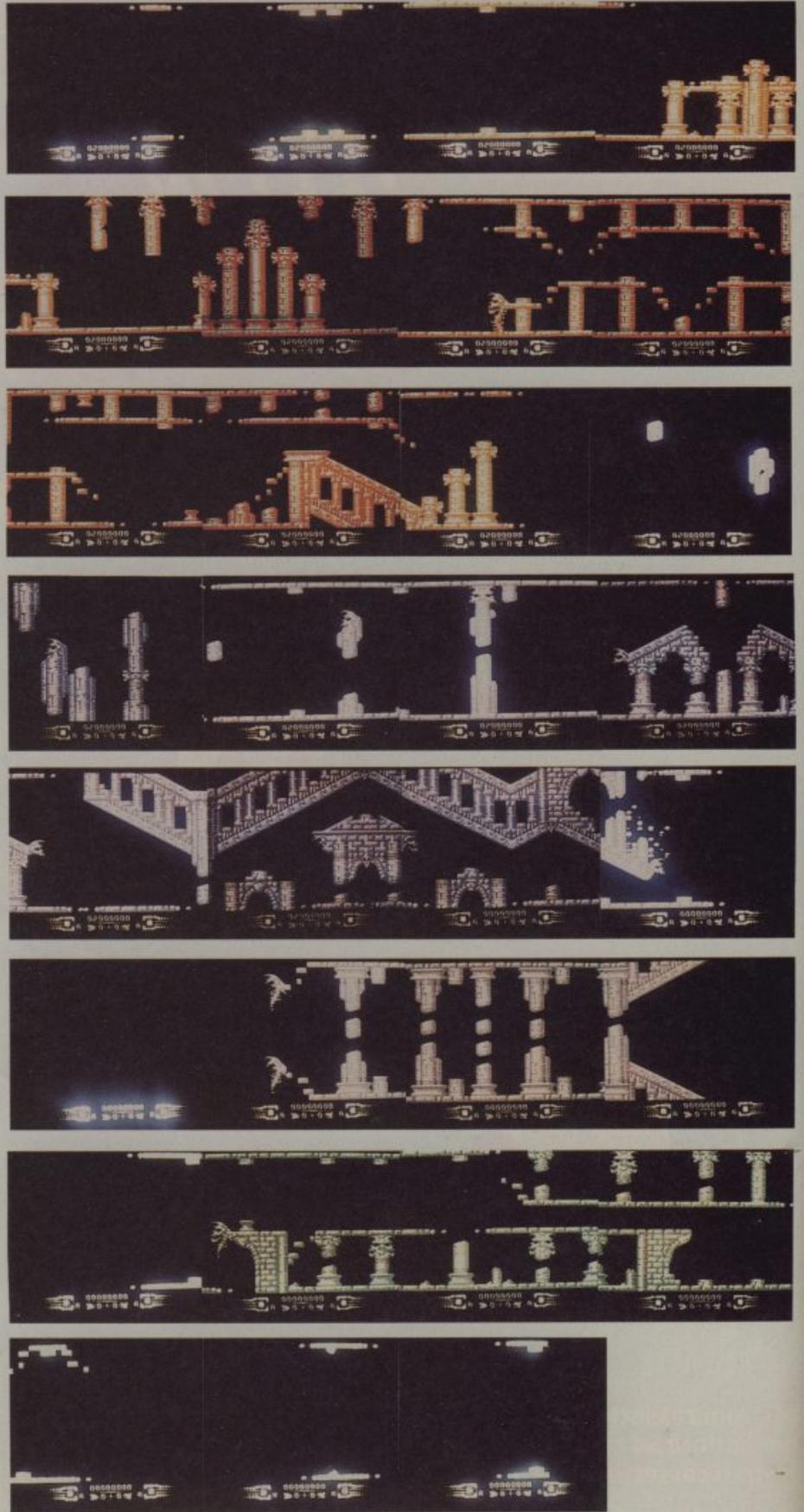
Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

**DYNAMIC
DUO**

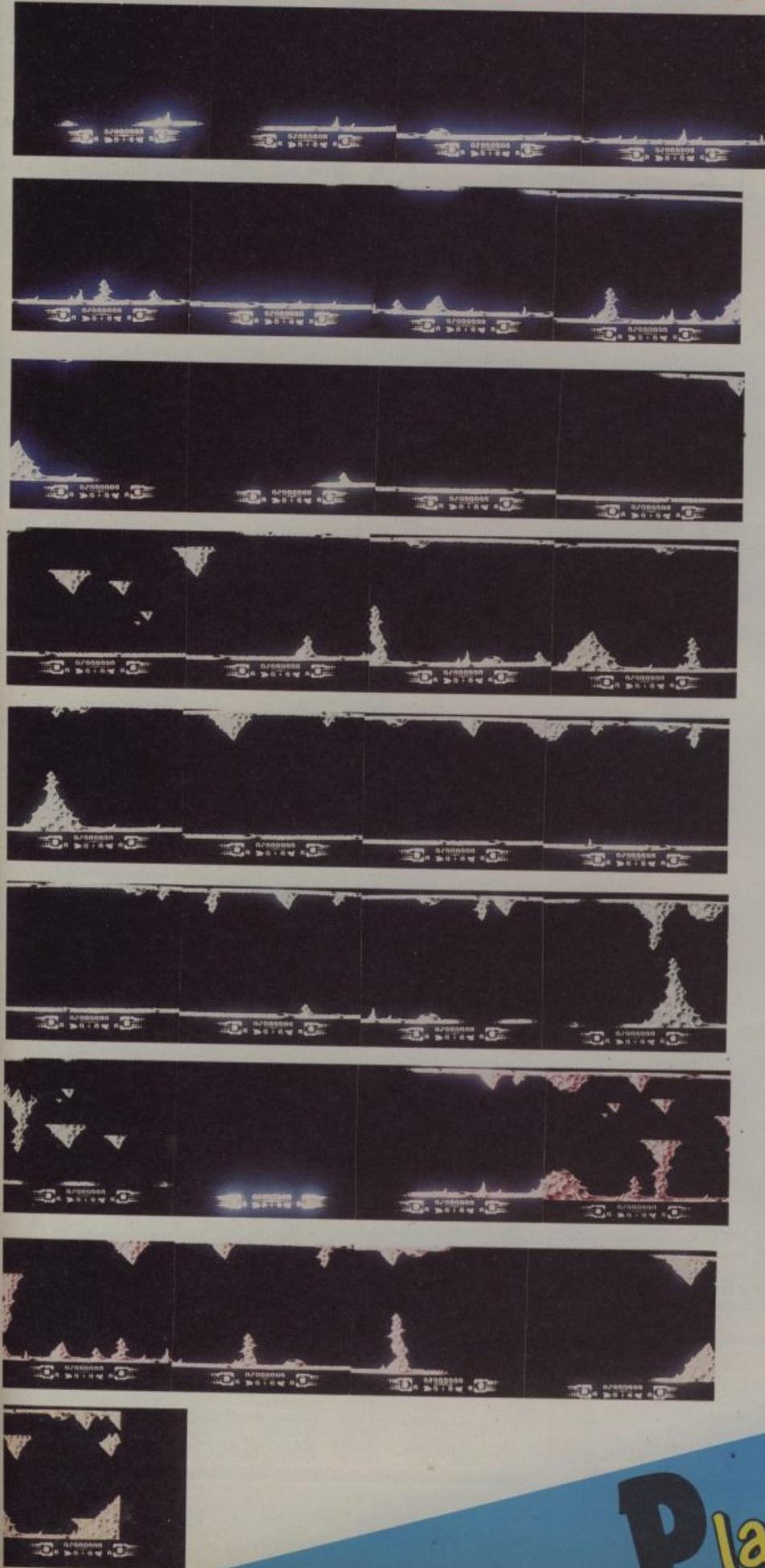


A LEGEND IN GAMES SOFTWARE

ARMALYTE



LEVEL 5

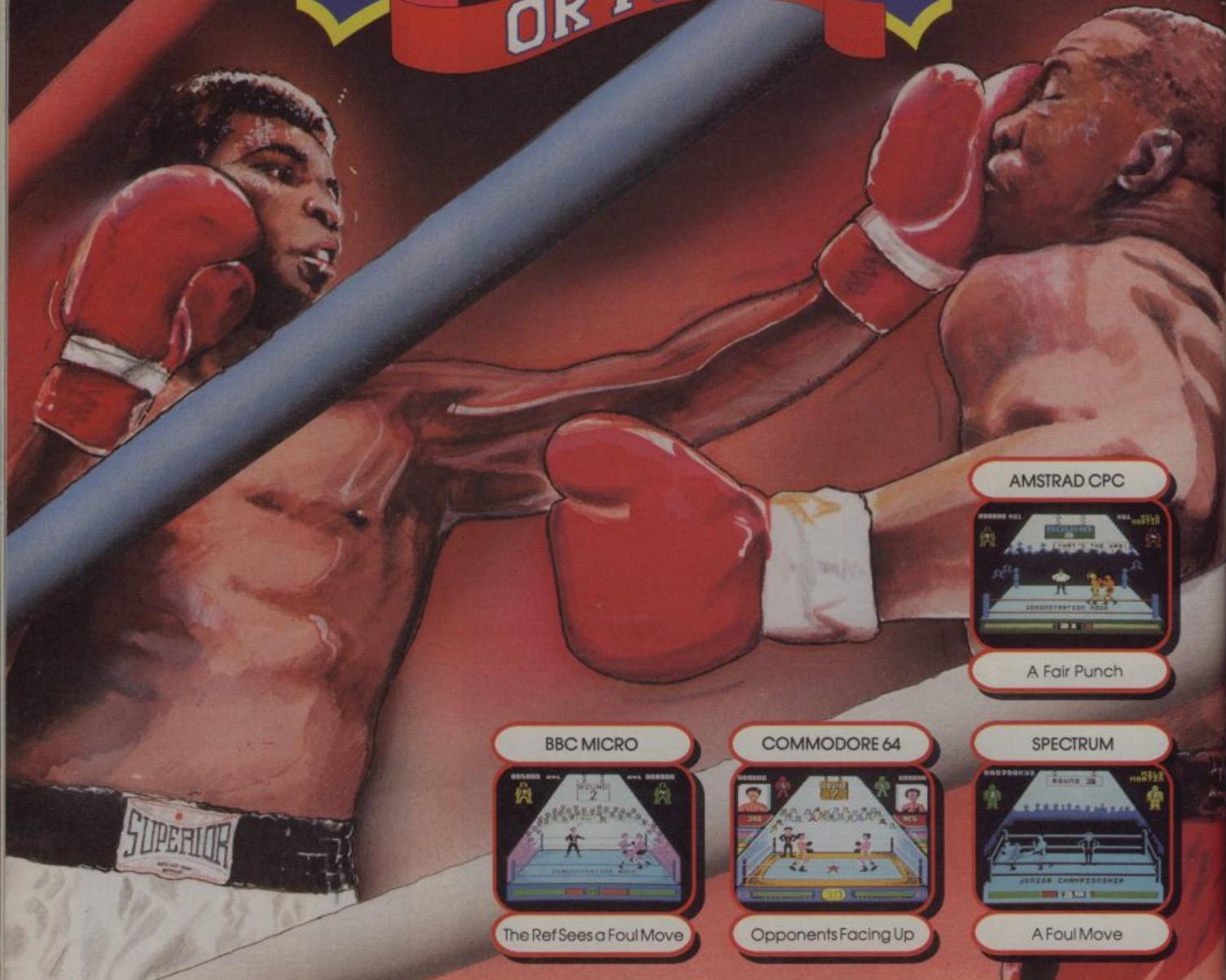


ARMADYLITE

Play Masters

BY FAIR MEANS OR FOUL

PRIZE COMPETITION
Can you become
The World Champion?



AMSTRAD CPC

A Fair Punch

BBC MICRO

The Ref Sees a Foul Move

COMMODORE 64

Opponents Facing Up

SPECTRUM

A Foul Move

BECOME THE WORLD CHAMPION – BY FAIR MEANS OR FOUL
A realistic boxing simulation. You can even cheat... if the ref's not looking!

You're behind on points and time is running out. The ref looks half asleep. A quick head butt and a sly punch below the belt and your opponent is toppling over. But as he falls, his knee strikes you a paralyzing blow. "Foul!" shouts the crowd, and your opponent is disqualified.

You've won, but in the next championship contest you meet a boxer who knows more dirty tricks than you. It needs skill and cunning, lightning responses and deadly strategy. Have you got what it takes to become the World Champion – By Fair Means or Foul?

FAIR AND FOUL MOVES

Fair Moves	}	Head Punch	Foul Moves	}	Head Butt
		Body Blow			Knee
		Upper Cut			Groin Punch
		Duck Punch			Kick

COMMODORE 64/128 • SPECTRUM • AMSTRAD CPC 464/664/6128
BBC MICRO B/B+/MASTER/MASTER COMPACT • ACORN ELECTRON

Cassette:	£7.95	Spectrum
Cassette:	£9.95	C64, Amstrad, BBC, Electron
5 1/4" Disc:	£11.95	C64, BBC
3 1/2" Disc:	£12.95	Spectrum
3 1/2" Disc:	£14.95	Amstrad, BBC Master Compact



Dept. BF6, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: (0532) 459453.

Please make all cheques payable to "Superior Software Ltd."



24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately (This does not affect your statutory rights)

ARCADE ACTION

THE LONDON REPORT

If you're ever in London, and have time to kill, why not visit some arcades.

Julian Rignall reports one where you can find the best ones. If you think your town or resort deserves a mention in C+VG's arcade report, write in enclosing details of all the arcades in your area, and a map if possible to C+VG Arcade Report, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If your report gets printed, you'll win a fabulous C+VG T-shirt.

If you want to find the latest video games, London is a pretty good pace to be.

Casino Amusements at the top of Tottenham Court Road is the testing site of Electrocoin, Europe's biggest arcade machine suppliers. The arcade is quite small, but at the back you'll find a selection of the hottest new titles around. The stock varies from week to week; the latest selection includes Cabal, Dragon Ninja, Assault, Bonzer Adventure, Chase HQ, Volleyball and Superman. Games are

relatively cheap for London – mostly 20p a go compared with 30-50p in most other arcades. Definitely the place to go first!

Further down the road, in Oxford Street, is the London Leisure Centre. This massive arcade has recently been refurbished, and has an enormous selection of videos, as well as a plethora of fruit machines. New games include Galaxy Force, Blasteroids, Cabal, Galaga 88, Assault, Vindicator, Vulcan Venture, Xybots, Dragon Ninja and Superman



▲ A Piccadilly Circus in the wild West End.

ARCADE ACTION

to name but a few. There's also a good range of oldies, including Flying Shark, Top Speed, R-Type, Salamander, Nemesis, and Asteroids of all things.

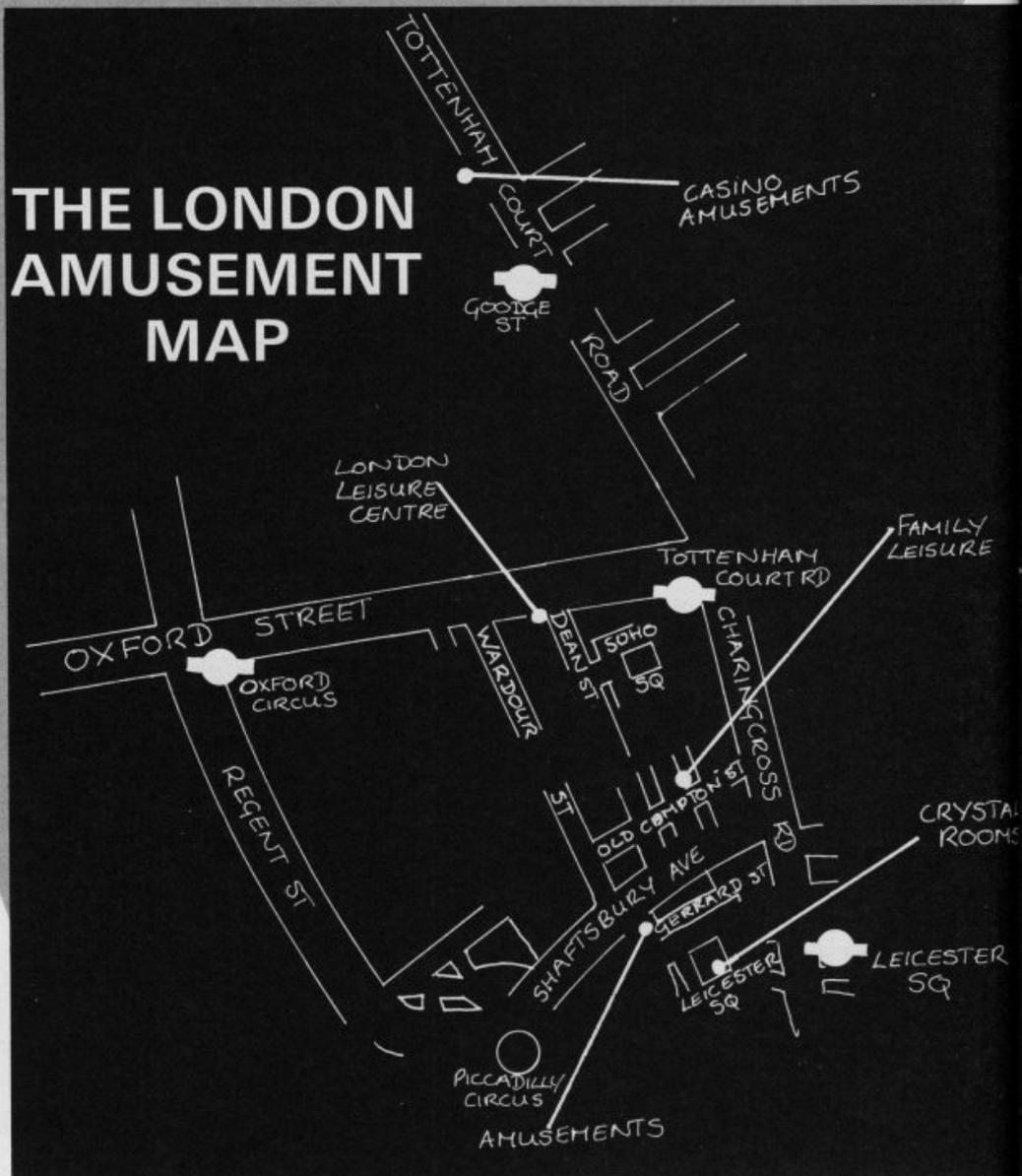
Head towards Shaftesbury Avenue, and you'll go past Family Leisure in Old Compton Street, and Las Vegas.

Family Leisure is an excellent arcade, with all the latest games, but unfortunately you have to pay through the nose, with newer games costing an enormous 50p a go! However, if you don't care about your budget, this place is great if you want to play the newest titles. Sega's Power Drift was tested there a couple of weeks ago, and should have returned by the time you read this; at the moment it's the only one in UK. Dynamite Dux is also there, as well as Assault, Dragon Ninja, Ninja Spirit, POW and Checkered Flag. There are plenty of oldies too, including Halley's Comet, Out Run, R-Type, Fighting Soccer, Operation Wolf and Pole Position! The stock varies from week to week, so if you visit, you could be in for some surprises!

Las Vegas used to be a personal favourite, but in the last couple of years they've got further and further behind. If you want to play old games like Enduro Racer, Star Wars, TX-1, Pole Position, Galaxians, Sprint 3, Bomb Jack, Centipede, Nemesis and the like, this place is ideal, especially as they're all 20p a shot, but there are hardly any new titles.

Between Shaftesbury Avenue and Leicester Square is the Amusements, found on the corner of Chinatown. It has a varied and up-to-date selection of games, and although not as quick as Casino, or Family Leisure, it's still worth a visit. Stock invariably changes, but at the last visit there was Bubble Bobble, Top Speed, Cabal, Operation Wolf, P-47 and

THE LONDON AMUSEMENT MAP



▲ *JR's definitive guide to London's West End Arcades.* Superman amongst others.

Just off Leicester Square is Crystal Room, another arcade that was good a few years ago, but now isn't so hot. It's usually very crowded, and boasts only a few new titles. There are plenty of old ones, but overall it's a bit of a disappointment when compared with other arcades in the area.

There are other arcades dotted around central London, but most are fruit machine based, and offer a

meagre selection of videos – the best bet is to check out the ones listed above.

The West End is definitely hot – but not the beginning and end of arcade game playing in London.

There are also hot arcades to be found in Islington – near the Wimpy in the High Street, two at Kings Cross, one in Camden High Street, Portobello Road (the Jet Setters Arcade), White Chapel High Street, and Walthamstow – plus a

variety of London pubs particularly recommended is the Crown and Anchor in Shoe Lane where none other than the esteemed editor of C+VG used to pull pints.

You will find that none of these tend to get hot new games as fast as the selected West End ones we name, but that doesn't mean many happy hours can't be thrashed there – and quite inexpensively too. At least by comparison! Then again, there is always the local chippy/kebab house.

FIRST
THERE WAS
**STAR
WARS**

THEN



NOW
DOMARK
BRINGS YOU.....

STAR WARS RETURN

The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.

Three great levels of gameplay. . .

In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.

Level Two sees you controlling Chewbacca's Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon.

Fight off T.I.E. Fighters, survive the lethal tube,

blast the reactor and turnaround from the exploding Death Star.



A
MAJOR
ARCADE
COIN-OP
HIT



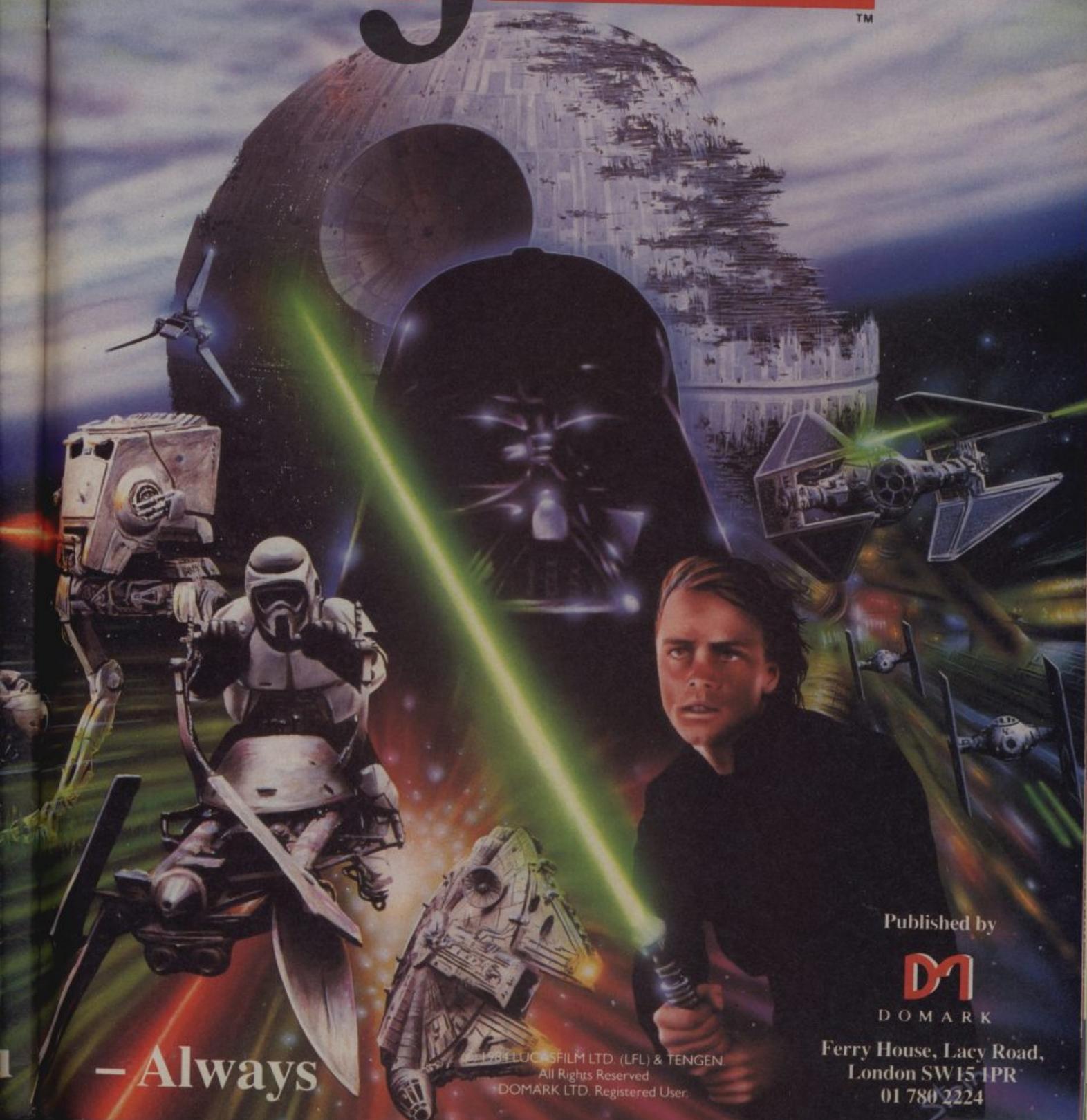
	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

Programmed by
CONSULT
COMPUTER SYSTEMS

May the Force be with you

RN OF THE JEDI

TM



— Always

© 1984 LUCASFILM LTD. (LFL) & TENGEN
All Rights Reserved
DOMARK LTD. Registered User.

Published by



DOMARK

Ferry House, Lacy Road,
London SW15 1PR

01 780 2224

STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! **RAMBO IS BACK!**



RAMBO III



SPECTRUM COMMODORE AMSTRAD
8.95 9.95 9.95
CASSETTE

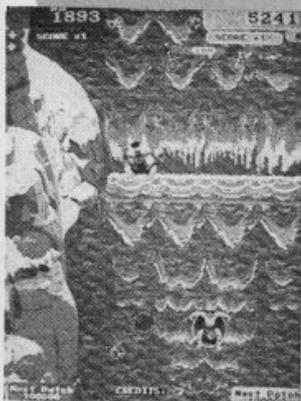
ocean[®]

COMMODORE AMSTRAD
14.95
DISK

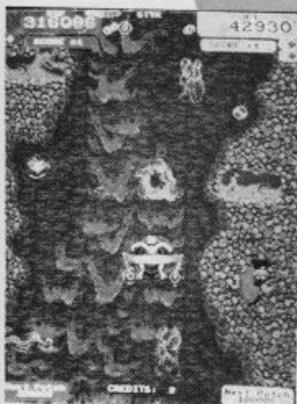
Ocean Software Limited
6 Central Street, Manchester, M2 5NS

Telephone 061 832 6633
Telex 669977 OCEANS G

ARCADE ACTION



▲ Over the waterfall.



▲ Past the nasties.



▲ White water fun.

TOOBIN'

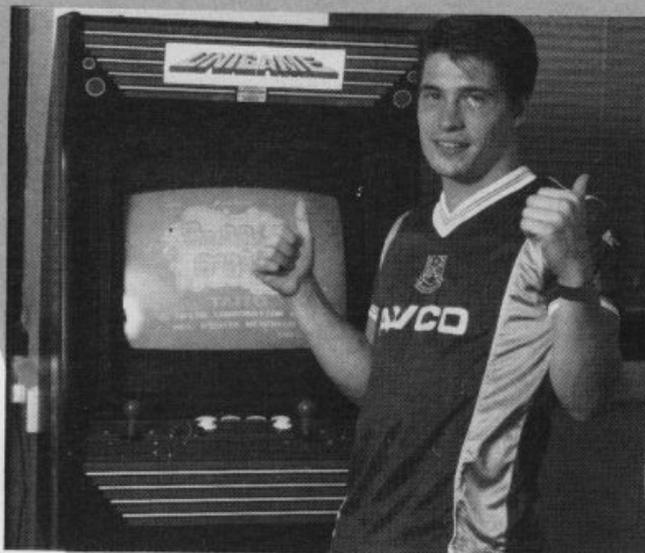
This is a useful tip for expert players — or those with money to burn. If a player gets to stage four, and a second player joins in the action, he's awarded a 1,800,000 starting bonus.

Welcome to Britain's arcade highscore table, where experts vie for the top positions on the records tables. If you're a nifty player, why don't you send in your scores and tips to: **C+VG Arcade Highscores, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

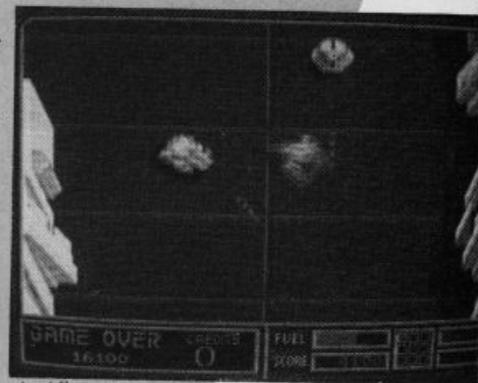
BUBBLE BOBBLE

A group of avid arcade goers in Littlehampton found this brilliant tip for Taito's classic game. How they found it, nobody knows — but it's incredibly useful. When the

Bubble Bobble title screen appears, quickly move player one's joystick left, press the jump button, move player one's joystick left again, press the one-player button, joystick left again, press fire, joystick left yet again, and finally press the one-player button. If you do this before the title screen goes off, a POWER UP message appears at the bottom of the screen. When a game is started, Bub is endowed with speed-up and bubble-up, making the game somewhat easier. Better still, when he dies, all the features are retained, making the odds a little more even.



▲ One star you won't see down your local arcades.



▲ All action in Vindicators.

VINDICATORS

If you're playing a two-player game, always be the first to reach the exit. Always accumulate as many points as possible — at the end of the level, points amassed are converted to fuel — so the higher the score, the more fuel is awarded.

If you're on your own, and start on the hard level, spend your stars wisely. The best combination is 15 stars on shot power, five on bomb cannons or smart missiles (whichever are on offer), eight on shields, and twelve on shot range. Maximum shot range is important, since it allows the player to take out gun emplacements while staying out of their range.

Look out in the future for more arcade tips in C+VG — it is an area we have semi-ignored for a while, but enough of you are writing in requesting them that we have rethought our policy.

TOOBIN'	5,879,538	Martin Deem (MJD), Portsmouth
ASSAULT	204,750	Martin Deem, Portsmouth
CONTINENTAL CIRCUS	8,766,450	Julian Rignall (JAZ), Brighton
APB	45,000	Martin Deem, Portsmouth
VULCAN VENTURE	789,200	Mike Murray (MIK), Southend
R-TYPE	984,700	Martin Deem, Portsmouth
P-47	1,101,975	Peter Escher (PDE), Blackpool
GALAGA 88	1,234,100	Julian Rignall, Brighton
OUT RUN	43,050,040	Martin Deem, Portsmouth
VINDICATOR	84,500	David Peters (DEP), London
BLASTEROIDS	1,402,300	Jason Dean (JCD), Great Yarmouth
GALAXY FORCE	1,380,900	Wayne Davies (WAD), Swansea



Amiga £24.99d
Amstrad CPC £9.99t, £14.99d

CAPCOM

CBM 64/128 £9.99t, £14.99d
Atari ST £19.99d
Spectrum 48/128k £8.99t, £12.99d

GIANTS OF THE VIDEO GAMES INDUSTRY

Tear along the highways of the sky, free of the heddlum of road hogs and pedestrians, only the twists and turns of a heavenly motorway stretching out before you. But you've more than the angels to keep you company — kamikaze opponents bar your way, sly black terrorists blast endless voids in your celestial pathway.

The struggle is not all one sided — lazer powered turbo give you unbelievable accelerations and the power to fly, whilst your fusion enhanced controls will enable you to steer a path through the most devastating opposition.

The road narrows — the space is tight — time to transform at the speed of light into the nuclear powered jet bike.

Take to the skies in an aerial extravaganza of race skills, daredevil piloting, fearless road warring through nine totally distinct landscapes.



Screen shots from various formats

THE ULTIMATE DEVASTATION MACHINE



ARCADE

Just because you're a copper doesn't mean they'll stop.

Gang Busters is a nice little game but there's nothing here to get too excited about. Very much a game which will earn Konami their bread.

Thank God the war ended in 1945. Capcom treated us to *1942* and *1943*. *Scramble Spirit* from Sega could be '1944' and no doubt we'll soon see a 1945 look-a-like.

Scramble Spirits a vertically scrolling shoot 'em up with a bird's eye view of the game. The idea is that Earth is being invaded by a mysterious enemy and you've got several missions – to intercept the aliens, find their secret base and save the

rockets to take these out. Soon you're flying over the sea. Small speed boats beetle around before firing clouds of shot at you. More aircraft and choppers attack and the screen is full of missiles of one sort or another. Dodging these is very difficult and offers a real challenge.

Next comes the enemy aircraft carrier and it's at this point that the game shows itself as something different from the usual *Flying Shark* types. Your craft zooms into a few feet above the carrier, the better to blast away all the canons. The graphics undergo a rapid change and are magnified to such an extent that each pixel is

advance base and it's here you'll come across four gigantic armoured tanks which have to be knocked out before you can proceed. Mission three sees you to the enemy's secret base – not much imagination went into this story line.

Scramble Spirit is nothing very new but it is fast and has some nice touches. A challenging game which is definitely worth a quick bash.

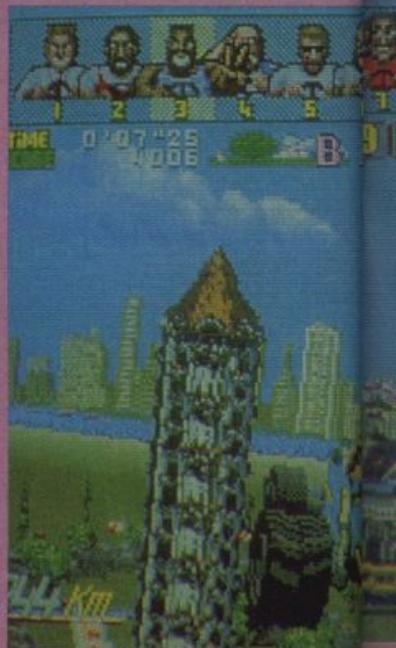
POWER DRIFT

For a really whacky, stomach churning ride, get into the *Power Drift* cabinet and hold onto your breakfast.

Yet another mega-game from Sega, *Power Drift* follows *Out Run*. After *Burner* and *Galaxy Force*. However, it's like none of its predecessors other than the fact that the cabinet movements are even more exaggerated and are likely to toss you out of the driving seat if you don't strap yourself tightly in.

Power Drift is a cartoon style racing game with some lovely graphics, a roller coaster course and all of 25 circuits to be raced. Its main feature lies in the track layout. This loops around itself, leaving you bouncing over bridges of logs, then swooping on to a stretch of straight before being pitched into a tight hair-raising corner. There's lots to think about just keeping your buggy on the track and it's just as well as you can't oversteer and drive into a tree or blow yourself up.

And there's bags of variety, too. There are 12 drivers to choose from and boy! are these a case load. Punks, thugs, a Mr. T. look-a-like, a city gent and a blonde are just a few of the choices. And they've got characters to match. Just wait til you get them behind the wheel and then sit back and watch. Every time Mr T whizzes past another driver



▲ Giant wheels add speed.

he turns round and shakes his fist at them. In fact, he spends more time looking backwards and smirking than concentrating on what's coming up round the next bend. If it wasn't for the fact that you're in control of the wheel he'd end the race last every time.

The first level has five circuits, each one more tortuous than the last, and on every track the other 11 competitors are harder to beat. You've got to get the hang of the game pretty quickly if you're to make it to track number 25. And at £1 a throw you're also going to be pretty broke.

The graphics are excellent – large sprites, breathtaking backdrops and eleven manic drivers competing against you offers a neat challenge. Each circuit is fairly short and to move onto the next you have to complete the course in at least third position. The car is very sensitive and it takes a few pounds to get the hang of handling the buggy on the raised log tracks. The car handles worse than when on solid ground and it's a simple matter to lose control, drive



▲ *Power Drift* – disappointing post – *Out Run* racer from Sega.

planet from an inter-galactic takeover.

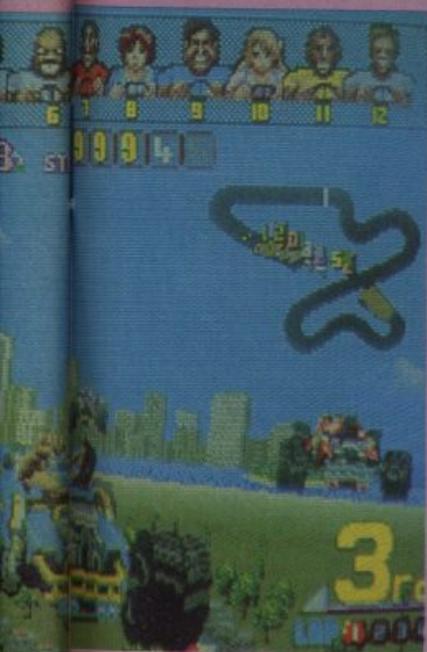
So it's *Scramble, Scramble, Scramble* as you speed up into the skies en route to becoming a hero. The game is very fast with masses of firepower and very sensitive controls. Squadrons of the enemy zoom in from the top of the screen, take them all out for extra points. Extra protection can be found by attaching to your wing tips two smaller version of your own craft which triples your firepower. Tanks swarm over the ground below sending up anti aircraft missiles. Use your

visible. Once you've blown up as much as you can on the carrier your plane takes to the skies once more and a percentage of how much damage you've inflicted is shown. It's quite easy to get into the 90s and your points clock up accordingly.

End of level battle craft soon hove into view, spewing out homing missiles and lots of shot. As usual you've got to fire at the nerve centre of each monster craft to explode it and this takes some shooting a lot of wasted lives.

Mission two takes you on a trail to find the enemy's

E ACTION



off the edge to end up on the straight below.

Antics like this don't help your position rating and the computer helpfully screams 'Hurry Up' on each occasion. Not that it does you a lot of good, but at least the next time you travel that stretch of road you should know where you went wrong.

The screen is well laid out with the main view being like that of *Out Run* - the back of your car racing round a track which unfurls and undulates before you. To one side is a map of the circuit and ranged across the top of the screen are the mug shots of your competitors telling you what your position is in relation to them.

Power Drift is made by the cabinet which has the hottest movement I've yet to see on a

coin-op. The cabinet really throws you left and right simulating the movements of your car. The game itself can get repetitive and once you've got the hang of the controls it shouldn't be too difficult to drive a fair way into the game. I played the deluxe version and imagine that the ordinary upright wouldn't be nearly so exciting. At a quid a go, it's a fairly expensive way of wasting the readies but nevertheless it's one game you've just got to give a whirl.

ROBOCOP

We have the technology - we can rebuild him. And that's basically what

happened to *Robocop*.

Data East has done an excellent job on *Robocop* which, in fact, is the follow up to the successful *Dragon Ninja*. Same large sprites, same style graphics and a hero who charges round annihilating everything which comes into weapon range.

You've probably all seen the film starring the cop who falls foul of the gangsters and gets blown to bits. Then come the high-tech guys who put him back together again, shove him into an armour plated suit and let him loose on the city's gangsters.

The games a scrolling shoot 'em up, though you'll have to be quick on the trigger if you're to survive the onslaught of flying bullets, grenades and the like. You start off in a dingy back street, tatty warehouse doors cling to the doorjamb, windows are cracked and broken and huge packing crates litter the area. The streets are quiet as you stroll past the gutters. Suddenly a group of gangsters bursts out of a doorway guns blazing. RoboCop gropes for his shooter in a grinding slow-motion action which comes straight out of the film. But from then on, there's nothing hesitant about his intentions.

He just blasts away. The gangsters are powerless, lifted into the air by the stream of bullets and die an ignoble death. More stream in to attack. Guns appear at the windows spraying bullets wildly down on you. Being a cyborg, there's no way you can dodge them all, only speed and accurate shooting will get you out of this mess. Everytime you're hit, RoboCop flickers and his endurance slides down a notch. But it takes a lot to put a good robot down.

Crates, strewn around, create impossible obstacles. The only way to pass them is to blast them. Occasionally one will conceal a weapon, blast the crate and pick it up. You'll be well rewarded with

CONT. ON 152 ▶



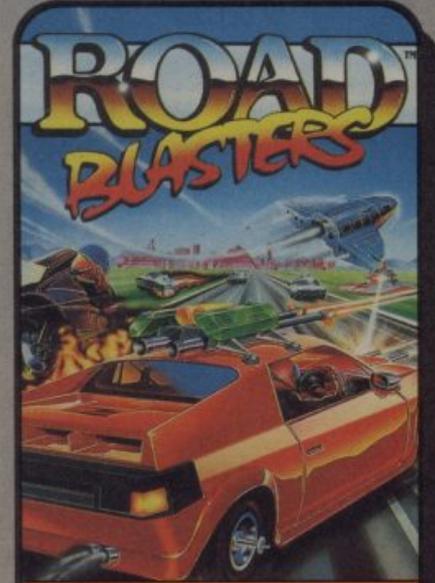
▲ RoboCop coin-op - similar to the home version.

SURE FIRE SMASH



Thunder Blade

THUNDER BLADE™
 CBM 64/128 **£9.99c - £14.99d**
 SPECTRUM 48/128K **£8.99c - £12.99d**
 AMSTRAD CPC **£9.99c - £14.99d**
 ATARI ST **£19.99d**
 AMIGA **£24.99d**
 IBM PC & COMPATIBLES **£24.99d**



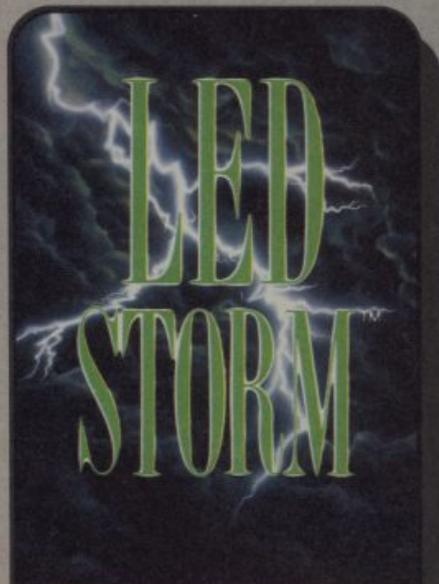
ROAD BLASTERS™

ROAD BLASTERS™
 CBM 64/128 **£9.99c - £11.99d**
 SPECTRUM 48/128K **£8.99c - £12.99d**
 AMSTRAD CPC **£9.99c - £14.99d**
 AMIGA **£19.99d**
 ATARI ST **£19.99d**



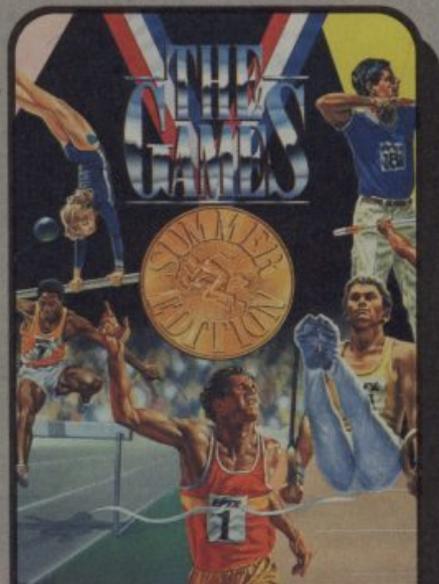
ECHELON™

ECHELON™
 CBM 64/128 **£12.99c - £14.99d**
 SPECTRUM 48/128K **£9.99c - £12.99d**
 AMSTRAD CPC **£12.99c - £14.99d**
 IBM PC **£24.99d**
 AMIGA **£24.99d**



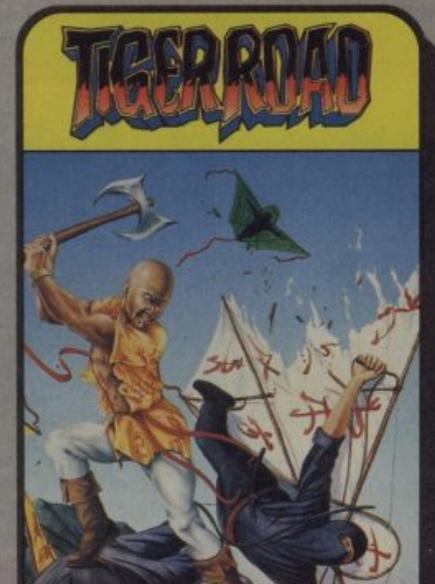
LED STORM™

LED STORM™
 CBM 64/128 **£9.99c - £14.99d**
 SPECTRUM 48/128K **£8.99c - £12.99d**
 AMSTRAD CPC **£9.99c - £14.99d**
 ATARI ST **£19.99d** - AMIGA **£19.99c**
 IBM PC **£24.99d**



THE GAMES

THE GAMES SUMMER EDITION™
 CBM 64/128 **£9.99c - £14.99d**
 SPECTRUM 48/128K **£8.99c - £12.99d**
 AMSTRAD CPC **£9.99c - £14.99d**
 ATARI ST **£19.99d**
 MSX 64K **£9.99c**



TIGER ROAD™

TIGER ROAD™
 CBM 64/128 **£9.99c - £14.99d**
 SPECTRUM 48/128K **£7.99c - £12.99d**
 AMSTRAD CPC **£9.99c - £14.99d**
 ATARI ST **£19.99d**
 AMIGA **£19.99c**

YOUR U.S. GOLD STAR

U.S. Gold, way ahead of whoever's

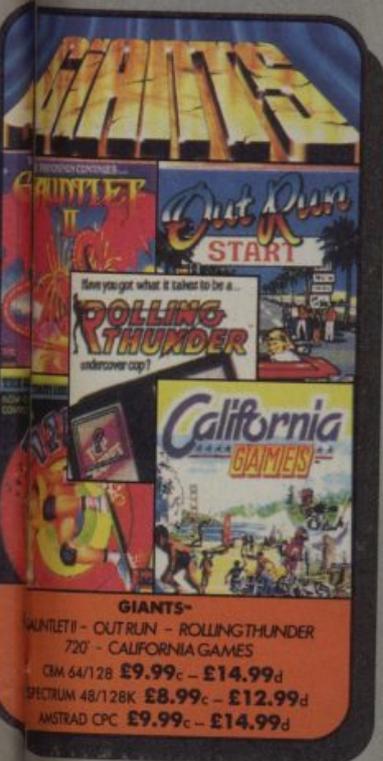
HITS FROM

The Best Software in the World Available from the Best Software Dealers in the U.K.



HEROES OF THE LANCE™

CM 64/128 **£19.99d**
 AMSTRAD CPC **£9.99c - £14.99d**
 AMIGA **£24.99d**
 ATARI ST **£19.99d**
 IBM PC **£19.99d**



GIANTS™

WANTLET II - OUT RUN - ROLLING THUNDER
 720' - CALIFORNIA GAMES

CM 64/128 **£9.99c - £14.99d**
 SPECTRUM 48/128K **£8.99c - £12.99d**
 AMSTRAD CPC **£9.99c - £14.99d**

NORTH WEST
 Alan Heywood Computers 174 Church Street, Blackpool. Tel: 0253 21657
 Bits 'N' Bytes 18 Central Station, Ranelagh Street, Liverpool L1 1JT. Tel: 051 709 4486
 Just Micro 22 Carver Street, Sheffield. Tel: 0742 752732
 Micro-Chip Shop Computer Store 190 Lord Street, Fleetwood. Tel: 03917 79511
 Micro-Snips (Mail Order) 37 Seaview Road, Walkasey, Merseyside L45 4QN. Tel: 051 630 3013
 Northwich Computers 79a Witton Street, Northwich, Cheshire CW9 5DW. Tel: 0606 47883
 Oracle Computer Systems 230 High Street, Winsford, Cheshire. Tel: 0606 861253
 PV Computers 104 Abbey Street, Accrington, Lancashire BB5 1EE. Tel: 0254 35345
 Tim's Megastore 29/31 Sunderland Street, Macclesfield, Cheshire SK11 6JL. Tel: 0625 34118
 VU Data 221a Old Street, Ashton-under-Lyne, Lancashire OL6 7SR. Tel: 061 339 0326
 The Computer Shop Unit T, Knightsbridge Mall, Amdale Centre, Manchester. Tel: 061 832 0878

NORTH EAST
 The Computer Shop 7 High Friars, Eldon Square, Newcastle-upon-Tyne. Tel: 091 2616260
 Sunderland Computer Centre 29 Crowtree Road, Sunderland SR1 3JU. Tel: 091 565 5711
 TopSoft Computer Software 3 Hambletonian Yard, Stockton-on-Tees, Cleveland TS18 1BB. Tel: 0642 670503
 TopSoft Computer Software 6 Wellington Court Mews, Grange Road, Darlington, County Durham. Tel: 0325 486689
 Virgin (Retail) 94-96 The Brigade, Leeds, North Yorks LS1 6BR. Tel: 0532 443681
 York Computer Centre 9 Davygate Arcade, Davygate, York YO1 2SU. Tel: 0904 641862
 C.H.I.P.S. Computer Shop 151/153 Linthorpe Road, Middlesbrough, Cleveland. Tel: 0642 219139
 C.H.I.P.S. Computer Shop Clarks Yard, Darlington, County Durham DL3 7QH. Tel: 0325 381048
 MicroGamer 20 Cleveland Street, Doncaster DN1 3EF. Tel: 0302 329999
 The Computer Shop 9 Maritime Terrace, Sunderland. Tel: 091 510 8142
 The Computer Shop 14 West Row, Stockton-on-Tees, Cleveland TS18 1BT. Tel: 0642 606166

WEST MIDLANDS
 Burton Software 51/52 High Street, Burton-on-Trent, Staff OE14 1JS. Tel: 0283 34388
 Castle Computers 11 Newcastle Street, Burnley, Stoke-on-Trent. Tel: 0782 575043
 Comtazia Shopping Mall, Merry Hill Shopping Centre, Brierley Hill. Tel: 0384 261698
 Comtazia 204 High Street, Dudley, West Midlands. Tel: 0384 239259
 Mr Disk 11-12 Three Shire Oaks Road, Bearwood, Birmingham. Tel: 021 429 4996
 Software City 3 Lichfield Passage, Wolverhampton. Tel: 0902 25304
 Software City 1 Goodall Street, Walsall. Tel: 0922 2482
 Software City 59 Foregate Street, Stafford. Tel: 0785 41899
 Spa Computers 108 Cleardon Street, Leamington Spa CV32 4PE. Tel: 0926 37648
 Venture Television Broad Street, Sidemoor, Bromsgrove. Tel: 0527 72650
 Virgin (Retail) 98 Corporation Street, Birmingham B4 6SX. Tel: 021 236 1577
 Watchdog Home Entertainment 40 Queen Street, Wolverhampton. Tel: 0902 313600
 Castle Computers 6 Hope Street, Hanley, Stoke-on-Trent. Tel: 0782 267952
 Miles Better Software 221 Cannock Road, Chodsmore, Cannock, Staffs. Tel: 0543 466577
 Bull Ring Computers 7 Waterloo Terrace, Bridgnorth WV1 6EG. Tel: 0746 766839

EAST MIDLANDS
 D K Sound & Vision 7 Lightwood Road, Buxton, Derbyshire SK17 7RT. Tel: 0298 72066
 Gordon Harwood Computers 69-71 High Street, Alfreton, Derbyshire. Tel: 0773 836781
 Mansfield Computers & Electronics 33 Albert Street, Mansfield, Notts NG18 1EA. Tel: 0623 31202
 Mays Computer Centre 57 Churchgate, Leicester LE1 3AL. Tel: 0533 22212
 North Notts Computers 23 Outram Street, Sutton-in-Ashfield, Notts NG1 4BA. Tel: 0623 556686
 Virgin (Retail) 6-8 Wheelergate, Nottingham NG1 2NB. Tel: 0602 476126
 The Computer Shop Unit 250, The Victoria Centre, Nottingham. Tel: 0602 410632

SCOTLAND
 Capital Computers 12 Home Street, Tollcross, Edinburgh EH3 9LY. Tel: 031 228 4410
 The Micro-Shop 271-275 Dumbarton Road, Glasgow G11 6AB. Tel: 041 339 0832
 Inverness Computer Centre 15 Market Arcade, Inverness IV1 1PJ. Tel: 0463 226205
 Virgin (Retail) 131 Princes Street, Edinburgh EH2 4AH. Tel: 031 225 4583

Virgin (Retail) 28-32 Union Street, Glasgow G1 3OX. Tel: 041 204 0866

EIRE
 Virgin (Retail) 14-18 Aston Quay, Dublin 2. Tel: 777180

SOUTH WEST
 ACE Computers 42 Cannon Street, Bedminster, Bristol BS3 1BN. Tel: 0272 637981
 Computerbase Co. 21 Market Avenue, City Centre, Plymouth, Devon PL1 1PG. Tel: 0752 671228
 Eagle Business Computers Glamorgan House, David Street, Cardiff CF1 3RH. Tel: 0222 390286
 Judy Computers 7/9 Exeter Road, Exmouth, Devon. Tel: 0395 264593
 Software Plus Unit 8, The Boulevards, Wellington Centre, Aldershot, Hants. Tel: 0252 29862
 Virgin (Retail) 18 Marchant Street, Bristol, Avon BS1 3ET. Tel: 0272 294779

The Computer Shop 329 Ashley Road, Parkstone, Poole, Dorset BH14 0AP. Tel: 0202 737493

LONDON
 Double Vision 32 High Street, Ealing, London W5. Tel: 01 566 1004/840 6278
 Erol Computers 125 High Street, Walthamstow, London E17 7DB. Tel: 01 520 7763
 Goal Computer Services 45 Boston Road, Hamwell, London. Tel: 01 579 6133
 MicroTek Grove Green Road, Leytonstone. Tel: 01 556 2275
 Shekhana Computer Services 221 Tottenham Court Road, London W1R 5AF. Tel: 01 800 3150
 Logic Sales 19 The Broadway, The Bourn, Southgate. Tel: 01 882 4942
 Silica Shop 52 Tottenham Court Road, London (ST & Amiga Specialists). Tel: 01 580 4000
 Software Plus In Shops, 37-43 South Mall, Edmonton Green, London.
 Virgin (Retail) 527 Oxford Street. Tel: 01 491 8582
 Virgin (Retail) 100 Oxford Street, London. Tel: 01 637 7911

SOUTH EAST
 Bits 'N' Bytes 47 Upper Orwell Street, Ipswich, Suffolk. Tel: 0473 219961
 Bits 'N' Bytes 45 Orwell Street, Felixstowe, Suffolk. Tel: 0394 279266
 Computer Leisure Centre 117 High Street, Orpington, Kent BR6 0LG. Tel: 0689 21101
 Crawley Computers 62 The Boulevard, Crawley, West Sussex RH10 1XH. Tel: 0293 37842
 Computer Business System 88/90 Lurdon Road, Southend-on-Sea, Essex. Tel: 0702 335443/330995
 Computer Plus 40 New Condat Street, Kings Lynn, Norfolk. Tel: 0553 774550
 Estuary Computers Victoria Precinct, Southend on Sea, Essex. Tel: 0702 614131
 Faxminster Ltd 25 Market Square, Hamel Hempstead, Herts. Tel: 0442 55044
 G B Microland 7 Queens Parade, London Road, Waterlooville, Hampshire PO7 7EB. Tel: 0705 259911
 JKL Computers 7 Windsor Street, Uxbridge, Middlesex. Tel: 0895 51815
 Logic Sales 6 Midgate, Peterborough PE1 1TN. Tel: 0733 49696
 Silica Shop 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. (ST & Amiga Specialists). Tel: 01 302 8811
 Softsellers 36a Osborne Street, Colchester, Essex CO2 7QB. Tel: 0473 57158
 SoftSpot Computers 61 Meredith Road, Clacton-on-Sea, Essex. Tel: 0255 436462
 Software Plus 8 Buckwings Square, Burnt Mills, Basildon, Essex. Tel: 0268 590162
 Software Plus Liberty Shopping Mall, Basildon, Essex. Tel: 0268 27922
 Software Plus 15 Kingsway, Colchester, Essex. Tel: 0206 760977
 Software Plus Unit 1, 28/31 Moultham Street, Chelmsford, Essex. Tel: 0245 491746
 Software Plus 336 Chartwell Square, Southend-on-Sea, Essex. Tel: 0702 610784
 Software Plus Unit 1, Queensgate Centre, Orsett Road, Grays, Essex. Tel: 0375 391164
 Software Plus 22 St Matthews Street, Ipswich, Suffolk. Tel: 0473 54774
 Software Plus 35 High Street, Gravesend, Kent. Tel: 0474 333162
 Software Plus 13 Town Square, Stevenage, Herts. Tel: 0438 742374
 Software Plus Unit 94, In Shops, The Maltings, St Albans, Herts. Tel: 0727 64347
 Software Plus Unit 2, 4-6 Orange Street, Canterbury, Kent. Tel: 0227 458112
 Software Plus 43 Burling Street, Cambridge. Tel: 0223 353643
 Software Plus Unit 11, The Boulevards, Harpur Centre, Bedford. Tel: 0234 66598
 Video City 45-47 Fisher Green Road, Stevenage, Herts. (ST & Amiga Specialists). Tel: 0438 353808
 Video City 10 Station Road, Letchworth, Herts. (ST & Amiga Specialists). Tel: 56460
 The Video Machine 194-196 Canterbury Street, Gillingham, Kent ME7 5XG. Tel: 56460
 Viking Computers Arden Rise, Norwich NR3 3QH. Tel: 0603 401982
 Virgin (Retail) 157-161 Western Road, Brighton, Sussex. Tel: 0273 725313
 Worthing Computer Centre 7 Warwick Street, Worthing, West Sussex. Tel: 0903 210661

STAR DEALER

STOP PRESS!!
 Thunder Blade the
 No. 1 In-store
 Dec 2nd.

number 2!

ARCADE ACTION

nearby droids, ensuring that your task even easier.

And like all good games there's got to be an end of level baddie to make your hair stand on end. On level one, which is fairly easy, it's a van load of thugs. Blast the van to stop it and when the doors at the back open to spill out a gang of thugs, hit them where it hurts. Some will take more punishment than others and they are the ones carrying rocket launchers. When the last is dead the scene ends with a telling message from the armoured hero, "Thank you for your co-operation." He's not a man of many words and repeats these thanks in a gruff tone at the end of each level.

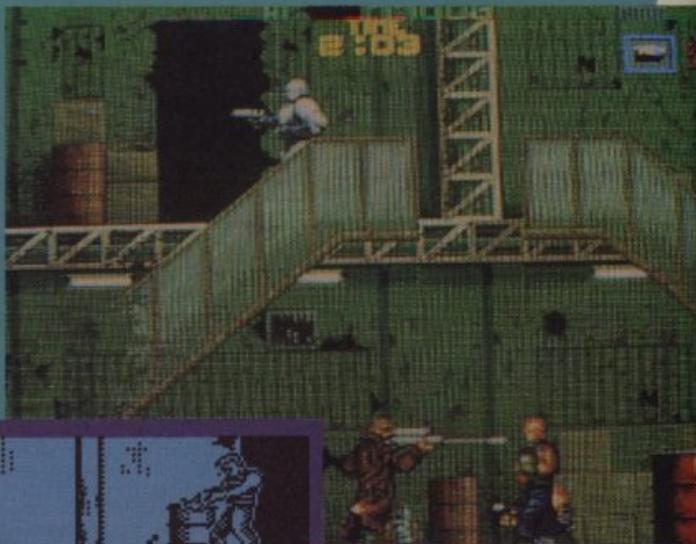
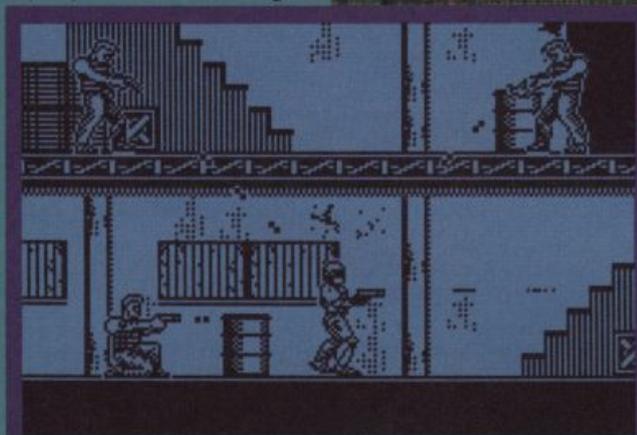
If you've done well in the scoring stakes you can go on to a bonus stage which is like a cross between *Operation Wolf* and *Discs of Tron*. You control two cross wires on the horizontal and vertical axes which can be moved up and down and left to right. Where these lines cross is where your missile will hit. Now bring the cross-hair to rest on the objects which are being

thrown at you from the back knock out the higher the score. A nice touch this, and one which requires quite a bit of co-ordination.

Next is a saunter through a breaker yard. The background graphics are superb in every detail. Broken down cars are piled high, the breaker's crushing machine is a deadly obstacle and the hordes of gangsters are as thick as before, though this time more cunning.

Make sure you don't get

▼ *Specy home version looks good*



▲ *Droid cop looks tough, is tough.*

knocked out by flying heaps of scrap metal, or crushed by the huge stamping weights which thud to the ground every few seconds. Getting past a row of these is a nightmare, and to cap it all you've still got to shoot the hell out of the enemy. And your troubles haven't even started as you come across the car crushers. These are huge and you've not much time to nip under the horizontal bars before they slam down to reduce any lumps of metal to a paper thin thickness.

The enemy stand on top of these throwing bits of cars at you, and again your only hope of survival is to kill them before they knock you unconscious.

Apart from knocking the stuffing out of the gangsters you'll occasionally have to free the odd hostage. The trick here is to shoot the criminal and let the hostage run free. It's not too difficult and the cries of help bring you to the rescue in double quick time.

RoboCop is an exhilarating game. Taking all the most playable aspects out of the film and combining them into one hell of a shoot 'em up. It must be said that apart from the style of the characters, the gameplay is not original. Though the game's very similar to *Dragon Ninja*, it has its own flavour and will, no doubt, be a great success.

▼ *Film that spawned a million spin offs.*





J.R.R. TOLKIENS

WAR IN MIDDLE EARTH

an
interactive experience
in tolkien's trilogy

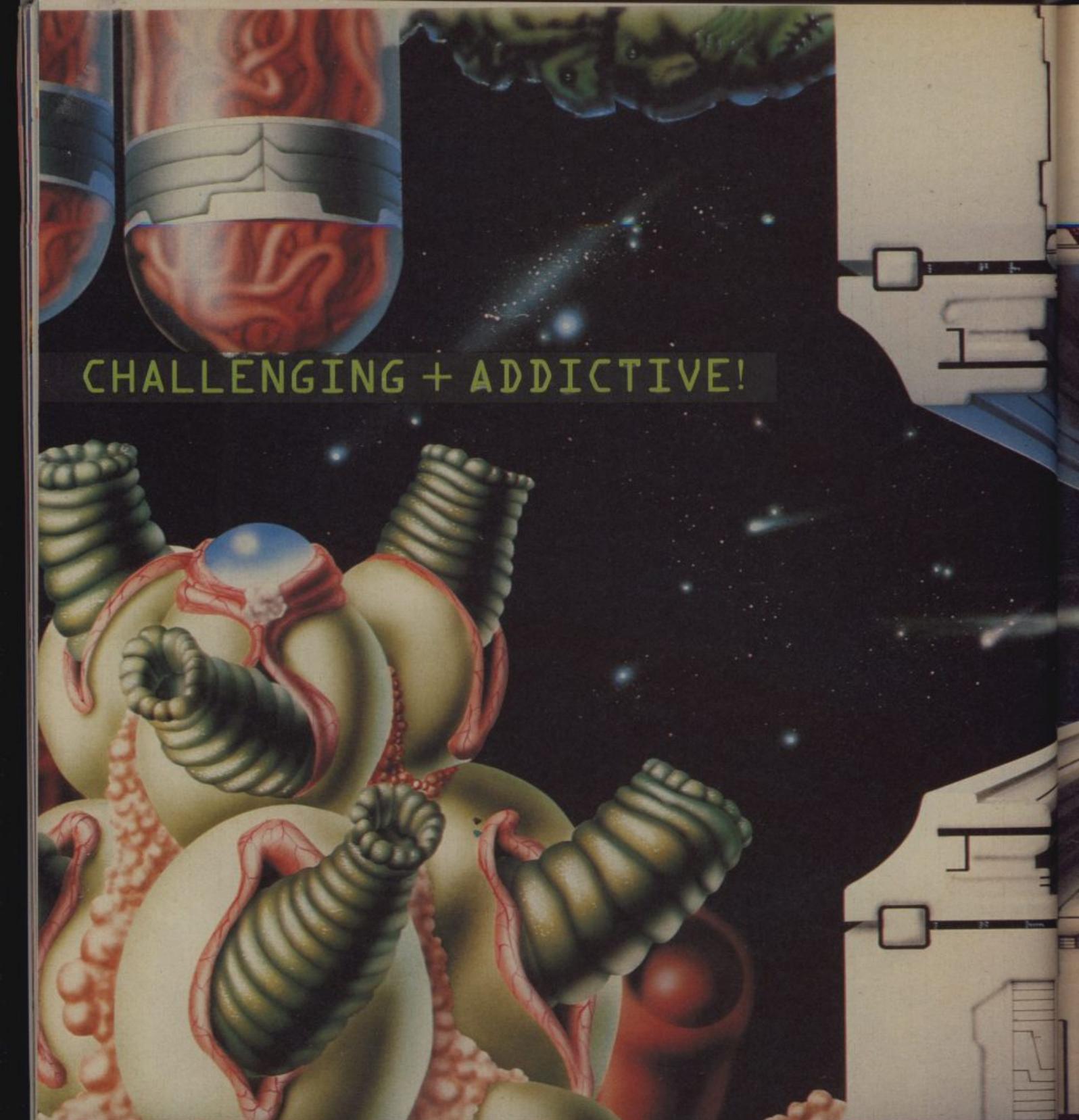


Available on:-
ATARI ST · AMIGA · C64 ·
IBM PC · APPLE II GS ·
AMSTRAD · SPECTRUM ·



DISTRIBUTED BY MELBOURNE HOUSE
2-4 Vernon Yard, 119 Portobello Road, London W11 2DX · Telephone 01-727 8070 · Telefax 01-727 8965

Setting New Standards
IN · COMPUTER · SOFTWARE



CHALLENGING + ADDICTIVE!

IT'S YOUR OWN

R-TYPE

'ST version looks identical to the arcade version ...

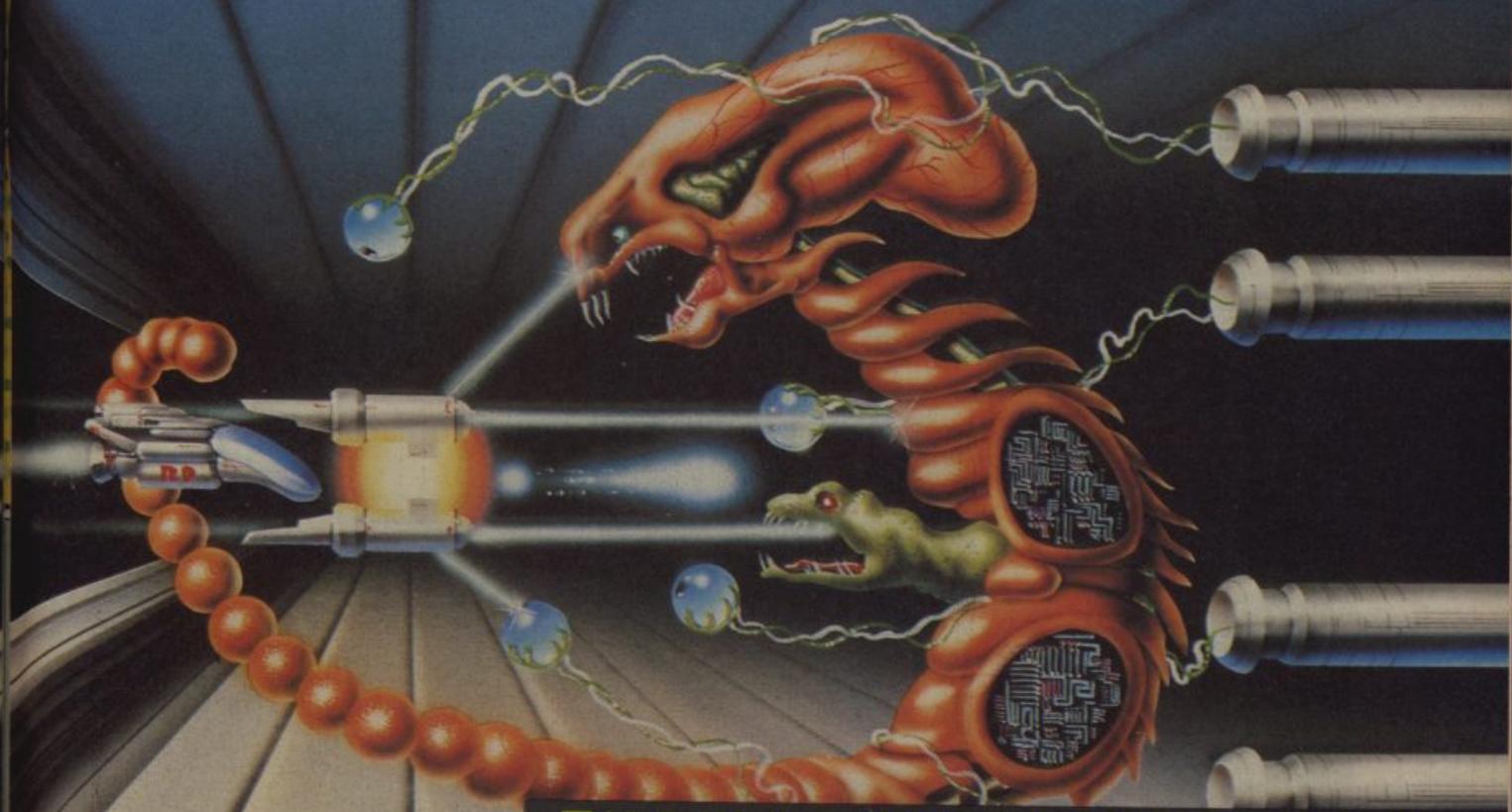
– C & VG November '88

'An absolute must for Spectrum-blasting fanatics ...

– C & VG November '88

Mail order: Activision, Blake House, Manor Farm Estate, Manor Farm
Road, Reading, Berkshire. Consumer Enquiries/Technical Support: 0703 229694

R-TYPE



EXCELLENT SHOOT 'EM UP!

ONLY DEFENCE



Commodore 64 screen shots shown



Spectrum screen shots shown



ELECTRIC DREAMS
SOFTWARE

Available on Commodore 64/128
cassette (£9.99) and disk (£14.99),
Spectrum (£9.99), Amstrad cas-
sette (£9.99) and disk (£14.99), Atari
ST (£19.99) and on Amiga (£24.99).

R-TYPE™
© 1987 IREM CORPORATION
LICENSED TO ELECTRIC DREAMS

FRAME UP

OK you lot, listen up, this is the Editor speaking. I'm getting sick and tired of all those space ships, dragons, and heavy metal bands you keep sending to Frame Up. Christmas is coming so how about something festive – maybe with a hint of sci-fi thrown in for good measure. Oh yes, and Gary Williams wants you to send Frame Up stills of Sabrina. Go to it.



Drax supplies us with a pic of my Testorossa.



Psygnosis's Barbarian piccy on the 64 from Stuart Lee. Nuke your parents with DR and Quinch from Noel Wallace.



A well timed burst from Star Wars, courtesy of Simon Clark.

g. I an
ending
t of
d
rills



A well constructed piece of Greek technology once again by Stuart Lee.



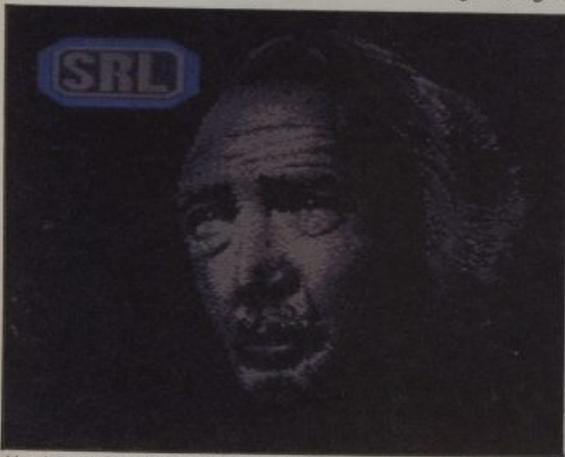
Starglider Two on the ST by a man with no name.



Neat Plants by Jason Pritchard.



Micky Mouse meets streetfighter, again by John Wood.



Magicians Gambit by Oh God, Stuart Lee.



Say Hi to that freaky old guy from S. Lee.



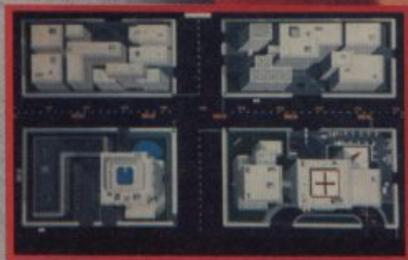


ATARI ST

AMIGA
ATARI ST
C 64 DISC/CASS



AMIGA



AMIGA



ATARI ST

"Rex is a brilliant combination of strategy, dexterity and shooting and it has that vital 'just one more go' quality which so many games lack nowadays."
 YOUR SINCLAIR MAGAZINE, DECEMBER 1988.



Distributed by



ELECTRONIC ARTS®
 Home Computer Software

The thick-skinned mercenary, is here to do a job. He's come to Zenith to do away with the humans that have built their fortunes around The Great Tower.

Utilising the massive underground cave system, and armed with the greatest weapon system yet seen, with its array of cannons, lasers, multiple spray guns and smart bombs, Rex leaps from cave to cave in a mad blitz that wreaks havoc and destruction on his chosen enemies.

Once in The Great Tower itself, new challenges await the mighty Rex.

A multi-load, multi-level arcade extravaganza of epic proportions.

Devastating debut of death-dealing and destruction SINCLAIR USER DEC. '88

Spectrum 48/128 Cassette	£8.99	Amstrad CPC Cassette	£9.99	CBM 64/128 Cassette	£9.99
Spectrum +3 Disc	£14.99	Amstrad CPC Disc	£14.99	CBM 64/128 Disc	£14.99

martech

Martech is the registered trade mark of Martech Games Limited, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
 Tel: (0323) 768456 Telex: 878373 Martec G Fax: (0323) 764460



Captain Silver

- ▶ MACHINE: SEGA.
- ▶ PRICE: £24.95.
- ▶ REVIEWER: JULIAN RIGNALL.

Shiver me timbers! Data East's ageing and obscure arcade game has just been converted to the Sega, and those responsible should be made to walk the plank!

The game is basically a variation on the *Ghosts 'n' Goblins* theme, although it's nowhere near as good as the Capcom classic.

The player guides the sword-wielding Captain Silver across a horizontally



▲ Search the village.

scrolling landscape, avoiding the poorly-drawn monsters that attack from both sides or slaying them with a quick thrust of his stabber. When a corpse disappears, a letter or blue block remains, which is picked up for extra points and money. Later in the game, Silver is able to enter shops and buy items, including a shield (which allows him to be hit twice before he dies) and the ability to shoot stars from his sword.

The first level is set in a village. Get to the centre of the hamlet and the action switches to a ship.

Rigging is climbed to reach other parts of the ship, where pistol-toting seadogs jealously guard extra weapons, and the hold is entered by climbing down an available ladder. The Captain of the ship is found at the bow, and Silver confronts him in a duel to the death. If the black-garbed renegade is defeated Silver moves onto treasure island. Later still comes a platform section where Silver has to negotiate a series of moving floors.

The problem with *Captain Silver* is that it has all been seen before – it

▼ Buy some provisions.



offers nothing new. The graphics are gaudy and unimaginative, the animation is amateurish, and the sound harsh. The gameplay is badly flawed, allowing you to get through the first three levels with complete ease, and then the difficulty level is bumped right up, making the platform section difficult to clear.

Those who have never played a *Ghosts 'n' Goblins*-type game before might find this fun, but to be honest there are many better examples of the genre – try *Alex Kidd* or *Wonderboy* instead.

▶ GRAPHICS	5
▶ SOUND	5
▶ VALUE	2
▶ PLAYABILITY	4
▶ OVERALL	47%

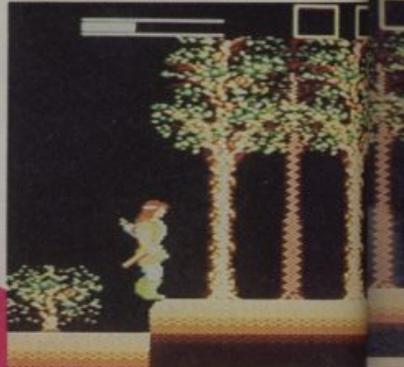
Mean Machines

December is a bumper month for Nintendo and Sega owners, with no less than four new Sega games under scrutiny, as well as an early Nintendo title, and an exclusive 'head to head' between the Sega and Nintendo versions of *Double Dragon*. There's an in-depth look at the *Legend of Zelda*, with maps and tips to help players go far, and, of course, there's all the latest console news.

Lord of the Sword

- ▶ MACHINE: SEGA.
- ▶ PRICE: £24.95.
- ▶ REVIEWER: MATT BIELBY.

You could be forgiven for thinking that all Sega games are the same. Except for the odd honourable exception – *Thunderblade*, say, or *Afterburner* – they're all hack and slash adventures. Play one ▼ *Shades of Rastan Saga*.



Golvellius

► **MACHINE:** SEGA.
 ► **PRICE:** £24.95.
 ► **REVIEWER:** JULIAN RIGNALL.

Sega's candidate for the whackiest title of the year award is, in fact, an excellent arcade

screens. In two reside faries, which reveal details of Golvellius' quest: to collect seven jewels. Another three are shops where extra items are bought – if enough cash has been collected. The

playing this. It's challenging, addictive and varied – and there's plenty to explore and uncover. The graphics and quality indeed, and all the different sections combine to produce a highly entertaining and compulsive arcade adventure.

► GRAPHICS	9
► SOUND	8
► VALUE	7
► PLAYABILITY	9
► OVERALL	84%



▲ Sp... - Matt gets wet.

Rastan Saga-clone and you've played them all.

A harsh judgement, yes, but *Lord of the Sword* does little to dispute this claim. *Lord of the Sword* is the story of Landau, a young man on a quest to rid his land of the demons and evil creatures that have overrun it, and in the process become king. Armed with both sword and bow and arrow, he cuts a suitably heroic dash, but is perhaps one of the least charismatic heroes ever.

That is what the whole game lacks: a sense of character. Landau's quest involves finding a legendary tree which is the symbol of the royal family, killing all the Goblins and destroying the statue of Evil.

Some of these monsters are quite inventive, but with the backdrops being mainly wooded areas, and the same beasties consistently cropping up, it really seems to lack the variety to put it at the very peak of this sort of game. There are many better examples of the genre about. It's okay, both attack moves work well and collision detection is fine, and there is a lot of game to explore, but it loses out in an undistinguished plot, a lack of visual imagination and variety.

► GRAPHICS	6
► SOUND	6
► VALUE	7
► PLAYABILITY	7
► OVERALL	64%



▲ That worm is meant to scare – ha.

adventure set over a variety of terrains.

At the start of the mission, *Golvellius* is given a sword and a pair of boots by a haggard old crone, and from then on he's on his own.

The first level comprises a horizontally scrolling trek through a worm-infested cave. Slithering creatures inch their way towards the hero and are sliced before they have a chance to make contact; if they do, a chunk is knocked off Golvellius' energy bar. If the bar is depleted twice, the mission is over. Halfway through the section a giant worm bars the way, and is defeated by repeated sword slashes. When it dies it drops jewels, which are picked up to add to the cash total. A little further on is the cave exit, which leads to a *Gauntlet*-style level comprised of nine flick screens.

Some of the screens have holes which are entered to access other

last one leads to a vertically scrolling cave inhabited by flying creatures and a large bat. Bash the bat and a snowman appears – not a cute 'n' cuddly one like Raymond Briggs' brilliant creation, this one is mean and throws energy-sapping icicles at the hero.

If he's destroyed, Golvellius is returned to the *Gauntlet* level, where an exit opens to another level, similar to the previous one but set in desert. As the adventure progresses, more and more of the mission objective is uncovered, and better weapons and useful items may be purchased to help Golvellius find the elusive jewels.

At the end of a game, a code is given, so that the player may start at the same position at another time, and there's also a continued option for those who like to persevere.

I must say that I enjoyed



▲ Why not? Rignall'll buy anything.

Nintendo Soccer

► **MACHINE:** NINTENDO.
 ► **PRICE:** £19.95.
 ► **REVIEWER:** JULIAN RIGNALL.

Just about every computer and console in existence has some form of football game available for it, and

▼ *Nintendo Soccer* – sick as a parrot.





SEGA

TV ARCADE ACTION

**CERTAINLY THE BEST ARCADE GAMES IN THE WORLD
NOW FOR YOUR HOME FROM £14.95**

SEGA MASTERSYSTEM™ FROM £79.95

(Includes: Mastersystem · 2 Control Pads · Free Game 'Hang On')

SEGA MASTERSYSTEM PLUS™ FROM £99.95

(Includes: Mastersystem · 2 Control Pads · Light Phaser · Free Games 'Hang On' and 'Safari Hunt')

SUPERSYSTEM™ FROM £129.95

(Includes: Mastersystem · 2 Control Pads · Light Phaser · 3D Glasses · Free Game 'Missile Defense 3D')

Sega Products are available from leading stores of Woolworths, W.H. Smith, Dixons, John Menzies, Toys R Us, Kids Store, Toy and Hobby, Harrods, Selfridges, Virgin, Children's World, Morrisons, Hamleys and your local computer dealers.

Distributed in the U.K. by Mastertronic Ltd., 2/4 Vernon Yard, Portobello Road, London W11 2DX. Tel. 01-727 8070 Fax. 01-727 8965

Mean Machines

Rambo III

- ▶ MACHINE: SEGA.
- ▶ PRICE: £24.95.
- ▶ REQUIREMENTS: LIGHT PHASER.
- ▶ REVIEWER: JULIAN RIGNALL.

Rambo, defender of mom's apple pie and all things right of the Republicans, has gone to Afghanistan to battle the Russians. Well, in his third film he has, because in real life he'd have trouble finding any Russian soldiers to murder since they're all pulling out.

Still, that hasn't stopped Sega producing this game-of-the-film. The film centres on mass genocide and Sega has decided to capture the ambience of an abattoir with an *Operation Wolf* style game, played over a left to right horizontally scrolling landscape. Soldiers pop up from all angles and are blasted with a well-aimed shot of the light phaser before they open fire. If an enemy manages to shoot a couple of rounds out of the screen, some of Rambo's energy is lost, represented by a bar at the bottom of the screen. A depleted bar means death, so good hand-to-eye co-ordination is required to survive.

Ammo is limited, and the rounds remaining are shown next to the energy bar. If the ammo is completely used up, the

player can only fire very short bursts of fire. If things are particularly grim, either a grenade or rocket can be launched to kill everything on-screen.

If the player survives for a predetermined time, energy and ammo remaining are converted to bonus points, and the second level begins with even more soldiers and helicopters to contend with. The game continues in this fashion, with an increasing number of forces every level.

Rambo III is an unashamed *Operation Wolf* rip-off, but it's a good one and combines great graphics and smooth scrolling with some very challenging and frenetic gameplay. In fact it's almost too hard, and it takes an awful lot of practice to get past the



▲ Blast that Chopper.

second level – mind you, when you're shelling out this much money for a game, you want something that lasts more than a few nights of play!

By only gripe is that there isn't a joycard option. As a result many Sega owners will miss out – a shame, because *Rambo III* is an excellent game.

- ▶ GRAPHICS 8
- ▶ SOUND 7
- ▶ VALUE 7
- ▶ PLAYABILITY 8
- ▶ OVERALL 81%

the Nintendo is no exception.

At the start of the match, the one or two-player option is set. After that one of seven teams is chosen and the timer is set to 15, 30 or 45 minute halves. If one person is playing the computer, one of five skill levels is chosen.

The viewpoint is a traditional one, with the match being played over a horizontally scrolling field. The player is given control over the nearest player to the ball, and can either kick at the goal, or

At first glance, *Nintendo Soccer* doesn't look that good, with some poorly defined players and a distinct lack of scenery – it's almost like playing a Sunday league game! However, it's graced with oodles of playability, and even though the game is a little on the slow side, there's plenty of scope for football fans to hone their skills.

The five different skill levels combined with seven teams of varied ability give plenty of long-term challenge, and the two-player option, as ever, is brilliant.

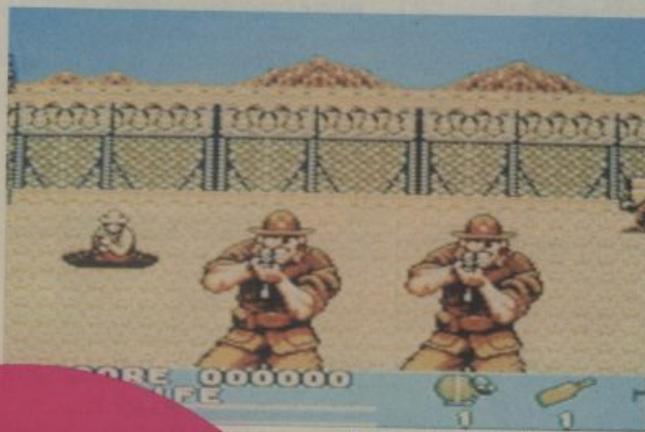
Nintendo Soccer is one of the best simulations of the sport, and shouldn't be left on the sub's bench.

- ▶ GRAPHICS 6
- ▶ SOUND 6
- ▶ VALUE 7
- ▶ PLAYABILITY 8
- ▶ OVERALL 83%



▲ *Nintendo Soccer* loses to *Sega*, pass to a team-mate. The receiver is indicated by an arrow, and is usually the player who's nearest in the direction the current player is running.

When the ball is shot at goal, an arrow behind the posts can be moved up and down to bend the ball out of range of the keeper. If the opposition get the ball into your area, keeper control is handed over to the player, and he can dive at the ball.

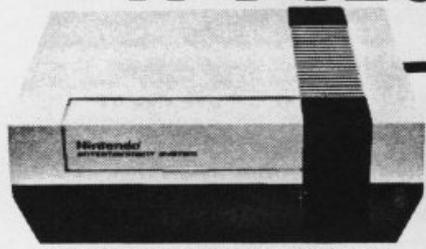


▲ *Rambo III* – looks like *Op Wolf*.

EXPANDING THE WORLD OF PLAY

ELECTROCOIN

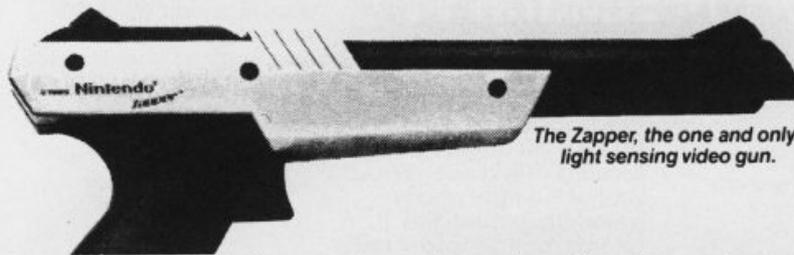
PRESENTS THE VIDEO SYSTEM WITH SO MANY FIRSTS IT'S SECOND TO NONE.



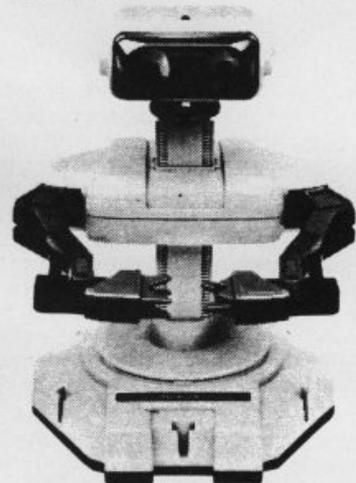
The Control Deck brings you graphics that almost jump off the screen.



The link between you and all the firsts.



The Zapper, the one and only light sensing video gun.



R.O.B., your first off screen partner.

No one has come out with more innovations at one time in one place, than the Nintendo Entertainment System.TM

First of all, there's R.O.B.,TM your Robotic Operating Buddy. R.O.B. becomes your off the screen partner, putting the action between you, him and the screen.

And first of all, Nintendo introduces the Zapper. It's the one and only light sensing video gun that's going to trigger a whole new kind of fun.

And first but not last, Nintendo offers superior graphics on all 17 game paks. Fifty-two colour/dot capability allows for brilliant tone refinements, realistic 3D images, convincing depth of field and actual shadows.

Discover the Nintendo Entertainment System. With all these firsts, you'll love it in a second.

MAIL ORDER & INFORMATION:

DE GALE MARKETING LIMITED
81 TOTTENHAM COURT ROAD,
LONDON W1A 1EY
TEL: 01-637 5735

PRICE LIST

CONTROL DECK.....£99.00

ACCESSORIES

ROBOT.....£49.95

ZAPPER GUN.....£24.95

GAME PAKS FROM.....£19.95

DELUX SET ONLY.....£149.95

(Features Robot, Zapper, Deck + Free Software)

(All prices include p&p)

Signature.....

Mr/Mrs/Miss.....

Address.....

.....Post Code.....

PLEASE SEND ME GAME PAK DETAILS AND:

DESCRIPTION	QUANTITY	PRICE
DG4	TOTAL	

I enclose cheque/PO for £.....
made payable to: De Gale Marketing Ltd

Please deduct £..... from
my Access Account (Signed).....



ENTERTAINMENT
SYSTEM

Mean Machines Tips

Legend Of Zelda

In this month's Mean Machines in-depth tips section, Legend of Zelda comes under scrutiny as we reveal how to get the most out of this massive Nintendo arcade adventure.

Link, the hero, starts his quest unarmed, so the first thing to do is get a sword by entering the door at the top of the first screen. Once it's in Link's possession he can really start adventuring.

Try and keep Link's energy levels topped up to maximum - he can throw swords when all his hearts are red. If he gets hit he loses his

advantage and life becomes a lot more difficult.

Kill everything - that way you're ensured of a constant supply of rubies - money with which Link can buy extra weapons and items. The best weapons to buy are the white sword and the magical sword - these are extremely powerful. The magic shield is also a good one to go for since

it blocks enemy arrows and missiles.

Scattered throughout the land of Hyrule are different magical objects - pick these up to provide much-needed help if Link is to collect all eight pieces of the Triforce and defeat the evil Gannon at the end of level nine. Heart containers boosts Link's heart capacity by one, adding vital extra health to his total. There are two types of boomerang. The wooden one stuns enemies, while the metal one (found in the hardest room in level two) kills weaker creatures. Keys open doors but are only used once,

happens!

Generally, explore as much as possible and don't be afraid to experiment. There are four short cuts hidden around the map which allow Link to cross the map with ease, and there are also secret caves, found by pushing rocks and blowing up cliffs.

Most important of all - read the instructions carefully they contain many hints and clues which should help put Link on the road to victory.

Finally, if you can't beat Gannon and are overcome with curiosity as to what the next level has in store, register your name as Zelda and you'll automatically start on level two.

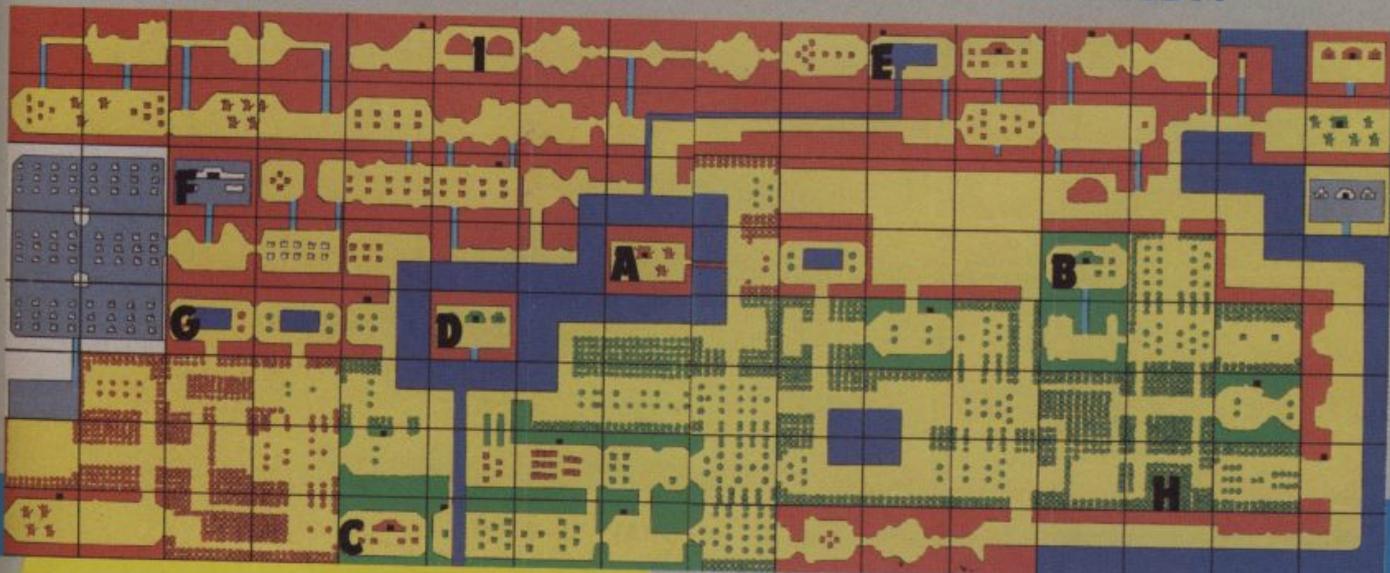
whereas the magic key can be used over and over again.

Like the boomerang, there are wooden and metal types of arrow. The former is less powerful. The ladder is used to cross small rivers or holes, while the items which can be dropped in the path of oncoming creatures. Water of life is essential for higher levels; blue water tops up Link's heart meter once, and a red one does it twice. The whistle is the most helpful of all items - Link can't complete his quest without it. Blow it in the Overworld and something surprising

KEY

- A LEVEL 1
- B LEVEL 2
- C LEVEL 3
- D LEVEL 4
- E LEVEL 5
- F LEVEL 6
- G LEVEL 7
- H LEVEL 8
- I LEVEL 9

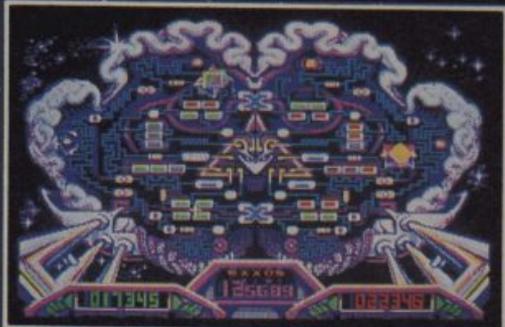
THE LAND OF HYRULE - THE WORLD OF ZELDA



PURPLE



RING PURSUIT: a 3D race across the rings of Saturn: BREATH-TAKING



BRAIN-BOWLER: a ball of energy, bouncing eternally off the brain walls: HAIR-RAISING...



TIME-JUMP: a colossal leap through time itself: MIND-BLOWING...



Weird aliens. Not at all like us, my friend...

"THE DAY THEY COME TO CONQUER YOU, MY FRIEND!"
FOUR TESTS, FOUR ARCADE GAMES IN STUNNING 3D

ATARI ST · AMIGA
PC · AMSTRAD CPC
COMMODORE 64

SATURN DAY



TRONIC-SLIDER: a frantic search for energy in an orbital arena...



Seated at the controls of the Tronic-Slider, capable of 90-degree turns: DIZZYING...



And always remember, my friend: EXXOS IS GOOD FOR YOU!



EXXOS
ATA ATA HOGLO HULU....

Infogrames, Mitre House, Abbey Road, Enfield,
Middlesex, EN1 2RQ

THE ALLTIME GREATEST 10 Game COMPILATIONS

An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.

10 GREAT GAMES FOR SPECTRUM 48K £9.99

KIDSPRAY

THE BACK PACK COMPILATION

- XENO (ANF Software)
- DEACTIVATORS (Ariolasoft)
- NIGHT GUNNER (Digital Integration)
- MARSPORT (Gargoyle Games)
- MONTY ON THE RUN (Gremlin Graphics)
- BOUNTY BOB STRIKES BACK (US Gold)
- MAILSTROM (Ocean Software)
- STARSTRIKE (Realtime)
- LUNAR JETMAN (Ultimate Play the Game)
- STARION (Melbourne House)

ALL PROCEEDS TO THE NSPCC & RSSPCC

A FUN FILLED WAY TO HELP OTHERS..... IT'S KIDSPRAY

10 GREAT GAMES FOR CBM 64 £9.99

KIDSPRAY

THE BACK PACK COMPILATION

- XENO (ANF Software)
- DEACTIVATORS (Ariolasoft)
- SPINDIZZY (Electric Dreams)
- BOUNCES (Beyond Software)
- MONTY ON THE RUN (Gremlin Graphics)
- BARRY McGUIGAN'S BOXING (Activision)
- BOUNTY BOB STRIKES BACK (US Gold)
- STARION (Melbourne House)
- ELECTROGLIDE (English Software)
- SKYFOX (Electronic Arts)

ALL PROCEEDS TO THE NSPCC & RSSPCC

10 GREAT GAMES FOR AMSTRAD £9.99

KIDSPRAY

THE BACK PACK COMPILATION

- XENO (ANF Software)
- DEACTIVATORS (Ariolasoft)
- NIGHT GUNNER (Digital Integration)
- TEMPEST (Electric Dreams)
- MONTY ON THE RUN (Gremlin Graphics)
- KNIGHTSHARE (Ultimate Play the Game)
- NOMAD (Ocean Software)
- MARSPORT (Gargoyle Games)
- STARSTRIKE (Realtime)
- STARION (Melbourne House)

ALL PROCEEDS TO THE NSPCC & RSSPCC

YOU HAVE THE FUN...!
THE NSPCC/RSSPCC
HAVE THE PROCEEDS

BACK - Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC
BACKPACK - A compilation of 10 first class software games donated free by software companies.

KIDSPRAY thanks this magazine and the following companies for the generous donation of their services: CAMEL ADVERTISING, G & L SERVICES, ROWLEY STUDIOS, FRIARGATE STUDIOS, PRE-PRESS SERVICES, CRYSTAL DESIGN, AMPERSAND, STEEL SPLASH, PRINTING CENTRE, LYNE PRINTERS, WILLBOND ARTISTS, PAUL CANNY, D. J. ROWE and INTER MEDIATES

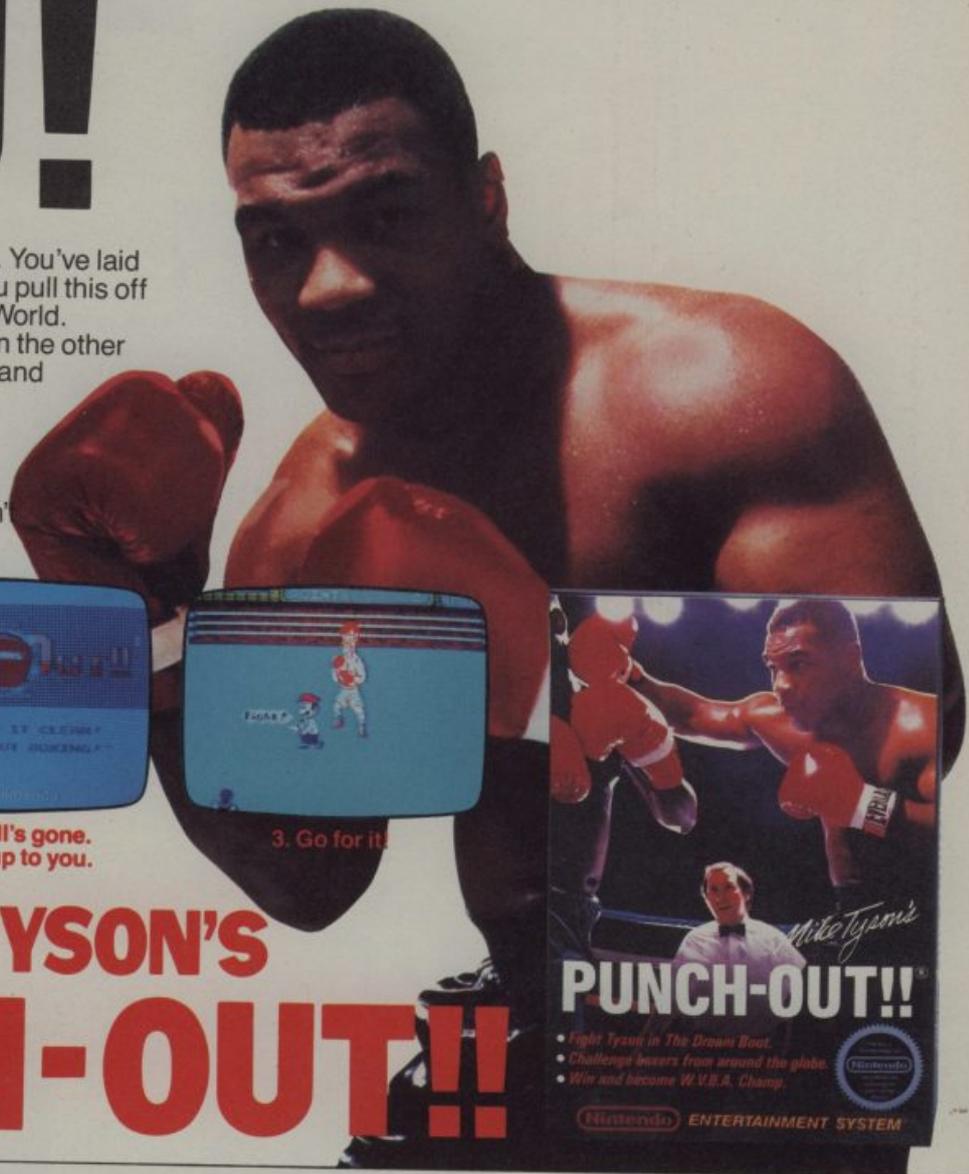
**MIKE TYSON: UNHURT, UNDEFEATED,
UNDISPUTED HEAVYWEIGHT CHAMPION OF THE WORLD.**

HE'S TOUGH. HE'S MEAN. AND HE'S WAITING FOR YOU!

OK now listen kid, and listen good. You've laid out ten opponents to get here today. If you pull this off you'll be Heavyweight Champion of the World.

Yeh, I know it's Mike Tyson sitting in the other corner. But you got the skill, the strength and the stamina. So just go in there, kid. Weave, dodge, jab; keep your guard up and your mind on that title.

And remember, this is Nintendo, right? So you might get beat, but you won't get hurt.



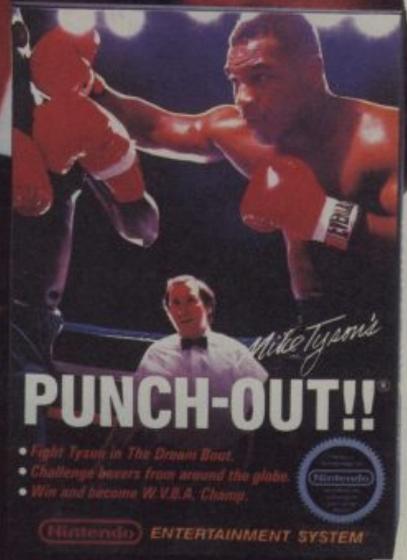
1. You're Little Mac and your first opponent is Glass Joe.



2. The bell's gone. Now it's up to you.



3. Go for it!



MIKE TYSON'S PUNCH-OUT!!

PUNCH-OUT!!

- Fight Tyson in The Dream Bout.
- Challenge boxers from around the globe.
- Win and become W.V.B.A. Champ.

Nintendo ENTERTAINMENT SYSTEM

LOOK OUT FOR THESE EXCITING NEW NINTENDO TITLES
IN BOOTS AND OTHER LEADING STORES:



ZELDA



SUPER MARIO BROS



METROID



PRO-WRESTLING



TOP GUN



R.C. PRO-AM

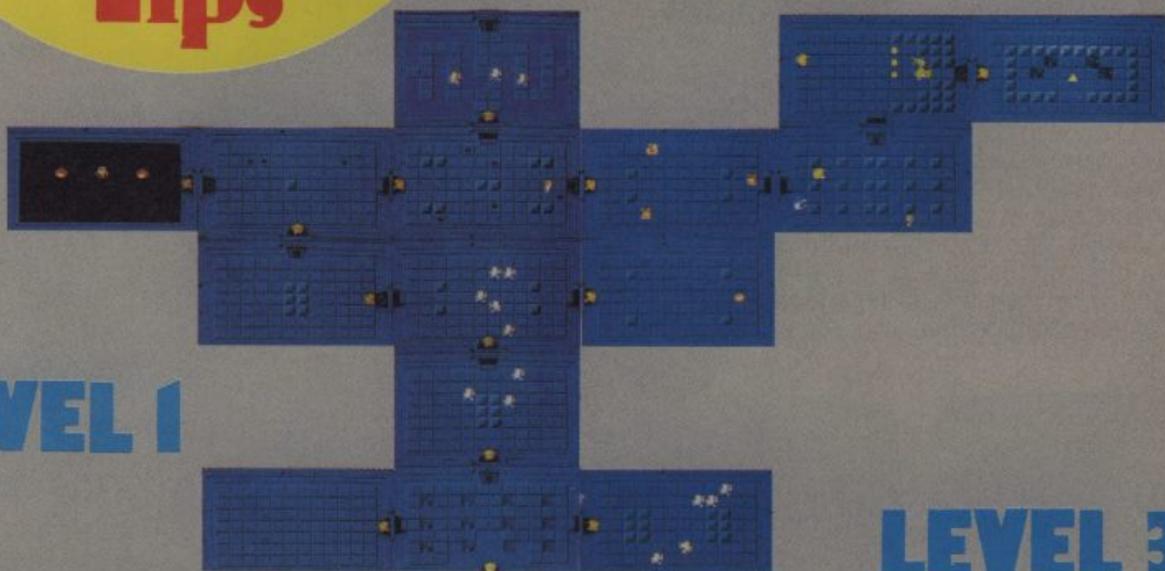


Now you're playing with power.

Mean Machines

Tips

Legend

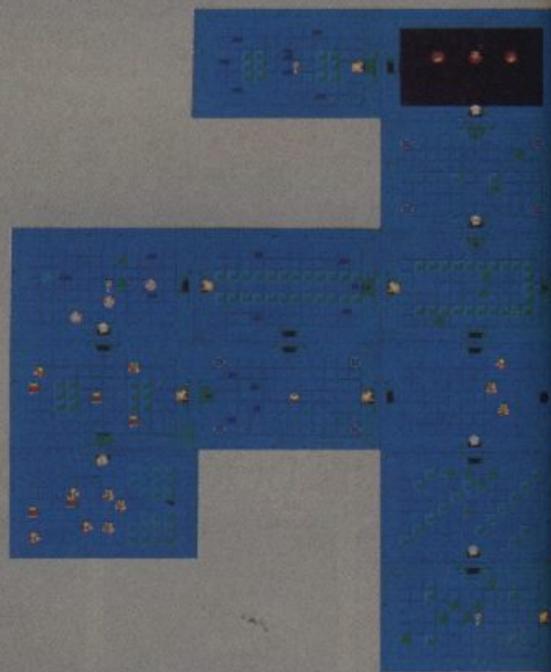


LEVEL 1

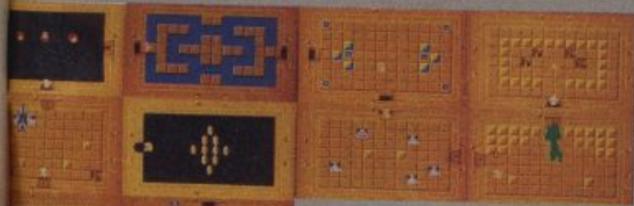
LEVEL 3



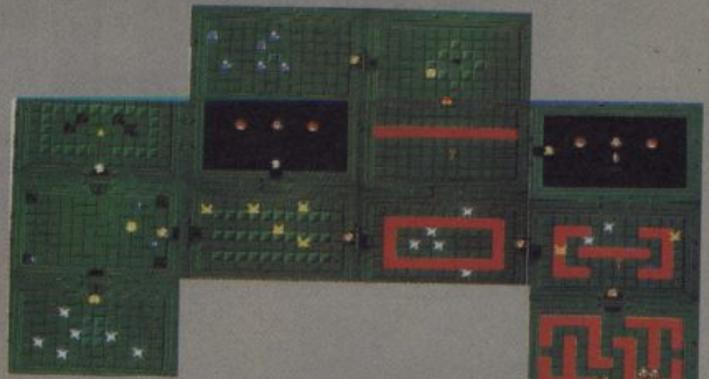
LEVEL 2



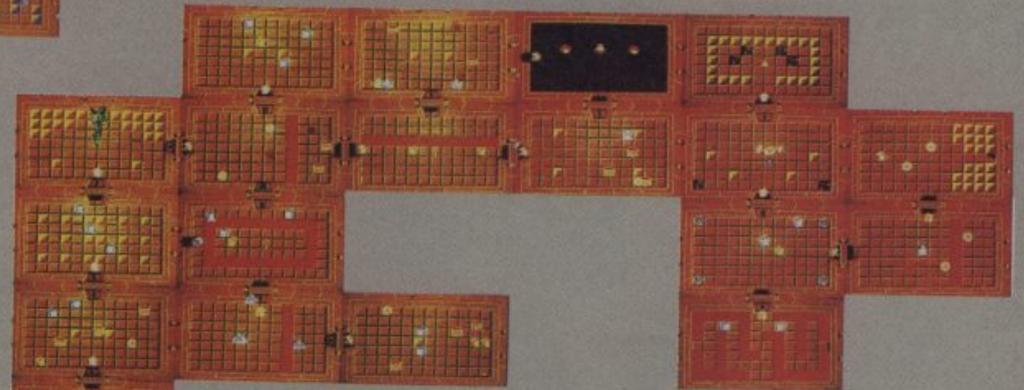
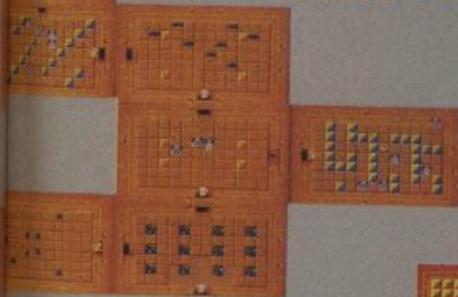
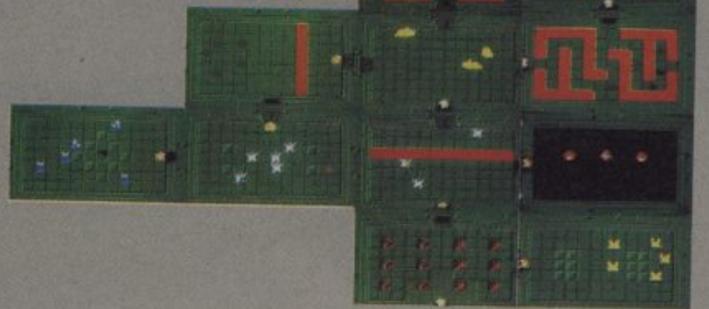
of Zelda



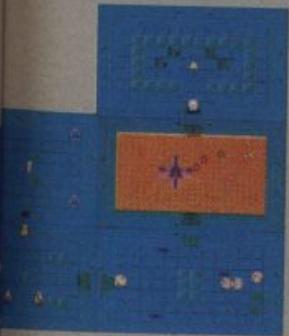
LEVEL 4



LEVEL 5



LEVEL 6



NOVEMBER 1988

£1.20
No.1 For AMIGA GAMES

COMMODORE USER

355 pta ■ HFL 6.75 ■ DM 6.50

FREE OPERATION WOLF

WIN AN AMIGA THUNDERBLADE UNVEILED

**+ AMIGA
SPECIAL
OFFER!**



CU No.1 FOR
AMIGA GAMES
Out October 26th

AMIGA NEBULUS
SPACE HARRIER
PACMANIA

64 CYBERNOID 2
CAPTAIN BLOOD
THE DRAGON

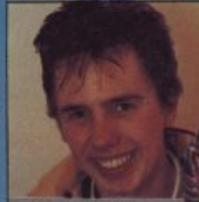
4 SOCCER

Simulators



RICHARD DARLING
Research and Development

Richard - 'Pro Soccer's got everything! There's four soccer games - 11 A-Side Soccer, Indoor Soccer, Street Soccer (fouling allowed!) and Soccer Skills (with skill training - penalties, pushups, sit ups, weight lifting, dribbling and more!) - Superb Value!



DAVID DARLING
Television Promotions

David - '... and Pro Soccer's got simultaneous 4 player action! It's taken our team of "Code Masters" over a year to perfect these football games. Don't miss out on the best all action, 4 player, football game ever! Absolutely Brilliant!

11-A-SIDE SOCCER

INDOOR SOCCER

SOCCER SKILLS

STREET SOCCER

1
2
3
4

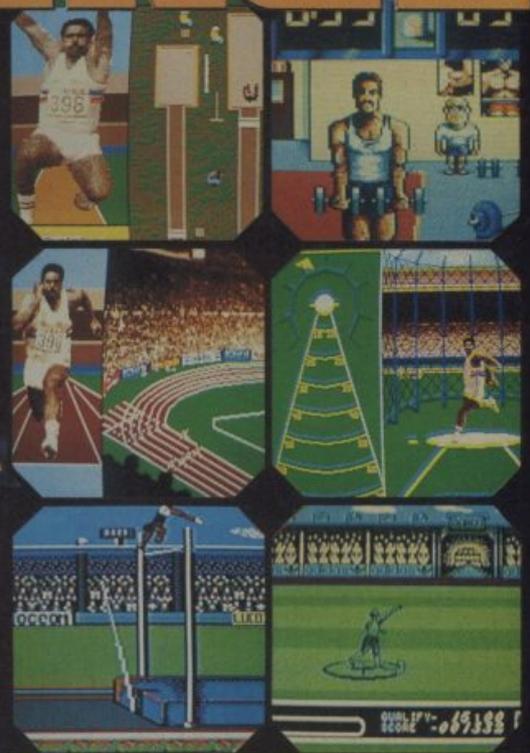
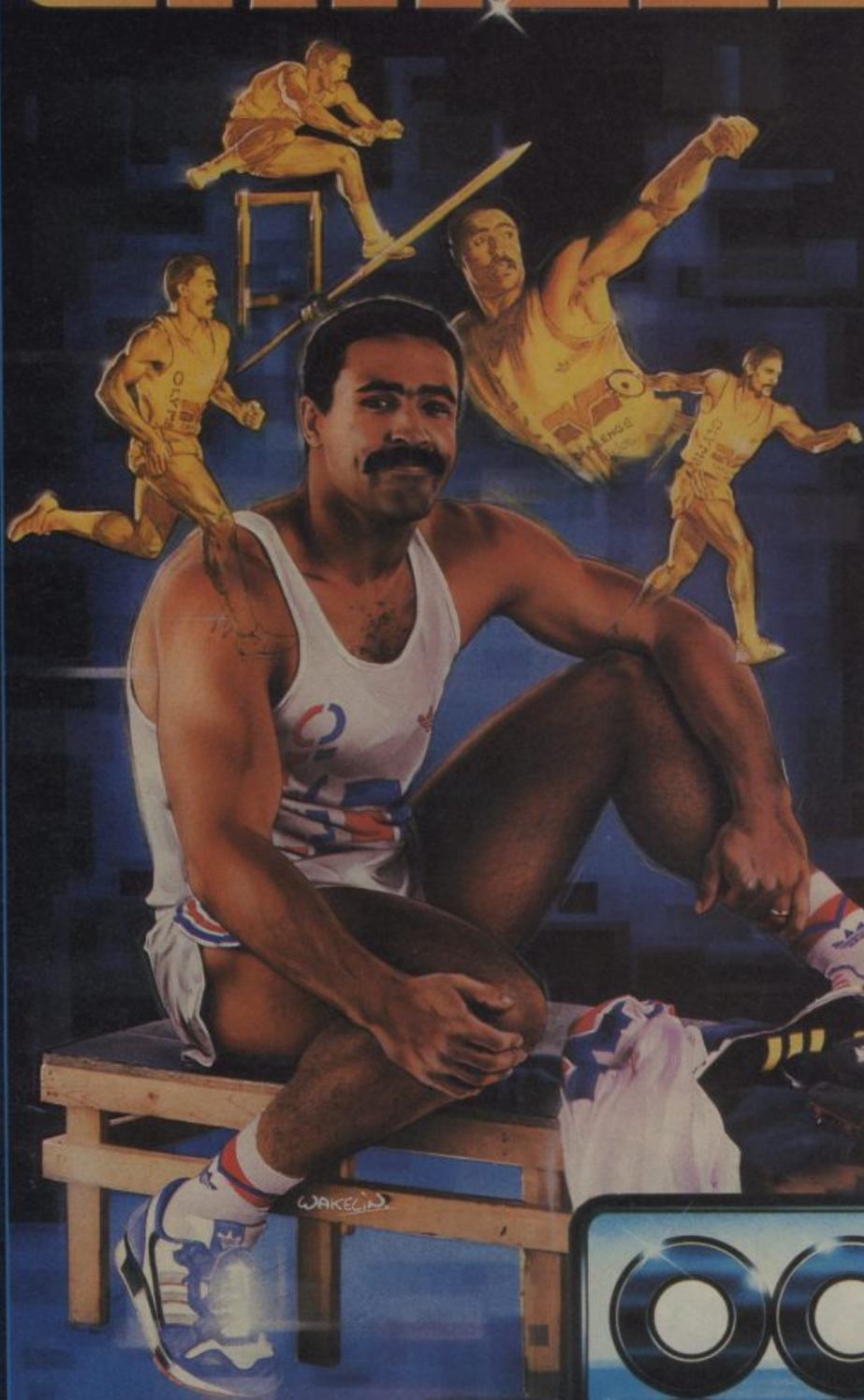


Code Masters
GOLD



- £9.99 COMMODORE C64 (DISK £14.99)
TAPE
- £9.99 AMSTRAD CPC (DISK £14.99)
TAPE
- £8.99 SPECTRUM (+3 DISK £12.99)
TAPE
- £19.99 AMIGA
- £19.99 ATARI ST
- £19.99 PC AND COMPATIBLES

DALEY THOMPSON'S OLYMPIC CHALLENGE



CAN YOU TAKE DALEY INTO THE MEDALS?

Enter the Olympic Challenge with Daley Thompson as you 'work out' in the gym, where your efforts will directly affect your performance in the competition itself - another first from Ocean.

Ten Olympic events include Long Jump, Shot-put, High Jump, 100m Sprint, 400m, 110m Hurdles, Discus, Pole Vault, Javelin and 1500m. You will need all your skills to build on what you hope was, an impressive work-out, and, as is necessary for all top flight athletes, your judgement to select the most effective equipment for each event is now vital - a decision which can win or lose you a place on the podium. This isn't just another sports simulation, this is a Daley Thompson 'event' where all his talent and humour burst through to make a thrilling and entertaining game play for all the family. Go for the Olympic Challenge!

ocean[®]

AMSTRAD
SPECTRUM
COMMODORE **£9.95**

ATARI ST
£19.95

AMIGA
£24.95

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

Mean Machines

Double Dragon

► **MACHINE:** SEGA/NINTENDO.
 ► **PRICE:** SEGA £22.95, NINTENDO N/A.
 ► **REVIEWER:** JULIAN RIGNALL.

Double Dragon, Technos' tough street fighting game has been in the arcades for nearly two years, and only now has appeared on the home consoles.

The game puts one or two players in the roles of denim-clad street fighters, who have to go and rescue a girl who's been kidnapped by a rival gang. This means an excursion to the wrong side of town, and every step is fraught with danger.

At the start, an introductory sequence shows the girl being abducted by the gang – a notorious-looking bunch of hoodlums. Then the action begins with the player(s) walking onto the scene. Immediately gang members attack, and attempt to wear down the player's energy bars with well-aimed kicks and punches. The heroes can reciprocate with their arsenal of mid-kicks, uppercuts, head-butts, high kicks and punches. Most opponents have to be floored several times before they give up the ghost.

As the combatants walk

across the horizontally scrolling landscape, the opponents become more hostile, and start attacking with weapons like baseball bats, petrol bombs and whips. If they're dropped, the player can pick them up and use them against the enemy – useful!

At the end of the level is a big bruiser, who is defeated to move onto the next level. As the players progress

through the game, the opposing gang members become increasingly ferocious, and the mission ends with a fight to the death with the gang leader himself. That's up to you.

Considering that these are conversions of the same arcade game, there are quite a few differences between Sega and Nintendo *Double Dragon*. The first thing that instantly strikes you are the graphics. On the first level both versions adhere pretty well to the arcade original, but from then on it seems that the designers have added their own artistic touches, and both differ quite

considerably. Overall, the Nintendo has the edge over the Sega, with more detailed and colourful graphics. The sprites are also different on both versions, with the Nintendo's looking typically cuter, compared with the squatter Sega counterparts.

Another major difference between Sega and Nintendo is the screen size; the Nintendo is practically full-screen, whereas the Sega

is chopped at the top and bottom, leaving unsightly black borders, rather like a Postbox format film on telly.

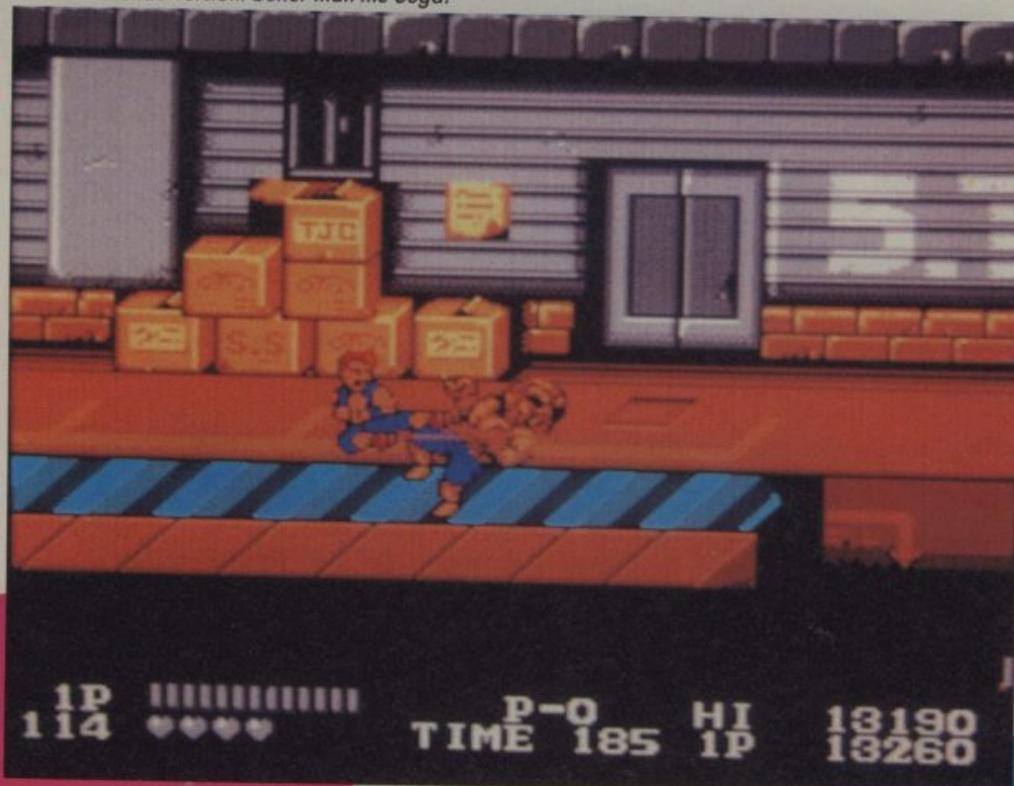
Both versions suffer from particularly bad, and it's often difficult to tell the hero apart from the enemy. The Nintendo doesn't flicker so often, but the bottom halves of sprites disappear occasionally when things get busy.

On their own merits, both versions are competent. I think that the Sega version could have been a little better, as it doesn't play quite as well as the Nintendo, but nevertheless it'll satisfy *Double Dragon* fans.

The Nintendo unfortunately lacks the two-player option, but more than makes up for this deficiency with an extra one-on-one *Street Fighter*-style game included on the ROM. As a solo game it's engrossing and fun – it's a shame it won't be available until next year.

	SEGA	NINTENDO
► GRAPHICS	7	7
► SOUND	6	7
► VALUE	6	N/A
► PLAYABILITY	7	7
► OVERALL	76%	83%

The Nintendo version: better than the Sega!



KONIX

NAVIGATOR

BREAK THROUGH THE PERFORMANCE BARRIER



Ergonomic design ensures perfect fit for every hand.



Minimum fatigue - maximum efficiency.



Fire button positions directly beneath your trigger finger for super-fast reactions.



Unique micro switch modules give precision control that lets you hear and feel every move.



Unbreakable solid steel shaft means complete control plus rugged reliability.



For use with: all Atari computers (including ST), Commodore (64, 128, VIC 20, Amiga), MSX Computers, Amstrad CPC computers (no autofire), Spectrum and Spectrum Plus (with suitable interface), Spectrum +2, Spectrum +3 (no autofire).

KONIX

The fastest reactions in the business

Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD, U.K. Telephone 0495 350101

The new Konix Navigator - a new dimension in precision joysticks. It spells total control from its unbreakable precision shaft through to its ergonomically designed grip, making reaction speed limits a thing of the past.

The Konix winning formula of sound development, advanced design and fail-safe construction puts high scoring accuracy at everyone's fingertips.

So break through the performance barrier this Christmas with the new Konix Navigator. And look out for two more exciting new products from Konix - the Predator and the Megablast. Firepower just where you want it, in the palm of your hand.

To: **Konix Products, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD, U.K.**

Please send me _____ Navigators at £14.99 each (Price includes p&p)

Make of home computer to be used _____

I enclose cheque/Postal Order for £ _____

(Made payable to Konix) or charge my Access/Visa

Credit Card No. _____ Expiry Date _____

Signed _____

Name _____

Address (Block Capitals) _____

Post Code _____

Please allow 14 days for delivery. Credit Card holders may order on 0495 350101

CV61

NEW LOW PRICE ST!

From only £2.51 per week.
Return coupon for details.



ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built-in power supplies and built-in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £3 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available ONLY FROM SILICA. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:
* BASIC Language Disk * BASIC Manual * ST Owners Manual * TDS/GEM on ROM
If you buy your ST from Silica Shop, you will also receive:
* NEOchrome Sampler - colour graphics program * 1st Word - Word Processor
In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special ST STARTER KIT worth over £100, which we are giving away FREE OF CHARGE with every ST computer purchased at our normal retail price. This kit is available ONLY FROM SILICA and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find ONLY FROM SILICA. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £1 million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find available ONLY FROM SILICA.

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received ONLY FROM SILICA.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available ONLY FROM SILICA.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive ONLY FROM SILICA. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

£260

+VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No.1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)
520ST-FM with 512K RAM & mono monitor £399 (inc VAT) Upgrade from 512K RAM to 1024K RAM £100 (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3 1/2" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).
1040ST-F Keyboard - Without Monitor £499 (inc VAT)
1040ST-F Keyboard + High Res SM128 Mono Monitor £599 (inc VAT)
If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:
MEGA ST 2Mb Keyboard + CPU £899 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM128 Mono Monitor £999 (inc VAT)
MEGA ST 4Mb Keyboard + CPU £1199 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM128 Mono Monitor £1299 (inc VAT)
If you would like further details of the MEGA ST's, return the coupon below.



SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON 01-580 4839
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P 0HX

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB

To: Silica Shop Ltd, C + VG 1288, 1-4, The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

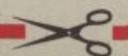
PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
if so, which one do you own?



Out to Lunch

With Grand Slam set to launch a Thunderbirds computer game in '89 and a new feature film starring the old puppet heroes around the corner John Minson went to meet MR Thunderbird – Gerry Anderson – for an exclusive C+VG interview.

One of my earliest television memories is a puppet show starring a cowboy called Tex Tucker. Seeing that Four Feather Falls first appeared in 1958, I must have been watching a repeat. Even I didn't goggle the box before I was out of nappies!

Its successor featured a jet-powered flying car and I probably saw that later too. There's every chance I watched the first run of the space adventure that followed though, and by then I was old enough to know the name of the genius behind Fireball XL5 and all those other titles – Gerry Anderson.

Mike Mercury, Troy Tempest, the Tracey family – throughout the sixties my imagination soared with Anderson's flights of fantasy. And if, around 1968, I forsook Supermarionation for the flesh and blood adventures of The Avengers, there was a whole new generation discovering that there were no strings on Captain Scarlet.

But if anyone had tried to tell me, back in the days when I was manoeuvring a model of Thunderbird 2 around the kitchen floor, that one day I'd be chatting with the only man who really knows what Lady Penelope and Parker got up to when they weren't racing around in her pink, six wheeled Roller, I'd have thought it about as likely as joining International Rescue.

Now I'm sitting in Anderson's office, wondering if he can pull some strings and get me a trip in Thunderbird 2. No go! Never in the field of television has so much pleasure been given to so many by one man – but Gerry Anderson is modest, almost apologetic about it.

"It was just one of those things. I'd formed my own film company and we were on the point of bankruptcy. Then an authoress came along with The Adventures of Twizzle, and asked me if I'd film it. The answer had to be yes. We had no money, were starving, in debt so it was 'What a hell of a good idea.' Otherwise I would never have been in puppets."

A softly spoken, serious man, Anderson admits that each

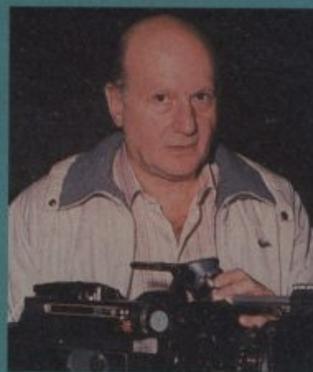
series was an attempt to better the previous one. "I'd been so ashamed of those pictures that I tried to improve them. Eyes and mouths began to move. We replaced painted backgrounds with cut outs with depth. And it got to a point where I saw the films could be respectable."

Working under extreme pressure to produce each episode there was little time for refining techniques or developing intricate plots. But hurried decisions proved to be inspired. Take the origin of Supercar: "The puppets couldn't walk properly so I thought, how can I get them to move fast on the screen without actually having to walk? If I make a vehicle that can do anything we can rush the puppets to any situation while they're sitting down."

After earthbound and space adventures, Anderson took the plunge underwater with Stingray. This was another ground breaker – the first colour TV series to be made in the UK! By now Gerry Anderson was as much a part of the Sixties as The Beatles.

I still remember the thrill of hearing that Thunderbirds would be in hour long episodes. It marked acceptance for the marionettes and a marketing revolution for Anderson who by now had his own toy company and publishing

▼ Dick Spanner.



▲ Gerry Anderson operation.

Thunderbirds really were Go! He even made two feature films featuring International Rescue, one of which features a puppet Cliff Richard – who said they thought he was a wooden head anyhow?

Despite the superior puppetry and effects – and for once Anderson announces himself satisfied with them – the films were not great successes, and though there were several more puppet series, including the beautiful models of Captain Scarlet, in proper proportion for the first time, then Joe 90 and finally the live action/Supermarionation combination of The Scarlet Service, Anderson wanted to work with real actors.

His opportunity came with another feature film, Doppelganger, which concerned a tenth planet on the far side of the sun. Despite an Academy Award nomination for its special effects, it's hardly ever revived – a pity as it was a classy piece of sci-fi. Then came the live action series, UFO, The Protectors and Space 1999.

Twelve years after he'd hung up his heroes, Anderson returned to puppetry with Terrahawks, using a refined technique he called Supermacromation. Why the U-turn? In the late 70's he'd moved to Hollywood where he was, by his own admission, lonely and depressed. "I went for a coffee and the waitress

asked me, 'What do you do?' For the first time in my life I was anxious to impress somebody so I said 'Actually I'm a producer.' And she just said, 'Right. Milk? Cream?' Suddenly I realised, producer's are two a penny. But what I had been doing made me a very special sort of producer."

His most recent special productions include award winning commercials and Dick Spanner, the private eye who inhabits an alternative universe where the oddest things happen to the accompaniment of the oldest jokes.

But the inventive Anderson imagination is never at rest. Even though his adventures are out of favour in certain trendy TV quarters, he has two major new projects. He's already made a one hour pilot for Space Police which sounds incredible. "It's a combination of people, actors and special effects, all rolled into one – everything I've ever done – and it is a damn good show. It will be made, I'm sure, but it ain't easy."

Then, while I'm still taking this in, he hits me with the big one. "At this moment I'm talking about a new Thunderbirds feature film. I've come around to thinking, now one can do such wonderful things, about bringing back the old characters, but with real actors." What will it be like? Anderson says it will be escapism but will contain some social comment. I can't wait!

Finally I ask Gerry about the philosophy behind his series. He thinks for a moment before replying: "I've always been interested in triggering off things in children's minds – things that could continue after the show is over."

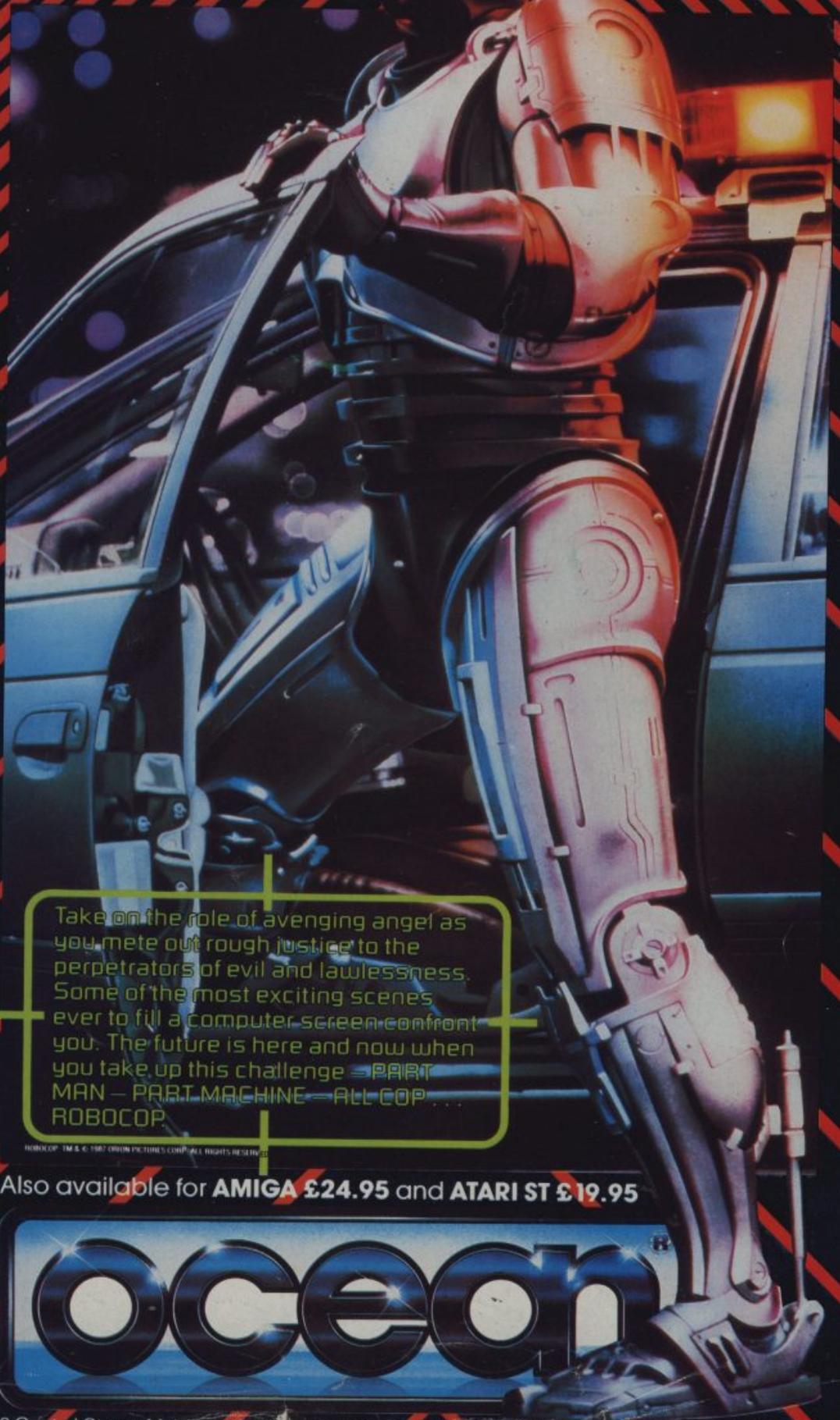
And here I am, living proof that he succeeded. Twenty five years after my first exposure to Anderson's world, those puppets live on in my mind. I wonder if the same will be true for the generation raised on Grange Hill.

Dick Spanner Vol 1: The Case of the Human Cannon Ball, joins Thunderbirds, Stingray, Captain Scarlet, Terrahawks, Joe 90 and UFO on Channel 5 video, all at £7.99 each.

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.

SEE THE
BLOCKBUSTING
MOVIE ON VIDEO
AVAILABLE NOVEMBER 11TH
FROM VIRGIN VISION

ROBOCOP™



Take on the role of 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 confront you. The future is here and now when you take up this challenge — PART MAN — PART MACHINE — ALL COP...
ROBOCOP

ROBOCOP™ & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED.

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

ocean

OFFICIAL
Advanced Dungeons & Dragons
 COMPUTER PRODUCT

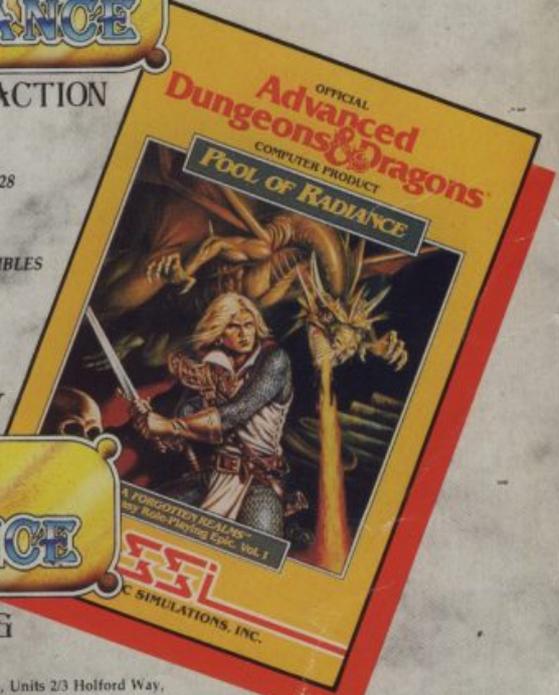


In the mystical world of Krynn an epic battle rages between the forces of good and evil. Eight brave companions enter the treacherous ruins of the temple of Xak Tsaroth seeking the precious Disks of Mishaka! - the only end to this infernal struggle. Draconian monsters, skeletal undead, powerful magic and countless other terrors face the adventurers but the way is barred by the ancient black dragon, Khisanth. Find the key to destroy Khisanth or you are doomed to failure.



HEROES OF THE LANCE

ARCADE ACTION
 CBM 64/128
 SPECTRUM 48/128
 AMSTRAD
 IBM PC & COMPATIBLES
 AMIGA ATARI ST



POOL OF RADIANCE

FANTASY ROLE PLAYING

The fabled city of Phlan has been overrun by monsters - your quest: discover the identity of this evil force. No detail is missed, 6 player characters; non player characters; the Adventurers' Journal packed with history, maps and clues, and the Translation Wheel. The gameplay is exhilarating and the graphics state-of-the-art portrait displays, 3D-perspective, tactical combat display and personalised weapons: the ultimate breakthrough in fantasy role playing computer games.

CBM 64/128
 AMIGA ATARI ST
 IBM PC & COMPATIBLES



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.