

C64 SEGA SPECTRUM AMSTRAD ST AMIGA  
MEGADRIVE PC ENGINE LYNX NINTENDO

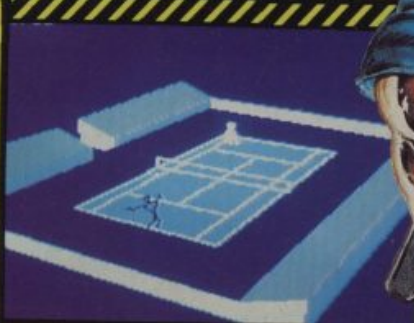
**JUNE NO 103**  
DM 7.50 SP \$7.20 350 PTA

**£1.30**

# COMPUTER +video GAMES

**EXCLUSIVE!  
SHADOW  
WARRIOR**

**EXCLUSIVE!  
INTERNATIONAL  
3D TENNIS!  
C64 SPORTS  
GAME OF THE  
YEAR?**



**EXCLUSIVE!  
LHX!  
INCREDIBLE  
3D AIR  
COMBAT!!!**



**EXCLUSIVE!  
AFTERBURNER!  
UTTERLY  
AMAZING  
MEGADRIVE  
CONVERSION!**



**EXCLUSIVE!  
CHASE HQ AND  
OPERATION WOLF  
ON SEGA!**

**REVIEWED!**  
SONIC BOOM • FLIMBO'S QUEST  
LOOM • IMPOSSAMOLE • SKIDZ

**INSIDE!!  
MEGA MAPS  
AND TIPS!**





# INTO THE M C M

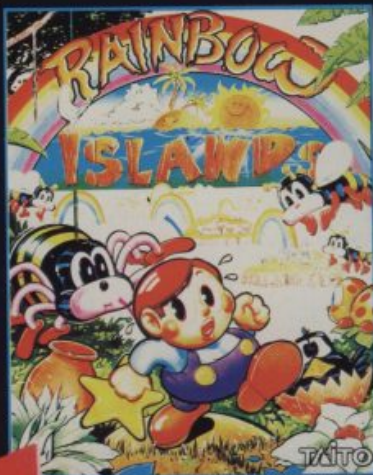


## THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters. Need to catch up in a hurry? Well, just one press of your **Turbo Button** will leave your eyes in the back of your head!



From the Island of Doh to Monster Island you will encounter Doh himself, stinging insects, hideous toy creatures, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore and finally you will enter the world of darkness and its inhabitants! Featuring all 7 islands and faithfully reproducing the fun and excitement of this monster arcade hit.



\*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, CBM AMIGA.

\*F-29 RETALIATOR ONLY AVAILABLE ON ATARI ST & AMIGA.



# MXC

# FUTURE...



Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out! Zzap 97%.



# SHADOW Warriors

**SHADOW WARRIORS**, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer featuring interactive scenic backdrops! The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... the Phoenix Backflip, Triple Blow Combination, Flying Neck Throw, Hang Kick and more, give you a formidable armoury of stunning moves. Take your techniques to the streets. **SHADOW WARRIOR...** the hero of the nineties.

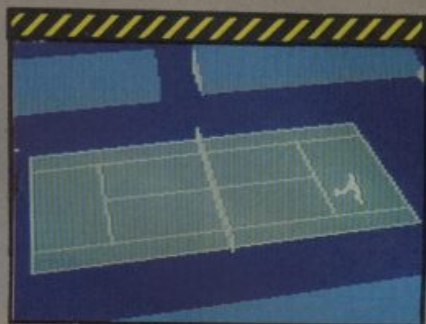


# SECUNDUS

# Ocean

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





# CONTENTS

## PLAYMASTERS

25

Jazza gets his tips out and gives us a brilliant Impossamole map and more hints and cheats than you've got spots on your bottom.

## ARCADE ACTION

92

Two brilliant new coin-ops are revealed this month - Crude Busters, a mega beat 'em up and Mercs, the hottest new arcade blaster!

## PREVIEWS

108

A veritable scrotey-bag of exclusive previews, including Rotox, Wonderland, Future Basketball, Combo Racer, Flight of the Intruder, Intruder, TV Sports Baseball, Duster, Killing Cloud, Star Blade, Projectyle, Sly Spy and Kick Off II. Keep up with the news and read all about them...



EDITOR: Julian Rignall ART EDITOR: Andrea Walker DEPUTY EDITOR: Paul Glancey STAFF WRITER: Paul Rand AD MANAGER: Nigel Taylor DEP AD MANAGER: Johanna Cooke SALES EXEC: Tina Zanelli PRODUCTION ASSISTANT: Glenys "Teddy" Powell PUBLISHER: Graham Taylor  
SUBSCRIPTION ENQUIRIES: C+VG Subscriptions, PO Box 500, Leicester, LE99 0AA. TEL: 0858 410510. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222. FAX 01 490 1095.  
PRINTED BY: KINGFISHER WEB LTD, FENGATE, PETERBOROUGH  
COLOUR BY: PROPRINT, LONDON E13  
TYPESET BY: JAZ AND FRIENDS ON ONE HECK OF A BIG PRINTER  
DISTRIBUTED BY: BBC FRONTLINE  
(C) C+VG 1990 ISSN No: 0261-3697



EDITOR: JULIAN "GREEBO" RIGNALL  
Recently scraped through his driving test and now plays Outrun for real along Southend sea front in his speedy Astra. But really dreams of riding a motor bike - anything that goes over 130 mph!





# ITS

## MEGA COMPS THE HOTLINES!

**18**  
Lumme! Loads of lovely prizes up for grabs on our ever-so-hot-lines, including super consoles and huge amounts of software!!

## WIN TWO TICKETS TO THE WORLD CUP

Jeepers, crimminy and stap me vitals! Win a trip for two to Italy to see the World Cup finals courtesy of US Gold! What an amazing comp, eh?

## WIN A PICTURE

**50**  
A fabulous original painting is on offer in this comp. Not a crap still-life, mind, but a huge 'n' mean mega war robot. Take a look - and see if you can win it.






## THE CORPS!

**96**  
More future-wars fun and frolics as the CORPs make a monkey out of a robo-gorilla and then get stuffed by a rather nasty beastie...

## MEAN MACHINES

**98**  
Console owners have never had it so good! Two excellent new Sega games, Operation Wolf and Chase HQ are reviewed, along with the amazing Megadrive conversion of Afterburner, the brilliant Batman on Nintendo and Tiger Road on PC Engine.

PRISON CAMP	VILLAGE	COMMUNICATION
		
★=75 ☺=12	★=45 ☺=6	★=55 ☺=4
AIRPORT	AMMO DUMP	JUNGLE
		
★=85 ☺=11	★=50 ☺=7	★=60 ☺=8

## THE OTHER STUFF

REVIEWS INDEX	6
NEWS	8
MAILBAG	20
HIGH SCORES	33
RESULTS	36
CHARTS	61
BUDGET	66
UPDATE	72
ARCADE HIGH SCORES	92
NEXT MONTH	112

## REVIEWED THIS MONTH JUNE 1990 No.103

SHADOW WARRIORS	16
IMPOSSAMOLE	40
INTERNATIONAL 3D TENNIS	44
NINJA SPIRIT	47
WC BOXING MANAGER	48
PERSIAN GULF INFERNO	53
LOOM	54
RASTER RUNNER	66
QUARTET	66
WONDERBOY	66
3D PINBALL	67
SAS COMBAT SIM	67
PARALLAX	70
OVERLANDER	70
HOPPIN' MAD	71
HALLOWEEN	71
ENTERPRISE	71
STREET WARRIOR	71
TOWER OF BABEL	72
HAMMERFIST	72
POWERBOAT USA	73
PUFFY'S SAGA	73
TV SPORTS FOOTBALL	73
FLIMBOS' QUEST	74
TENNIS CUP	76
LHX ATTACK CHOPPER	78
ULTIMATE GOLF	80
HOT ROD	82
SONIC BOOM	85
SKIDZ	88
CHASE HQ	94
OPERATION WOLF	96
BATMAN	100
AFTERBURNER	102
AIR DIVER	104
TIGER ROAD	107



**ART EDITOR: ANDREA 'GIVE 'EM L' WALKER**  
Wants to drive a big, long Pink Cadillac. But there's only one thing stopping her - she can't drive. Still, she's starting this summer, so watch out!



**DEP EDITOR: PAUL 'VOLKS' GLANCEY**  
Even though he's taken 20 (count 'em) driving lessons, he's still no nearer passing his test. Dreams about driving a metallic green convertible VW beetle. Hippy!



**STAFF WRITER: PAUL 'MICKEY' RAND**  
Paul is taking driving lessons like a mad 'un and fully intends to realise his ultimate driving dream - a light blue 1.6 Mark II Escort with a big stereo.



# REVIEWS INDEX

## THE RATINGS

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

### GRAPHICS

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

### SOUND

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

### VALUE

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

### PLAYABILITY

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

### OVERALL

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

## THE MARKS

### 85+

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

### 70-85

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

### 55-69

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

### 40-55

Below average to average. Generally a disappointment.

### 15-39

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

### 14-

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

## THE REVIEWERS

### JULIAN RIGNALL

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

### PAUL GLANCEY

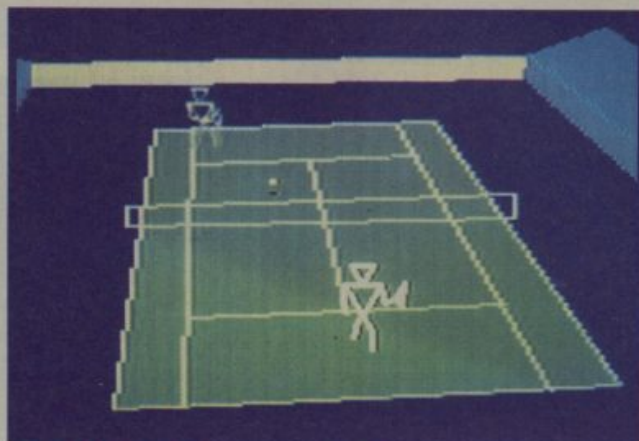
He loves games requiring brains, but doesn't mind the odd blaster.

### GORDON HOUGHTON

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

### PAUL RAND

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



## REVIEWS

### SPECTRUM

SHADOW WARRIORS	16
IMPOSSAMOLE	40
QUARTET	66
WONDERBOY	67
3D PINBALL	67
OVERLANDER	70
HALLOWEEN	71
HAMMERFIST	72

### AMSTRAD

RASTER RUNNER	67
QUARTET	67
WONDERBOY	70
HOPPIN' MAD	71
ENTERPRISE	71
HAMMERFIST	72

### C64

INT. 3D TENNIS	44
RASTER RUNNER	66
QUARTET	67
WONDERBOY	67
3D PINBALL	67
PARALLAX	70
STREET WARRIOR	71
TV SPORTS FOOTBALL	73
POWERBOAT USA	73
FLIMBO'S QUEST	74

### ST

IMPOSSAMOLE	40
NINJA SPIRIT	47
TENNIS CUP	76
ULTIMATE GOLF	80
SKIDZ	88

### AMIGA

SHADOW WARRIORS	16
-----------------	----



## C+VG HIT! REVIEWS

### SHADOW WARRIORS 16

Amazing beat 'em up arcade conversion from Ocean.

### INTERNATIONAL 3D TENNIS 44

Utterly incredible C64 tennis simulation programmed by Sensible Software.

### FLIMBO'S QUEST 74

Don't be misled by the rubbish name - this cute Hawkeye-inspired platform game from System 3 is superb.

### LHX ATTACK CHOPPER 78

Take to the skies in four different helicopter gunships in this stunning combat simulation.

### OPERATION WOLF 96

Grab a light gun and get blasting in this well wicked Sega coin-op conversion.

### BATMAN 100

The caped crusader arrives on the Nintendo, and he's brill.

### AFTERBURNER 102

Want to be flabbergasted? Check out this incredible Mega-drive conversion.

IMPOSSAMOLE	40
NINJA SPIRIT	47
WC BOXING MANAGER	48
PERSIAN GULF INFERNO	53
BATTLESHIPS	67
SAS COMBAT SIM	71
PUFFY'S SAGA	72
TOWER OF BABEL	73
FLIMBO'S QUEST	74
TENNIS CUP	76
ULTIMATE GOLF	80
HOT ROD	82
SONIC BOOM	85

### PC LHX ATTACK CHOPPER 78

### SEGA CHASE HQ 94

### OPERATION WOLF 96

### MEGADRIE AFTERBURNER 102

### AIR DIVER 104

### PC ENGINE TIGER ROAD 107

### NINTENDO BATMAN 100



**YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER...  
GARGANTUAN, YOUR FAILURE ... GENOCIDE !!**

ONCE YOU HAVE FACED THE ALIEN  
HORDES OF ALPHA CENTAURI IN ...

**X-OUT** YOU MAY  
JUST BE READY  
TO CONFRONT THE  
FEARS & NIGHTMARES OF  
ALL MANKIND...

# TURRICAN



SCREEN SHOTS FROM VARIOUS FORMATS.

Legend tells of the evil three headed Morgul and his power over the fears and nightmares of darkness itself ... it also tells of his death. But nightmares have returned to cloud man's existence and once again fear reigns. Morgul is back! It is only you who can repel this darkness, it is only you who has the courage and the firepower to combat this evil .....

- 13 levels with over 1300 screens. ● 10 hi-tech weapons systems – blasters, powerlines, controlled flashes etc. ● Multi-directional scrolling (CBM 64 – 8 directions) at 50 frames a second.
- Countless bonus features and extra levels – secret rooms, black tunnels, pipeline systems etc. ● Brilliant special effects – thunder, storms, waterfalls etc.
- 50 different aliens some to full screen depth.
- Continue mode and hi-score list. ● Up to 3 way parallax scrolling. ● Up to 20 different tunes\*.
- Up to 30 different sound effects\*.

(\*Amiga version)

**THE DEFINITIVE SCIENCE FICTION SHOOT'EM UP**



“An absolutely awesome experience. You won't be able to put it down. A masterpiece of graphic

genius. Absolutely Brilliant.” ZZAP

“The best C64 game of this year.” C & VG

“Turrican is a 90's arcade game – not to be missed. The best pure arcade blast released for the Amiga so far this year.” The Games Machine



**Rainbow Arts**

AMIGA – £24.99

CBM 64 & AMSTRAD – £14.99 disk, £9.99 tape

SPECTRUM – £12.99 disk, £9.99 tape

Sketty Close, Brackmills Business Park, Northampton NN4 0PL.



# NEWS

## ARNIE 'N' BILLY

Arnold Schwarzenegger is back - Ocean are obviously very pleased that he is, because they've just signed up his new movie and are, as we write, programming the computer game!

The film, called *Total Recall*, is about a mission to Mars which goes disastrously wrong, leaving Arnie to go up and sort things out, paving the way for violence-a-plenty (surprise surprise!) as the ex-Mr Universe takes on alien fiends and dangerous robots. Sounds as though it could convert into a shoot and beat 'em up of dynamic proportions!

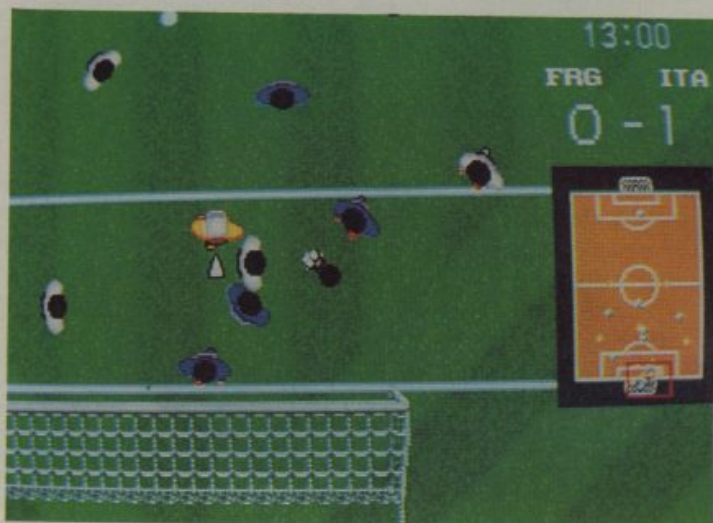
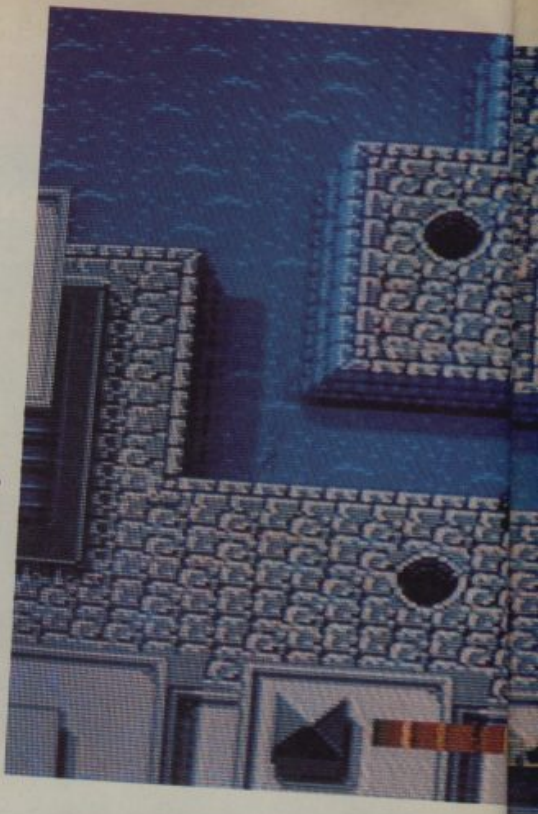
Ocean have also teamed up with ex-adventure writers Level 9 to produce a game based on the rootin' tootin', sharp-shootin' *Billy The Kid*, in which you control either Billy, his best mate Pat Garrett, or a desperado with a heart of gold. It'll have everything which makes a good western - shootouts, bank robberies, busty barmaids and bar-room brawls when it arrives on the Amiga, ST and PC.

## TEENAGE MUTANT HERO GAME

It had to happen, didn't it? After all, they've got their own comic books, toys, tee-shirts and even a cartoon series. Who are we talking about? Of course, it's those heroes in a half-shell, the Teenage Mutant Hero Turtles, who are about to get their very own computer game, courtesy of Konami. It's NOT going to be a conversion of the highly popular coin-op, though - the programmers are instead converting the Nintendo version of TMHT (which is reviewed in the fantastic *Complete Guide To Consoles Book II*) to the Amiga, C64 and PC. We'll have a lot more Hero Turtle news next month, so watch this space.

## ELITE SEGA CONVERTS

Well, looky here! Elite, who until recently had pretty much shunned the licensing game, are back with a vengeance with the signing of three Sega titles - *Last Battle*, *Tournament Golf* and *World Championship Soccer*. *Last Battle* isn't what one could call a particularly good Megadrive game - it's a tepid scrolling beat 'em up in which you guide the futuristic hero through reams of baddies, smacking them about along the way. The other two, however, are graphically excellent and very playable sports simulations. Release dates are set for October.



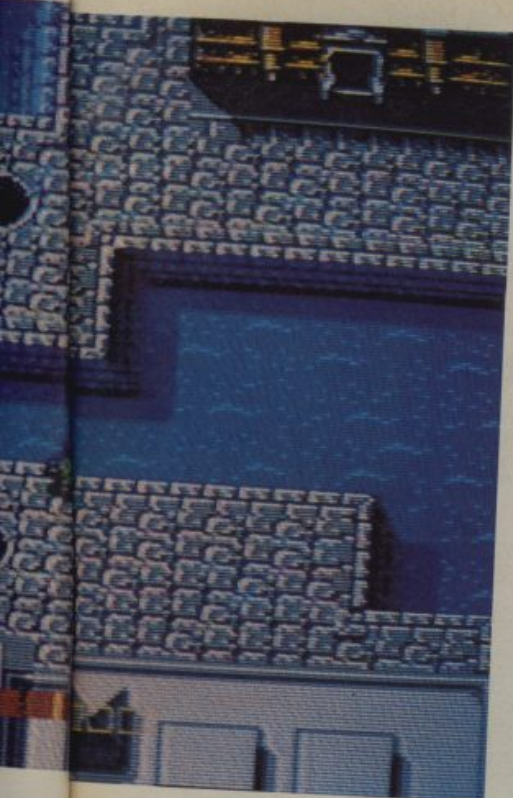


# ENGLAND, OUR ENGLAND!

With most of the big footy licenses already snapped up, Grandslam (who already possess the rights to the Liverpool team) have got their mitts on one of the biggest of the lot - our own English squad!

Which means that, not only will you get to take on the roles of national heroes like "Battling" Bryan Robson, Paul "Gazza" Gascoigne and John "John" Barnes, you'll also be able to dip into the players' pool should one of your first-team members be crocked, and stand in the training shoes of everyone's favourite manager, Bobby Robson. All the international teams will be graded according to recent form, so

you may have a bit of a tough time against the likes of West Germany but, if the recent friendly is anything to go by, you could give the Czechs a right old stuffing! No release dates or prices are available as yet, but no doubt England - The Computer Game will be dribbling its way down to your nearest software store before the kick-off in June.



# DYING FOR A GOOD GAME

See the HIT! review of Die Hard on the PC a few issues ago? Did it get all you C64 owners foaming at the mouth because no-one brings out software such as that for you any longer? Well wipe

away the froth and get twenty quid together for the disk-only version of the game, which is to be released by Activision in the next couple of weeks. The game follows the plot of the film in which police officer John McClane, played by Bruce Willis, has to rescue his wife from a gang of terrorists who are attempting to nick billions of dollars worth of bearer bonds, locked in the vault of a skyscraper. The PC version features super-fast, filled vector graphics and loads of gun-toting action - will the 64 game do the same? All will be revealed, when we Update C64 Die Hard as soon as we receive it!





# NEWS

## SEGA MICRO- DRIVE - THE PIC!

We've got it! The first definitive photograph of Sega's fantastic new Microdrive hand-held machine! As far as we

can tell, Microdrive was only a working title and, judging by what's written on the casing, it seems likely that the portable is now called the Game Gear. Measuring just 103x210x38mm, the Game Gear is controlled by a Z-80A processor (as used in the Spectrum and Amstrad) running at 3.58MHz. Screen size is quite large at just a shade under 3.5 inches and, although that's all we know at present, you can be sure that, as soon as we hear more, you'll be the first to know!

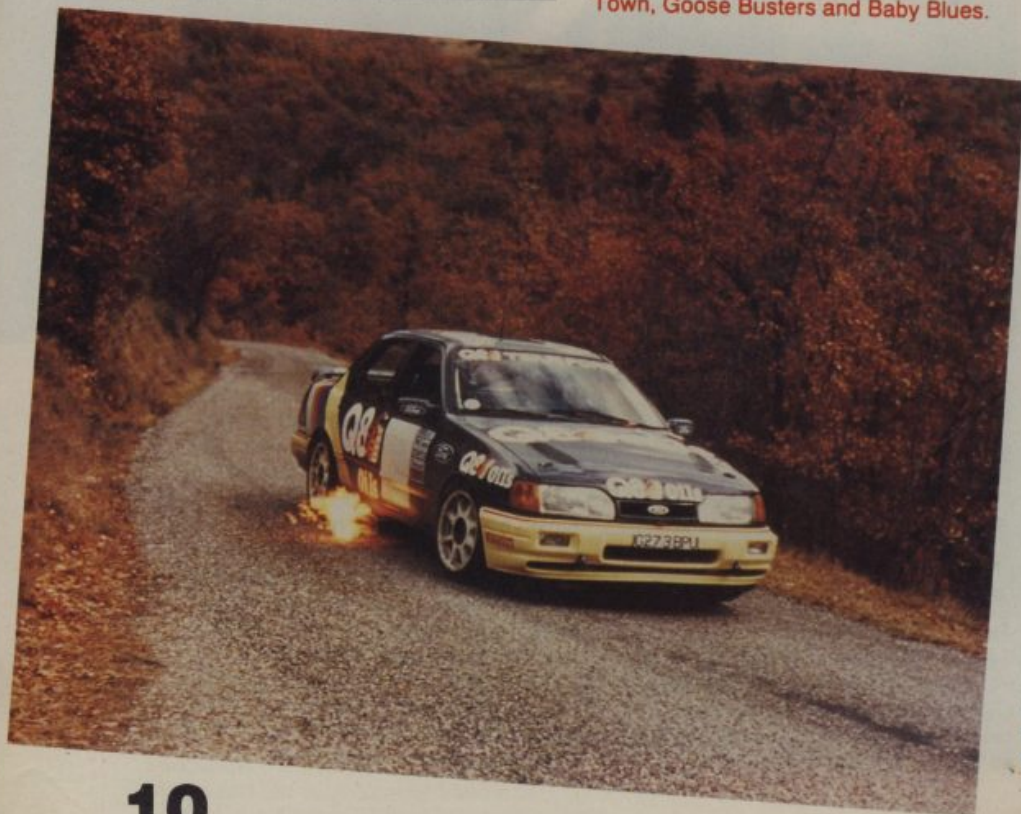


## PHASERS ON FUN, MR SULU

After the vaguely jolly Spectrum and Amstrad Light Phasers, Magnum have launched a similar gun for the 64, complete with five compatible software titles. The games, which come on both cassette and disk in the same box, are Operation Wolf, Gunslinger, Ghost Town, Goose Busters and Baby Blues.

The whole kit-and-caboodle weighs in at a pretty reasonable £29.99 and, if you get hold of the pack before 15th June, you can enter the competition found in the box, giving you the chance to win £350.00 worth of records, tapes and CD's - wooh!

And there's some bottom-spankingly good news for owners of the Speccy and CPC guns, too. The Megaplay Bundle, which currently retails at £9.99 and consists of Bronx Street Cop, F16 Fighting Falcon, American Turbo King, Billy The Kid and Jungle Warfare, has been slashed to a ridiculously inexpensive £4.99.



## VROOM! VROOM!

Look out this month for the release of a brand new game from Thalamus - Q8 Team Ford Rally Simulation. Based on the exploits of the team of the same name, the game puts you will in control of an ultra-fast Sierra RS Cosworth 4x4, ripping up the roads as you attempt to beat the clock, and other drivers, and become number one in the rally stakes. The game will feature "stylised" filled-in vector graphics, running at a nippy fifty frames per second to give what should be a very accurate illusion of driving through mud, trees and all those other obstacles you find on rally circuits. You can even plough into the spectators! Q8 Team Ford Rally will be appearing on ST, Amiga, Spectrum/SAM Coupe, C64 and Amstrad (fluffy dice and Blaupunkt car stereo not included).



# FLIMBO'S *Quest*



**T**ake one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.

Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game – par excellence.

**FLIMBO'S SERIOUSLY DETERMINED, BUT  
OH SO SERIOUSLY CUTE...!**

ACTUAL AMIGA SCREENSHOTS



AVAILABLE FOR – C.64, AMSTRAD CPC, SPECTRUM, (CASSETTE £9.99 DISK £14.99) AMIGA, ATARI ST (£24.99)  
System 3 Software Ltd., Blenheim House, 1 Ash Hill Drive, Pinner, Middx HA5 2AG. Tel: 081-866 5692 Fax: 081-866 8584



# NEW! FROM ENCORE...



## ESCAPE FROM SINGES CASTLE

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 16th May 1990

Dragons Lair and Escape from Singes Castle are trademarks owned by Bluth Group and used under licence from Bluth Group Ltd.: © 1983, © 1986 & © 1987 Bluth Group Ltd.; Character designs © 1983 Don Bluth; All rights reserved; and copyright, trademark and other notices as approved by Bluth Group Ltd.

## LIVE & LET DIE

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

A Domark Publication. Source code and game format © 1988 Elite Systems Ltd. Gun symbol logo © Danjaq S.A. 1962. © Eon Productions Ltd. Gildrose Publications Ltd. 1987.

## QUESTION OF SPORT

Spectrum Cassette £2.99

CBM 64 Cassette £2.99

Amstrad Cassette £2.99

RELEASE DATE 27th June 1990

The BBC and A Question of Sport are trademarks of the British Broadcasting Corporation. Format of the programme copyright © 1986 the British Broadcasting Corporation. Format of the program and source code copyright © 1988 Elite Systems Ltd.



# ENCORE

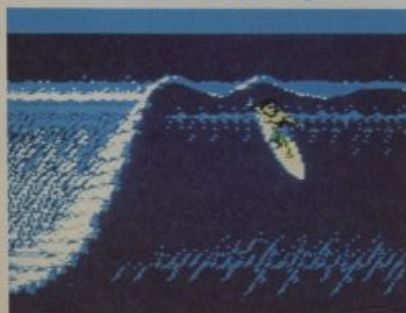
Elite Systems Limited Anchor House, Anchor Road, Aldridge Walsall West Midlands  
WS9 8 PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408



# NEWS

## I WISH THEY ALL COULD BE...

California Games is one of the best multi-event sports games ever to appear on a home computer, and it's certainly the best sport sim seen on the Sega Master System. That's why Epyx and US Gold have got together again to produce a sequel. California Games II will feature over half a dozen new events, all played out against a sunny California backdrop. It will be released in late Autumn - but will you get a free beach babe with each package?



## SALES CURVE LATEST

While we wait eagerly for Sales Curve's SWIV (which, they point out, doesn't stand for Silkworm IV, even if it looks like it), news reaches us of their other forthcoming conversions of Jaleco coin-ops which will be making history late this year and early on in '91. The most imminent title is the conversion of Saint Dragon, a mighty shoot 'em up starring a cybernetic flying lizard, and that's penciled-in for a September release date.

Next year, we should see conversions of Rod-Land and Big Run. The first is a dead cute platform game in which you play either Tam or Rit, two fairies with magic wands and a mission to pick flowers. Sounds very weird, but looks very good.

Big Run, in case you didn't know, is a sporty drive through the desert on the Paris-Dakar rally. It didn't break any records in its original arcade form, so it'll be interesting to see how the conversion will come out.

All three games will be released under the auspices of Sales Curve's new Storm label, and will be available for Amiga, ST, Amstrad, Spectrum and C64.

## CORE! A NEW SOFTWARE HOUSE

Core Design, creators of such greats as Rick Dangerous and Dynamite Dux, have come to the conclusion that there's more money to be made by selling their own games as opposed to just programming them and passing them along to a third party outfit. So those Derbyshire dudes have set up shop, so to speak, and are going it alone, with a couple of titles already announced. Torvak The Warrior is a beat 'em up in which the player must battle through five levels in his quest to find and defeat the wicked Necromancer, while Corporation will be a much more strategy-orientated game, as you become a government agent, seeking out terrorists in a robotics factory. These, along with three other as yet unannounced products, are to be released between July and December of this year. More news as it arrives!



## TWO LICENSES IN ONE

Remember we previewed World Cup Soccer '90 from Virgin two issues ago? Well, scrub that title because that's not what its going to be called. What Virgin have done is, as well as buying the rights to the coin-op, they've also gone out and signed up the Italia '90 name from FIFA, and stuck that on the packaging, too! Sheesh, must have more money than sense, eh? Anyway, the game is to be called World Cup Soccer - Italia '90, and it'll be the only football game this summer to carry the little World Cup stick-man mascot on its packaging. Ooooh!





# The World Cup

A COMPREHENSIVE GUIDE AND GAME REPLICATOR OF THE

## WIN TICKETS TO THE WORLD CUP



*Fly to Italy, stay in Rome for 7 nights and witness the climax of the world's greatest ever sporting event!*

See competition card inside game pack for full details and competition rules.

## FREE WORLD CUP FILE-OF-FACTS



64 colour pages that tell you everything you need to know about the ...

**ITALY 1990  
WORLD CUP FINALS!**

## WORLD CUP TRIVIA QUIZ

A chance to test your knowledge in:

**'THE WORLD CUP STARTS HERE!' TRIVIA QUIZ**

**Q. WHICH GOALKEEPER LET IN 5 GOALS IN HIS LEAGUE DEBUT AND WENT ON TO CAPTAIN A WORLD CUP WINNING SIDE?**

**A. ?**



## AUTHENTIC GAME ACTION



Including:

- Variable skill, speed, strength and aggression levels.
- Choice of formations.
- Full team seeding system.

© 1990 U.S. GOLD LTD. All Rights Reserved.

ITALY 1990. 24 teams and their supporters converge on Italy for the greatest sporting event in the world and millions more will witness the spectacle on their television screens...

...But for you THE WORLD CUP





# p Starts HERE!

OF THE WORLD'S MOST EXCITING SPORTS SPECTACULAR

## TAKE YOUR PLACE IN THE FINALS

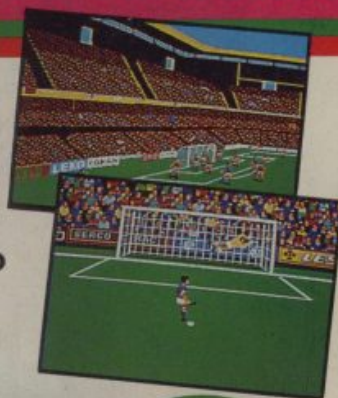
Choose your team from a REAL playing squad then battle through authentic league and knock out phases all the way to the final, playing against the opponents you would expect to meet in the real event!



## UNIQUE PLAYING FEATURES

- Include:
- Player vs. Player option.
  - Variable match duration (2 minutes to 45 minutes).
  - TV style presentation.
  - Referee with the ability to use the 'red card'! ...

AND MUCH MUCH MORE!!



# ITALY 1990

THE WORLD CUP STARTS HERE!

**STARTS HERE!** Get to know the facts on all the venues, venues and fixtures, select your squad, then GO FOR GOAL – lift the trophy for your country. Then sit back and be the best informed World Cup football fan around!

Available on:  
CBM AMIGA • ATARI ST COLOUR MONITOR  
CBM 64/128 & AMSTRAD Cassette & Disk  
SPECTRUM Cassette.



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





▲ Ah, a phone box. Better call your mum and tell her you'll be late.

Everything was fine at the Shadow School of Martial Arts. Students were happily taught the thousand-year-old secrets of the original Shadow Warrior, blissfully unaware of the fact that mysteri-

ous evil forces were plotting to overthrow the new leader of the school and enslave his pupils for eternity. When the inevitable happened, it was too late to prepare for the vicious onslaught which fol-

lowed.

Which paves the way nicely for a six-level, horizontally scrolling beat 'em up as the player, the only surviving Shadow Warrior, battles to defeat the enemy in this conversion

of the Tecmo coin-op. Young Shad can dispose of the badies using a variety of martial arts moves, including round-house kicks and common-or-garden punches in the groin - he can even hang onto parts of the scenery and give his oppressors a swift boot in the mush. Alternatively, he can smash open one of the crates found lying on the pavement in the hope that a magic ninja sword will be inside. Whatever the weapon, he needs to

# SHADOW WARRIORS

BY OCEAN

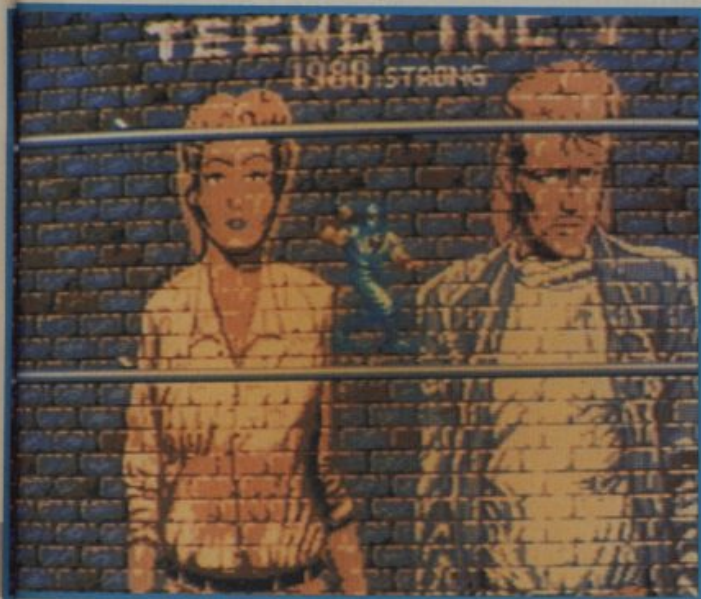




be swift and skillful if he is to stop the bad guys in their tracks - and there's loads of them, ranging from club-wielding, twenty stone bikers to Geoff Capes lookalikes who are only happy when they're walloping the poor ninja with a fifteen-foot long telegraph pole. And as well as them, there's six big end of level guardians, including the evil Master himself!!!

## C+VG HIT!

▼ Who are these two?



◀ OOF! OOOYAH!  
These guys want you to join their club! Membership has its privileges...

### AMIGA £24.95

Now this is what I call a beat 'em up! No tricky joystick moves to confuse you into getting your face smashed to a pulp; just good, solid arcade action which is quite staggeringly close to the coin-op. The programmers have ported the coin-op graphics to the Amiga and then tarted them up even more, giving you sprites and backdrops which, although admittedly smaller than the originals, are much sharper and very colourful indeed. A more than honourable mention must also go the music and sound effects in Shadow Warrior - awesome is the only word to describe the six incredible tracks packed with crystal clear samples, and sound effects so good you'll think that there are a couple of people in the room, beating the living daylights out of one another! Getting through the first level is a feat in itself, even with the six credits, as the difficulty has been set at almost the same level as the coin-op. Practice makes perfect though, and once you've killed the fat sumo wrestler at the end of the first stage, you'll be totally hooked.

PAUL RAND

GRAPHICS	94%
SOUND	96%
VALUE	93%
PLAYABILITY	92%

**OVERALL 93%**

### UPDATE

Coming this month are the C64, Amstrad and ST versions of Shadow Warrior. The ST version is the same as the Amiga game, with an obvious drop in sound quality, but the C64's music is one of the best tracks to be heard on the machine in a long, long time!

### SPECTRUM £9.95

Bags of colour make Speccy Shadow Warriors stand out from the crowd, and there isn't a hint of clash as the programmer has cleverly used a shadow effect similar to that found in Dark Sceptre. Gameplay is fast and furious and all in all, this is an extremely worthy buy for Spectrum beat 'em up junkies.

**OVERALL 92%**



# C+VG HOTLINES

## WIN A MEGADRIVE! CALL 0898 334 150

Faster than a speeding Spectrum, more colourful than a box of rainbows and more fun than a waterbed full of lemon jelly - it's the Sega Megadrive! To you, the punter, this mighty console would normally cost at least two hundred knicker, but to you, the C+VG reader... well, we can let you have one for no pounds at all. Just one, mind you, and if you want to volunteer to take this solitary Megadrive off our hands, get on the blower pronto, dial this here number and make sure you get all the questions right!

## WIN A PC ENGINE CALL 0898 555 538

Another example of console sauciness is NEC's PC Engine. A marvel of micro-mechanics this bijou games machine plugs the game-playing power of an arcade machine into your telly and lets you get stuck in to such superb games as R-Type, New Zealand Story and Chase HQ without any hanging about whatsoever. The only things between you and this prize are the questions on this line so give us a ring, and you could be the next person to join the console revolution!

## WIN A LYNX CALL 0898 555 537

Doesn't melt in your mouth or in your hand, doesn't make your clothes smell when you iron them and does absolutely no harm to household pets. What are we talking about? Why, it's the Atari Lynx handheld games machine of course! It's the zappiest portable in the history of the planet, and one could (but only COULD) be yours if you pick up your electric talking machine and get listening to this line flipping ruddy quick!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL THE C+VG HOTLINES. CALLS ARE CHARGED AT 38p PER MINUTE (PEAK RATE) AND 25p PER MINUTE (OFF-PEAK). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

## WIN AN F15 FIGHTER BOMBER! CALL 0898 555 539

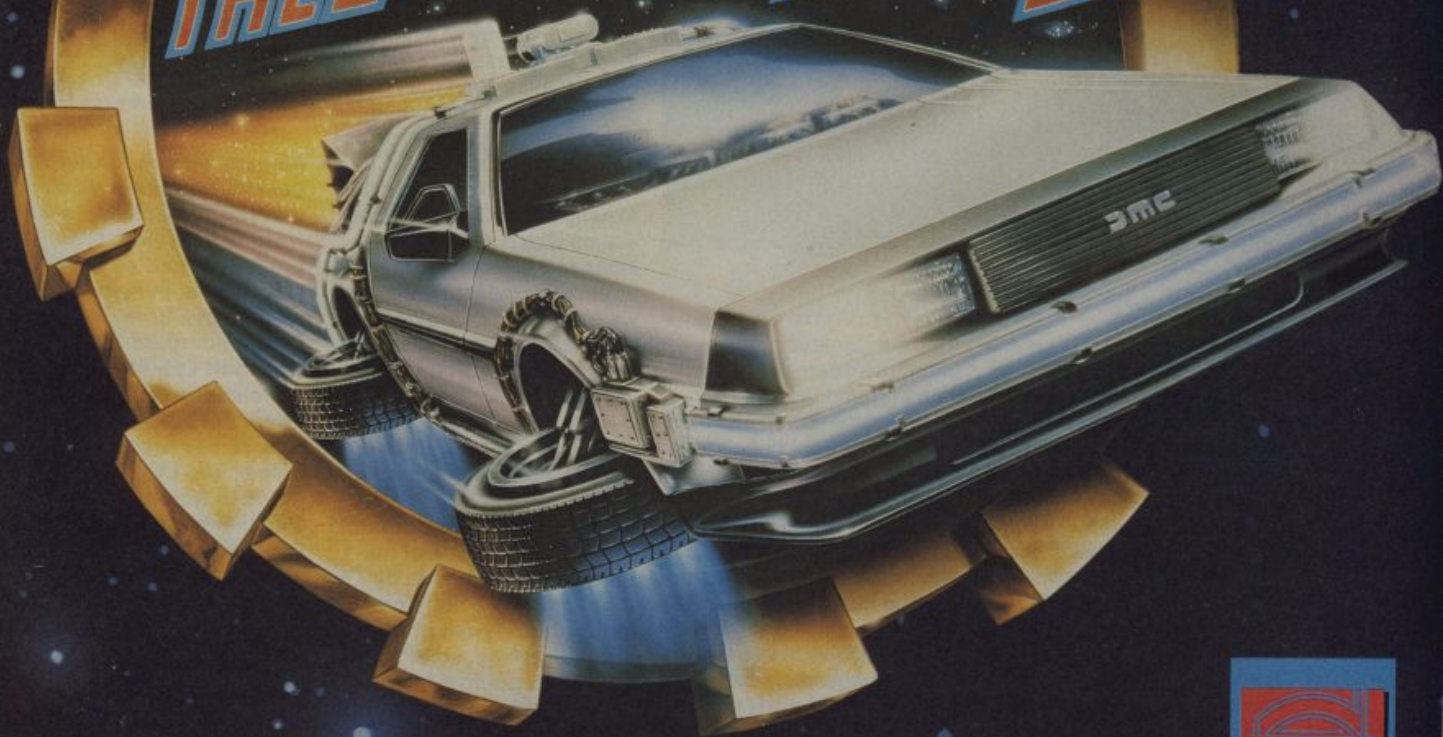
Well, nearly. Ace simsters Digital Integration are giving away copies of their smart fight-flight game, F-15 Combat Pilot to celebrate its recent take-off on the C64. We've got five ST and Amiga, and five C64 versions of the game and no less than twenty (that's two-zero!) designer F-15 T-shirts, possibly put together by the lads themselves on their office sewing machine. If you want to be the hardest person with the wickedest pile of credibility in the whole street, this is undoubtedly the competition for you!



COMING SOON...

# BACK TO THE FUTURE II

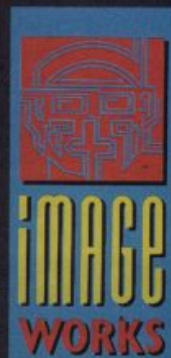
PART II



© 1990 MIRRORSOFT LTD

© 1989 UCS & Amblin

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454







Yo! YOB's back with more of your mail. As usual, if you have anything rivetingly interesting to say - or even something completely uninteresting, why not write in to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a monthly prize of £100 worth of software for the best letter - so get your scribbling caps on and get on with it.

## CORPS GAME

Dear YOB,  
What's all this about Neighbours and Kilroy simulators? You want a real game! Software houses are you listening? It's called the CORPS, based on your own brilliant comic strip, and is a horizontally scrolling shoot 'em up in which you play Schwartz trying to reach the dropship. You start off with a service pistol but if you shoot certain types of enemy you can progress to machine gun, spray fire, multi-directional fire, flamer, grenades, shoulder missiles and drones. If you collect the jetpack you can fly

for a minute until your fuel runs out, but this brings on airborne enemies and activates ground lasers. Your enemies are mummies, vampires, enemy soldiers, transforming robots and so on. At the end of the level is Mech-Kong.

Other levels would include an Operation Wolf style shoot out and also flying the dropship.

*James "Wibble" Lynch, Stockport, Manchester*

YOB: Not bad, but I think you could make even more out of it - how about the drop sequence itself? Come on software houses, how about producing a game based on the best comic strip in the universe?

## KONSOLES ROOL

Dear YOB,  
I agree with Mr Eriksson that consoles will be taking over from computers. I have been playing 8 and 16 bit computers for about nine years now, but will be buying a Mega-drive or PC Engine when they are released in September, because even the ST and Amiga can't match their near arcade perfect graphics. I have also noticed that Commodore and Amstrad are set to jump on the console bandwagon with cut down versions of their computers. I wish someone would tell them we are buying consoles for the quality of the games, and not because they don't have keyboards.

*B Duncan, Stanford Le Hope, Essex*

YOB: I disagree - consoles are good - but they're not going to kill off computers! Instead both types of machines will exist side by side - there's a huge market for both types of machine. Anyway, what's the point of arguing? Anyone with half a brain cell knows that consoles are best if you only want to play games (by the way, PC Engines are better than STs for games, but not as good as Amigas, Megadrives are better than both for

games), and computers are best if you want a machine that has multiple uses, like word processing, programming and so on. In an ideal world, everyone would have both a console AND a computer. By the way, don't be so hasty to criticise the C64 console. There are some brilliant C64 games around - I'd love to see cartridge versions of Boulderdash, Delta, Impossible Mission, Dropzone, Pastfinder...

## A GREY OUTLOOK

Dear YOB,  
I was just on the verge of buying a Sega Megadrive when I saw the warning advert in issue 101 from Sega themselves about "grey" imported machines. The PAL



conversion aspect isn't really important, but the bit about Euro cartridges not working with these imported machines when the machine is officially released later this year is.

Would buying a SCART Megadrive alleviate the "problem" or are SEGA just bluffing to stop other "unofficial" outlets from making a profit and taking away potential sales? I know that if I bought imported cartridges by mail order I would be getting the very latest games, but will there be a vast difference in price between these and the cartridges legitimately available in this country later this year?

*J P Roche, Altrincham*

**YOB:** Ok, the Sega ad has caused a lot of concern among you potential console buyers, so I'd better fill you in on what seems to be happening. The official UK Megadrive consoles WILL be altered to make them incompatible with imported American or Japanese cartridges. **HOWEVER**, we speculate that as soon as Virgin launches the machine over here, console importers will have put together either their own converter widget, or they'll have worked out a hardware modification of their own to get round the incompatibility. In the meantime, the ability to use Japanese software means that you will be able to play games perhaps six months or more before their official UK release, and for that privilege you can expect to more. Apart from that, the only real disadvantage is that very few shops will ever stock imported cartridges, so buying an foreign machine may mean you will have to buy software by mail order for ever more.

## KEY SOFTWARE

**Dear YOB,**  
I have a great design for a new game that I am sure will be a smash hit. If Code Masters want to contact me and buy my idea I'll sell it cheap to them. The title is "Professional Drawer Opener Simula-

tor." Great name, don't you think? On the screen you see some drawers with keyholes and some keys. You have to click on a key and then on the right drawer. To open it, you'll have to waggle the joystick and to make it more difficult it has to be done within a time limit and the number of drawers and keys increases. If you think it will be too boring just opening drawers one could alternate between opening drawers and opening doors. I think this game has great potential and will become a smash hit.

*Frank T Rambol, Norway*

**YOB:** Hmm, it's a nice idea but I'm not sure the technology exists to cope with it. By the way, you're not suggesting Code Masters produce crappy games are you?

## JAM LOSES HIS RAG

**Dear YOB,**

Now listen here boy. I am sick of the way you treat the poor lousy bums who write to you, so you name the time and the place and I'll be there! Of course, though, I'll let you off if you send me one of your tremendously fab T-shirts.

*JAM, Oldham*

**YOB:** T-shirt? Pah! Why don't you push off you lousy pimply, skiddy, smelly old bum.

## DALLAS!

**Dear YOB,**

I have a great idea for a game. It's the Dallas Game. You, the hero, play Bobby Ewing. The object of the game is to get married and divorced as many times as you can in a time limit. You also must not get shot by JR's henchmen. Last of all, every time you lose a life you find yourself in a shower! What do you think?

*S S Finn, Woodford Green*

**YOB:** Sounds to me like you should suggest the idea to Dallas' producers, Lorimar Telepictures Inc. Write to: Mr Lorimar, Lorimar Telepictures Inc, Lorimar House, Lorimar Boulevard, Lorimarsville, USA.

## THE FORCE IS WITH THEM

**Alakwondah!**

Darth and Yoda return after a well-earned vacation on the moon of Endor, where we tasted the delights of the red light district in the Ewok village. However, we feel we must put YOB on the hotspot with a number of probing questions, starting, of course with number six:

6) Why does everyone keep sending in lists of questions that are so simple that even a pigeon "message" could answer them?

2) Why do all of our letters somehow end up on other magazines' letters pages under different people's names?

3) Why doesn't anyone ever write more than four questions per letter?

4) Are there any plans to convert NASA's Star Wars project to my Amstrad? The arcade game was WICKED!

We saw your article on the A-Migadrive but we fear we must inform you that we made our own four years ago with the help of two plastic boxes and two printer ribbons (sound familiar?) At the time, we couldn't unveil our marvelous creation as the Megadrive hadn't been invented yet...

We are sure you'll be pleased to hear that we are handling the red-hot conversions of

Bionic Emlyn Hughes: Soccer Chicken, shortly to be followed by the psychedelic capers of Super Mario Emlyn on Acid. We also think you should look out for Fiendish Emlyn's Big Balls o' Fun, complete with digitised delights with Emlyn showing you a thing or two about ball control.

Keeping with the current trend of groveling, we'd just like to say: C+VG is a WELL WICKED, RADICAL, DEF, HAPPENIN' pamphlet, and may God strike us down if it is not s...

*D Vader and Yoda of the Teenage Mutant Ninja Hackers on Heat, Witham.*  
PS Did you know PS stands for Pencil Sharpener?

**YOB:** Oklahoma! It's good to hear from you again, Yoda and Darth. To answer your questions: 6) Probably because they haven't got pigeons. 2) Have you considered the possibility that there are people out there whose minds work along exactly the same lines as your own? No, neither have I, but in an infinite universe there are an infinite number of possibilities. 3) It depends what you mean by four. 4) The arcade game wasn't WICKED, it was SDI. WICKED was a game programmed by Binary Vision for Activision last year. Looking forward to your Emlyn series - he gets everywhere doesn't he? "EEEEEEE! AHNOWIT!" See, he even gets into my letters page?

## YOU CAN'T BEAT THE CISTERN

**Dear YOB,**

I wrote this game design with my friend Jimmy. We wanna win some dosh.

You play Vincent Skipper and you wake up and go to the toilet but there IS no toilet. You find a video cassette on the floor. You watch the cassette on your TV and discover that the evil Mega Crusty has stolen it. It says you have to battle through stages of evil creatures to re-

claim each bit of your toilet from his boss monsters. By the time you start the game you are in dire need of a crud and you can only hold it in for a certain amount of time, and as your time decreases, your face grows redder and redder.

Stage one will be called The Skids, and when you complete it, you reclaim your bog seat.

The second stage will be called Diarrhoea, and when you complete this stage you reclaim your flush.

The third stage will be called Peanuts and when you complete this you reclaim the bottom bit.

The fourth and final stage will



# Mail Bag



be called Crusties, and when you complete this stage you reclaim your plumbing. After this you will fight the Mega Crusty and just before you destroy him, he will try to bargain with you. If you don't destroy him, he says, he will put your bog back together.

Your weapons are bog rolls and a high powered fart. If you fart too many times you will do a wet fart. Farting can be used to jump.

Each stage will look like this...  
*Graham Edwards and James O'Connor, Brickhill*

**YOB:** Yes, well that's quite enough of that, thanks.

Anyway your game would never catch on because you've forgotten to include a role for the infamous Cling-on menace - and what about the Mega Skids of Doom?

## THRILLS AND X-CITEMENT

Dear YOB,  
I am a Marvel comic freak and just thought up a brilliant idea for a computer game based on The Uncanny X-Men. Here's my game design...

*Ross Edghill, Greenford*

**YOB:** I liked your storyline and your game design was absolutely brilliant, but I'm afraid The Edge are ahead of you. They've already

bought the license to the X-Men and are planning on releasing their game later on this year. Nice try, but no cigar, I'm afraid.

## WILLIE COCK-UP

Dear YOB,  
With regard to Grand National reviewed by Gordon Houghton last month.

This game is very true to life because Willie Carson would obviously fall A over T at the first fence. He's a flat jockey and doesn't jump fences! Give us a T-shirt for this witty aside.

*James "Smart A" May, Birchington*

**YOB:** Of course Willie Carson would fall off. Why do you think we named him as the flattened jockey in that very appropriate caption? Jeez, some people!

## CONSOLES BOOK REVISITED

Dear YOB,  
Due to "The Complete Guide to Consoles Volume II" brilliance, I wish to purchase "The Complete Guide to Consoles Volume I" as I missed out on it the first time round. So could you please print the

address for me and possibly many other readers so I can send my money off for this console extravaganza. Ta muchly!

*S Pike, Manchester*

**YOB:** I sure can S. You can get hold of a copy of Volume I by sending your name, address and a cheque or postal order for £3.45 (£2.95 plus 50p post and packing) payable to Computer and Video Games, to Oi! Send Me The First Console Book, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Supplies are running low, though, so act quickly or risk disappointment!

## PRINT ME LETTER

Dear YOB,  
May I ask why hat sleazeball, James McAuley of South Ackendon, Essex, got TWO letters printed in Mailbag, pages 20-21, issue 100, March, when some of us can't even get ONE letter printed. Jeez, isn't life unfair! In case anyone else out there didn't notice, the letters were titled I Wanna Neighbours Game and What A Div - an appropriate name for J M. I've tried dozens of times to get my highly intelligent letters printed but never succeeded and I'm sure others out there have the same trouble. So next time, please don't print two different letters

from the same person. Which brings me onto the next sodden complaint. YOU, yes, you!, printed the same letter twice and answered it twice too! Huh, I'm extremely hard-up and demand a prize of twenty-five quid or something to make me happy now.

Pretty please!

*Elizabeth Lorraine, Leigh, Lancs*

**PS** If you don't print this letter I'll know you're extremely tight or are too chicken because someone has actually tried to point out your mistakes. So THERE!!!

**YOB:** It doesn't take much to get you all hot and bothered, does it? The two letter thing was a mistake - we printed it out twice and Andrea laid it out without looking at it. Mistakes do happen. Anyway, your letter has now been printed, so that should make you happy. And a prize? No chance.



In association with  
**Sheep!**  
Free superb full colour Wallchart follow-  
all the Fixtures through to the Final

**TILT D'OR  
AWARDS  
1989**



**WORLD CUP  
YEAR 90**

*Compilation*

**TILT D'OR  
AWARDS  
1989**



### KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!

- Best Arcade game 16 bit '89
- Europe's best soccer simulation '90
- Elspa game of the year
- 16 bit game of the year!

Emap golden joystick awards

Featuring:- Pixel Perfect passing  
Blistering Pace  
Superb tactic play

"Has to be the best football simulation yet!"  
ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

"Simply the best football sim" New Computer Express

### GARY LINEKER'S HOT SHOT

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. Will you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.

International Soccer replaces Gary Lineker's Hot Shot on Atari ST and Amiga.

Pack includes:

- \* 3 Superb Award Winning Games
- \* Unique Full Colour Wall Chart With the History of the World Cup including Amazing Facts & Figures
- \* Comprehensive User Guide
- \* Strategy, Management and Red Hot Action makes this the Ultimate Soccer Experience

### TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

- Play defense, attacking or man to man marking
- Offside trap, sweeper system or possession football
- Genuine goal-kicks, corners and throw-ins
- Crunching tackles, fouls, penalties, bookings and sendings off
- 54 computer managed squads from around the world all with individual tactics

"The best ever football managerial game ever, in the history of the World" C & VG 9/10

The ultimate management game" Ace Rated 92%

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%



AVAILABLE FOR

ATARI ST AMIGA C64 (CASSETTE + DISK)  
AMSTRAD CPC (CASSETTE + DISK)  
SPECTRUM (CASSETTE + DISK)



4 The Stannette, Laindon North Trade Centre,  
Basilton, Essex, SS15 6DJ Tel. No. (0268) 541126



# INTERNATIONAL 3D TENNIS

**INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.**

AUST. OPEN: MELBOURNE  
PRIZE MONEY: \$810000  
6 ROUNDS  
5 SETS ON CEMENT  
ENTER TOURNAMENT  
MONEY BREAKDOWN  
RESELECT TOURNAMENT



Screenshots  
various systems.



Individual format  
release dates may vary.

"This is fab...a breakthrough  
...no-one could fail to be  
impressed."

**C&VG 94% C&VG HIT**

"It's smashing, ace and beats  
the competition...immense fun,  
demanding for novice and  
expert alike, the best sports  
game for ages."

**ZZAP! 94% ZZAP! SIZZLER**

- Remarkable new 3D real time animation system.
- One or two player games.
- Four player ability levels – amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles – infinite on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
- 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

**PALACE**



# PLAYMASTERS

Yo Dudes! Here's another bulging bundle of brill playing tips - make use of 'em. If you're a cool player and have some hints and tips, why not send them in to me at: **PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** There's £150 worth of



software on offer to the person who sends in the best tips of the month - so get scribbling! Cowabunga!!

## AMIGA P-47

Daniel Pemberton of East Molesly sent in the cheat mode for this wartime blast. Play the game, then type ZEBE-DEE into the high score table. Now restart the game and you should find that you can get some extra lives by pressing F1 and skip a stage with F2.

## SPACE ACE

To take all the effort out of biffing Borf by starting the game, pausing it then typing DODEMODEXTER. Unpause and the computer will take control and finish the game for you. There now, wasn't that fun? Thanks, Daniel Pemberton of East Molesly!

## SUPER CARS

Another Daniel Pemberton tip here. If you're still trying to get a good deal out of the car salesman try some of these lines of conversation. Is it fitted with CAT? I've got a cat called Garfield. This parrot is dead! Too much! I'm a lumberjack. How much! I could murder a curry!

## SIM CITY

Nick Emmel sent in this tip, which is even better than the raising-and-lowering-taxes cheat. To put an extra \$10,000 into the city coffers, press CAPS LOCK and hold down the letters in the word FUND. You can do this repeatedly, but every fifth time it causes an earthquake, so build up your funds before you build anything.

## BOMBER

As Charles Moffett of Dalkeith found out, the BUCKA-

ROO cheat doesn't work on newer versions of Bomber, so he's sent in some flying tips for anyone who's still struggling with the refuelling process.

Set the throttle to 70% thrust then fly towards the rear of the tanker. Don't steer left and right to catch it. If you overshoot, use the airbrakes to slow the aircraft down rather than reducing thrust, then when the tanker passes you, take the brakes off. You might need to do this a few times, but eventually the fuel hose should catch and you can start "pumping gas", as they say.

## IT CAME FROM THE DESERT

Richard Lea of Stoke on Trent actually faxed over these ant-bashing tips.

## COLLECTING EVIDENCE

- To collect the tissue sample, go to JD's farm on the first day and kill the ant. Then kill the others which appear on the overhead view and you should get a piece of ant. Alternatively, you can wait in your house on June 3rd until about 9 AM, when Ben Johnson calls round, and hands over an ant leg he found in the quarry.
- There is no set way of finding an ant track to make a cast of, but your best bet is to go to one of the volcanoes.
- To get the ant body fluid, stay at home on June 2nd and at about 9 AM, Jackie should knock on the door. Go with her to the scene of the car crash and you will find some fluid. You can





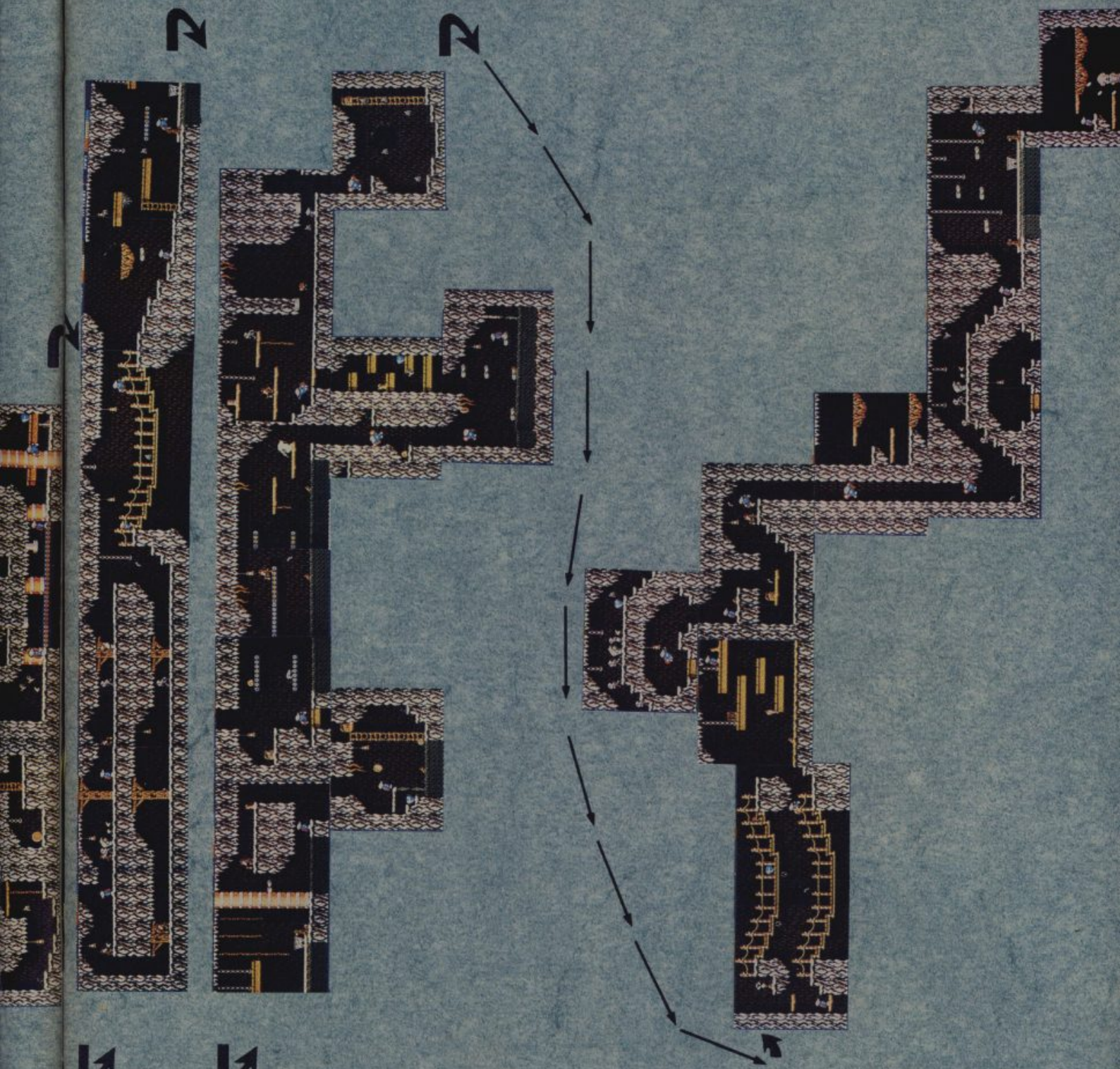
# IMPOSSAMOLE MAP

## LEVEL 1

26











also collect this from the quarry (when the workmen call you), from Neptune Hall, and after an ant fight.

- To make a tape recording of the ants you'll need to visit the police station every day after June 3rd. Eventually you will be offered a cassette found at the scene of the car crash. Alternatively, you can use the sound recording facilities on board Louie's plane. Just fly the plane over any ant then land back at the airport.

Also, you are sometimes given a tape by the miners. The ants' nest is located directly south of mine one. The strange happenings around the pipeline are a red herring. Bert Lamont is paying the Hellcats to scare some land owners so that they will sell him their land cheap.

- If you invite Jackie to stay at your house and she offers to "thank you properly" (fnar!) for letting her stay, don't accept or you'll be in hospital the next morning suffering from exhaustion!!

- On the 9th June you must go to the farm south of town and save the scientist or he will be killed. After that, go straight to the south-west volcano cone and save Elmer, because if he is killed you won't be able to refill the flame thrower (which you need in the ants' nest). If Biff tells you that Jackie has gone missing, go to the farm south of town. She will give you some interesting information.

- The easiest way to complete the game is to fly to mine one and land your plane on the dirt track. Walk to the building then walk directly south. An ant will appear from a hole in the ground. Kill it then drop down the hole and you will find yourself in the ants' nest. There are two levels to the nest and the queen is on the lower one. When you find her, move towards her and you should hear a clicking sound, so get back to the exit on the double!

## C64

### MYTH

From the Norse Legends level onwards you can collect all the available weapons and items just by holding down the A and ? keys. Sean Thompson of Dublin found that out.

## OPERATION THUNDERBOLT

This took it's time coming out, but Simon Trosper of Loughborough wasted no time in discovering the game's cheat mode. Play the game, get onto the high score table and enter your name as EDOM TAEHC (which is CHEAT MODE backwards). When you restart the game you will be in infinite-continue mode!

## NEW ZEALAND STORY

Simon Trosper comes to Tiki's rescue with this handy cheat mode which entails typing in TRY CHEATING once the game has loaded. The border will turn grey and, as Simon says, "Bingo!", you now have infinite lives and a press of the back arrow key puts Tiki at the start of the next level.

## SUPER WONDER BOY

Here's another tip from old Simes Trosper that makes de-

feating those end of level bosses a tad less risky. Just find the door to his chamber, then instead of going inside straight away, bomb it, through lightning bolts at it, anything. When you think you've dropped enough, press the space bar to kill it. If you now go inside you should find that the boss is gone and whatever treasure he was hiding is ready to be collected.

## BATMAN - THE MOVIE

Chemistry was never my strong subject, and if you're the same, you might like to know the correct combination of cosmetics is:

**GREEN SPRAY CAN  
PURPLE CREAM POT  
YELLOW SPRAY CAN**

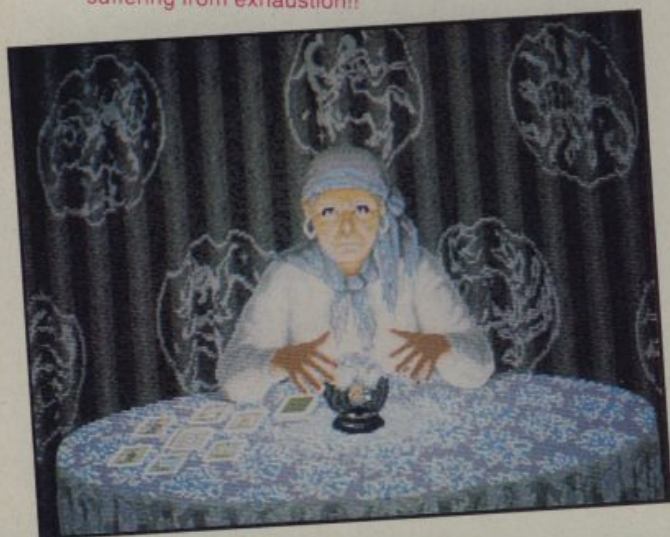
You've got Mark Sharpley of Macclesfield to thank for that.

## GEMINI WING

Following last month's Amstrad passwords, here are the codes for the C64 version of Virgin's shoot 'em up. To use them, go to the password screen and type in:

**MRWIMPEY**  
for level two  
**CLASSICS**  
for level three  
**WHIZZKID**  
for level four  
**GUNSHOTS** for level five  
**DOODGUYZ**  
for level six  
**D.GIBSON**  
for level seven.

Alan Strain of Holytown is the man behind that information.







**HURRAH!!!**

**A Great Big Thank You  
to All of You for Your  
Fantastic Votes for**

***Hard Drivin'***  
**BEST COIN-OP CONVERSION**  
**16-BIT**

received at the



**Watch out for more great Tengen  
coin-op conversions  
coming soon to a computer near you...**

***Hard Drivin'*** on the Commodore 64,  
the much acclaimed **KLAX**  
and



**on all popular formats.**

**DOMARK**

Domark, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224



## GHOULS 'N' GHOSTS

To get this game into cheat mode, get onto the high score table and type in WIGAN RLFC. Now you can equip yourself with armour during the game just by pressing A, and jump to the next level by pressing S. So says James Hicks of Witham.

## SPECTRUM

### GUARDIAN II

A never-ending supply of spacecraft can be yours if you have a Multiface poke-machine. Just load in the game, then reset and: POKE 50233, 0  
Restart the game and start blasting. Many thanks to Paisley's own Thomas Campbell for that one.

### WONDER BOY

Now this arcade conversion has returned on the Hit Squad label I thought the cheat mode sent in by Alan Cairney might come in handy. Play the game in two player mode, then as soon as you pick up the skateboard, quit by pressing DELETE and EXTENDED MODE. Now restart the game and you should find yourself back at the start of the game with all your lives and your skateboard.

### SHINOBI

Alan Cairney he say if you want infinite lives in this game, redefine the keys as G R U T S. Then redefine them properly and when you start the game, old Shin should be unstoppable!

## GAME BOY

### NEMESIS

Terry Lane of Fulham has sent in the cheat mode for my favourite Game Boy blast. Start the game and press

START to pause, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You will now have all the weapons, but no speed-ups.

The other tip (which I discovered myself) regards the way to the bonus level. Near the end of the second level there's a sort of writhing mass that chucks out bombs. Blast it until it stops firing, then move towards it. You should now appear in a level full of bonus point and extra life icons.

### LYNX BLUE LIGHTNING

Our very first Lynx tips! Clint May of Manchester sent in all nine passwords for this great-looking shoot 'em up and they are:

**MISSION ONE: AAAA**

Destroy enemy aircraft

**MISSION TWO: PLAN**

Destroy land and sea targets

**MISSION THREE:**

**ALFA**

Engage and destroy enemy convoys

**MISSION FOUR: BELL**

Fly through canyon destroying enemy tanks

**MISSION FIVE: NINE**

Fly low and knock out enemy radar installations

**MISSION SIX: LOCK**

Deliver documents to a hidden airstrip

**MISSION SEVEN:**

**HAND**

Destroy enemy radar installations

**MISSION EIGHT: FLEA**

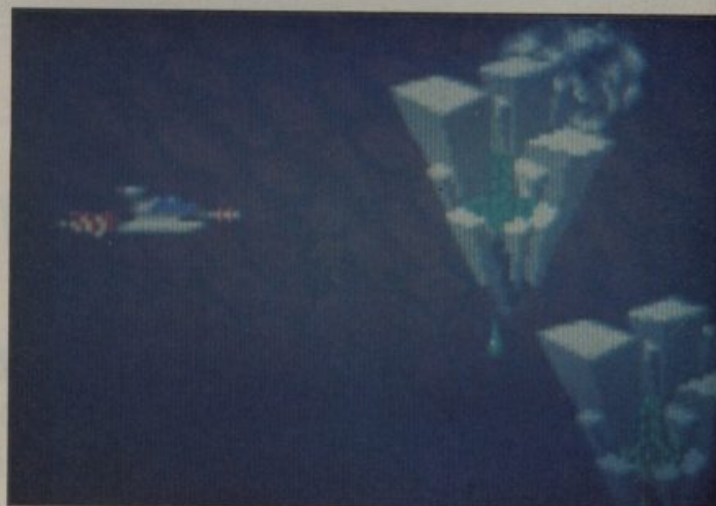
Night-time bombing run

**MISSION NINE: LIFE**

Destroy tanks and radar but not friendly forces.

### GATES OF ZENDOCON

Clint May sent in all 51 passwords for this game, but I thought instead of giving you those, I'd tell you how to reach the hidden level. Enter TRYX as the level code, then as soon as you get going, press down and right to go



through the floor (do it quickly to avoid crashing). Once you're down there, dodge the obstacles and go through the gate to collect all the weapons.

### SUPER TANK SIMULATOR

Thomas Campbell of Paisley gives you the power of immortality in this nifty Code Masters game. All you have to do is pause the game, type in the word STANK (how appropriate) and Bob is what you might call your uncle.

### FANTASY WORLD DIZZY

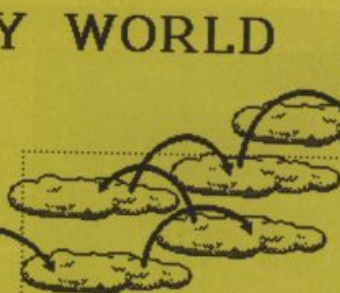
Loads of people have sent in solutions to this popular game, but if you're one of

the ones who are still stuck, here's the complete solution, as sent in by Jonathan Portlock of Keighley.

- Pick up the jug of water and drop it next to the fire to put it out.
- Pick up the stale loaf and put it in the path of the rat.
- Get the boulder from the other side of the alligator and drop it in the entrance hall.
- Pull the lever to open the portcullis.
- Get the bone and the first golden key and drop it in the entrance hall.
- Get the rope from Denzil and drop it in the entrance hall.
- Pick up the bone and one of the boulders. Swap the bone for the boulder in the cave next to Armorog.
- Go to the screen after the dizzy hawk and drop both boulders in the water.
- Go and get the other boulder and drop that in the



# FANTASY WORLD DIZZY



FROM THE BEANSTALK  
TO THE CLOUD CASTLE

same place.

- Go and get the sleeping potion from Dozy and also pick up the golden key.
- Go and drop the sleeping potion in front of the dragon and pick up the bag from the top of the well.
- Pick up both the keys from the entrance hall and put them in the lift control.
- Go and get the other key from the bottom of the volcano and put it in the lift control.
- Go and talk to Dylan.
- Pick up the pygmy cow.
- Find Grand Dizzy and get the crowbar from him then put on top of the well.
- Find the shopkeeper and swap the cow for abean. Get the golden key from the chapel and put it in the last lift control.
- Put the bean in the manure.
- Get the door knocker and pick axe from around the

Grand Dizzy.

- Put the door knocker where it says "Knock and enter".
- Get the bucket and drop it on the puddle at the bottom of the volcano.
- Drop the bucket of water on the manure.
- Climb the beanstalk as far as the first cloud, then follow the diagram.
- Once in the castle, collect the dragon egg.
- Take the egg to the green dragon and put it next to the other one. Walk past.
- Use the pick axe on the next level on the left and get the rug.
- Put the rug on the spikes in the castle.
- Jump up to the lever and walk into it. Wait until it gets level with the table then walk into Daisy's.
- Now use the map to find the coins and take them to Daisy's hut.

## SEGA WONDER BOY III

Here we have a guide to this game's secret rooms by Ian Hodgkinson of Underwood.

- Climb over the pyramid and you will find a sphinx containing a life heart. Go inside and use your sword to destroy the left wall and walk outside. Loot the first chest, then walk to the second and push up. Enter the sphinx again but this time go to the right. Loot the second chest. All the others are empty so you may as well leave.
- As Mouse Man, head left past the two fireball spitting clouds and you will come to a maze of mouse blocks. Climb to the top left of the maze, then when you're off the screen, jump and you should find yourself in a secret treasure room.
- If you enter the basement in the village, where the first life heart is, you can enter a hidden shop by standing in front of the door on the left of the chest and jumping up. While in the air, push up and a magical weapon shop appears (though only the lion can buy all the items).
- On the way to the Samurai Dragon you will find yourself in several dead ends. Go right to the end of these and push up and you might well find a hidden shop or hospital.
- Go to the sphinx as Birdman, then fly to the top of the treasure room, get out and land on the roof. Push up and you're in the py-

ramid!

- If you've used a password to get a long way into the game, but want to earn some extra credibility, go to the room which leads to the transformation chamber. Go one space to the right of block which contains the question mark and push up to reveal a door. Go through the door and you will be in the pyramid, a mere stone's throw away from the Mummy Dragon. You will now find that all the dragons are seriously weakened and die with only a couple of sword blows!

## NINTENDO TROJAN

Justin Bailey of Erith reckons that when Mr Trojan dies, you should press UP and START simultaneously on the title screen to restart the game on the last level you were on.

## PC ENGINE DUNGEON EXPLORER

Kuldeep Chopra of London has discovered how to control all five characters from one joystick, but you'll need a proper 'stick like the XE-1ST, not a joystick. Hold down SELECT while you're switching on the power, then on the title screen press RUN (still holding the SELECT button) to go to the player select screen. Keep pressing the RUN button and you should see Japanese text followed by full stops. When this has happened five times (it takes a while) release SELECT, and all five players should now be under your control.





# WORLD CUP SOCCER



I.B.M. Pc  
AMIGA

ATARI ST

AMSTRAD

SPECTRUM  
CBM 64

**OFFICIAL  
GAME**  
ACCEPT NO SUBSTITUTE!



Licensed by OLIVETTI official supplier ITALIA '90'

Available from W.H. Smith, Menzies, Boots, Woolworths and all leading software retailers.

© 1990 VIRGIN MASTERTRONIC, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.



# HIGH SCORES

Here's the definitive guide to record scores - the Official UK Highscore Table. All scores are passed by our panel of experts - if you have a record score, why not send it in on a challenge form? The address is C+VG CHALLENGE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

## SEGA

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

**AFTERBURNER**  
17,404,100 Kenneth Rorie, Craig-shill, Livingston

**ALEX KIDD (LOST STARS)**  
1,294,500 Dennis Watts, London

**ALTERED BEAST**  
570,900 Hywel Davies, Maehen, Gwent

**AMERICAN PRO FOOTBALL**  
111-0 Alan McPherson, Giffnock, Glasgow

**ASTRO WARRIOR**  
1,280,600 Grant Wolstenholme, Blackburn, Lancs

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

**BLACK BELT**  
4,293,156 Harry Webb, Glasgow

**BLADE EAGLE 3D**  
89,000 Richard Bell, Beddington, Surrey

**BOMBER RAID**  
1,116,700 M G Baker, E Grinstead, W Sussex

**CALIFORNIA GAMES**  
HALFPIPE: 87,520 Hywel Davies, Maehen, Gwent

**FOOTBAG: 146,310 James May, Birchington, Kent**

**SURFING: 9.8 Robert Wigston, Larnarkshire, Scotland**

**SKATING: 4820 Stefan Borson, Manchester**

**BMX: 154,950 Daniel Curley, Ancoats, Manchester**

**FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands**

**CASINO GAMES**  
PINBALL: 492,270 Karl Marsh, Oldham, Manchester

**CHOPLIFTER**  
1,400,000 Kenneth Rorie, Craig-shill, Livingston

**217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex**

**DOUBLE DRAGON**  
619,460 Andrew Jackson, Jarrow, Tyne & Wear

**DYNAMITE DUX**  
747,180 Andrew Bowley, Melton Mowbray, Leics

**FANTASY ZONE**  
109,848,000 M G Baker, Grinstead, Sussex

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

**GALAXY FORCE**  
415,250 P Barrow, Chorley, Lancs

**GANGSTER TOWN**  
605,760 Hywel Davies, Maehen, Gwent

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

**GHOST HOUSE**  
1,388,500 James Denham, London

**GREAT BASEBALL**  
22-01 Robert Gammon, Bedford

**GREAT BASKETBALL**  
63-0 Stewart Cole, Nanborough, Leics

**GREAT GOLF**  
70 Alan McPherson, Giffnock, Glasgow

**GOLDEN AXE**  
217.0 Martin Lucas, Lincoln, Lincs

**HANG-ON**  
8,553,264 Euan Matheson, Ross-hire

**KENSEIDEN**  
558,400 Paul Houghton, Dorset

**MY HERO**  
14,978,820 Hywel Davies, Maehen, Gwent

**OUT RUN**  
55,120,400 Richard Ellicot, NSW, Australia

**PENGUIN LAND**  
Level 22 Steven Gemmell, Harefield, Middx

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

**PRO WRESTLING**  
555,000 Andrew Doyle, Preston, Lancs

**QUARTET**  
3,170,810 Gareth Wills, Bristol

**RAMBO III**  
88,850 Scott Wilson, Deal, Kent

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

**RASTAN**  
1,400,320 Jamie Adkins, Southend, Essex

**RESCUE MISSION**  
574,000 Martin Fox, Beeston, Beds

**R-TYPE**  
7,499,300 Hywel Davies, Maehen, Gwent

**SAFARI HUNT**  
6,017,900 Gareth Clark, Banbury, Oxon

**SECRET COMMAND**  
3,315,000 Julian Lloyd, Leamington Spa, Warks

**SHINOBI**  
1,321,000 John Moulding, Sunderland

**SPACE HARRIER**  
45,144,160 Matthew White, Oldbury, W Midlands

**SPACE HARRIER 3D**  
17,214,740 Matthew Horne, London

**THUNDERBLADE**  
2,660,000 Steven Rubbery, Dudley, W Midlands

**VIGILANTE**  
163,700 Gareth Clarke, Banbury, Oxon

**WONDERBOY (MONSTERLAND)**  
10,509,990 William Wong, Nr Stockport, Cheshire

**WONDERBOY III**  
350,100 Wai-Yin Man, Brighton, E Sussex

**WORLD SOCCER**  
33-0 Peter Garnett, Knutsford, Cheshire

**ZILLION II**  
1,025,900 J Cunningham, Sevenoaks, Kent

## MEGADRIE

**AFTERBURNER**  
12,356,723 Julian Rignall, C+VG

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

**FORGOTTEN WORLDS**  
1,223,400 Julian Rignall, C+VG

**GHOULS AND GHOSTS**  
362,900 Paul Bristow, Erith, Kent

**GOLDEN AXE**  
303.5, Kevon Ross, Sutherland, Scotland

**NEW ZEALAND STORY**  
281,200 Michael McGuinness, Bolton, Lancs

**RAMBO III**  
962,700 Rex Helsingborg, Sweden

**SPACE HARRIER II**  
26,510,700 Christopher Giles, Ashford, Kent

**SUPER HANG-ON**  
Beginner: 49,800,100 Julian Rignall, C+VG

**Junior: 36,177,880 Glen Williams, London**

**Senior: 31,627,340 Paul Stokes, Aberdare, Wales**

**Expert: 51,872,300 Glen Williams, London**

**SUPER SHINOBI**  
2,100,100 Wai Lin Man, Brighton, E Sussex

**TATSUJIN**  
1,462,270 David Moore, Southend, Essex

**THUNDERFORCE II**  
2,560,090 Paul Bristow, Erith, Kent

**ZOOM**  
104,880 Paul Stokes, Aberdare, Wales

## NINTENDO

**BALLOON FIGHT**  
715,150 Tom Wennberg, Halmstad, Sweden

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

**DUCK HUNT**  
1,244,000 Danny Stevens, Stratford

**GOLF**  
65 Tom Wennberg, Halmstad, Sweden

**ICE CLIMBER**  
917,000 Tom Wennberg, Halmstad, Sweden

**KUNG-FU**  
1,221,800 Rex, Helsingborg, Sweden

**GHOSTS AND GOBLINS**  
105,700 Iain Bowden, Bearsden, Glasgow

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

**LIFE FORCE**  
686,730 Steffen Sletvold, Norway

**MEGA MAN**  
1,101,600 Steffen Sletvold, Norway

**OPERATION WOLF**  
1,046,650 Byron Chan, Singapore

**PRO-AM RACING**  
305,692 M C Warlock, Plymouth

**RUSH 'N' ATTACK**  
1,203,700 Paul Stokes, Aberdare, Wales

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

**SUPER MARIO BROS II**  
Completed Julian Rignall, C+VG

**TOP GUN**  
175,000 M C Warlock, Plymouth

## GAMEBOY

**SUPER MARIOLAND**  
999,999 John Youssef, Formby, Merseyside

**TETRIS**  
311,627 Gareth Harper, Co London-derry, N Ireland

**QUARTH**  
1,400,500 Julian Rignall, C+VG

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

**ALTERED BEAST**  
576,900 Anthony Bird, Cheshire

**ATOMIC ROBO-KID**  
9,691,500 Rex Helsingborg, Sweden

## PC ENGINE

**BLOODY WOLF**  
1,084,100 Satnam Bains, Southall, Middlesex

**CHAN AND CHAN**  
1,519,500 William Wong, Nr Stockport, Cheshire

**DEEP BLUE**  
201,930 Steve Creasey, Dorking, Surrey

**DRUNKEN MASTER**  
999,999 Bryan Servante, Stevenage

**DRAGON SPIRIT**  
1,162,372 Andrew Dowling, London

**FANTASY ZONE**  
8,672,840 Danny Gleghorn, Work-sop, Notts

**GALAGA 88**  
1,436,480 Bryan Servante, Steven-age

**GUNHED**  
14,067,810 Rolf Simonetta, Oefwil, Switzerland

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

**NINJA WARRIORS**  
227,250 Anthony Bird, Cheshire

**ORDYNE**  
455,900 Julian Rignall, C+VG

**P-47**  
1,279,840 Danny Gleghorn, Work-sop, Notts

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

**PACLAND**  
1,113,100 Graham Prior, Shinfield, Reading

**ROCK ON**  
39,229,400 Rex, Helsingborg, Sweden

**R-TYPE II**  
167,200 Rex, Helsingborg, Sweden

**SHINOBI**  
280,600 Tim Morris, Stoke-On-Sidearms

**1,555,900 Julian Rignall, C+VG**

**SON SON II**  
846,990 Martin Harris, Burton-On-Trent, Staffs

**SPACE HARRIER**  
31,271,260 Anthony Bird, Cheshire

**SUPER WONDERBOY**  
1,096,860 David Skipper, Skipton, N Yorks

**TWIN HELI**  
4,272,000 Rolf Simonetta, Oefwil, Switzerland

**VICTORY RUN**  
19:22:23 Satnam Bains, Southall, Middlesex

**VIGILANTE**  
142,090 Tim Morris, Stoke-On-Trent, Staffs

## C64

**ALTERED BEAST**  
356,400 C Maddocks, Killamarsh, Sheffield

**APB**  
49,655 C Maddocks, Killamarsh, Sheffield

**ARMALYTE**  
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx

**BATMAN - THE MOVIE**  
616,420 Gaspart Armand, Belgium

**BOMBUZAL**  
356,000 Sig Seijersen, Denmark

**BUBBLE BOBBLE**  
6,341,420 Kevin Killen, Romford, Essex

**CABAL**  
243,794 Gareth Meney, Strath-clyde, Scotland

**DENARIS**  
417,700 Carl Patterson, Walsall, W Midlands

**DRAGON NINJA**  
760,000 Matthew Hill, Adelaide, Australia

**GHOULS AND GHOSTS**  
4,171,800 Simon Hudson, Hilling-don, Middx

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



# HIGH SCORES

## LAST NINJA II

999,999 Andre Hastings, Australia

## NEW ZEALAND STORY

3,415,600 Luke Hetherington, Yeovil

## NINJA WARRIORS

172,470 Gary Crane, Stamford, Lincs

## OPERATION WOLF

1,000,300 B Hardcastle, Cranleigh, Surrey

## POWERDRIFT

Course B: 880,290 Steven Ball, Romford, Essex

## RAINBOW ISLANDS

2,221,930 Adam Stanley, Folkestone, Kent

## RAMBO III

962,400 Wolfman D, Nelson, Lancs

## RENEGADE III

79,995 Jukka Piira, Finland

## ROBOCOP

1,950,000 Scott Langford, Redcar, Cleveland

## R-TYPE

1,078,600 Craig Kerwin, Queensland, Australia

## SALAMANDER

303,400 David Leitch, Milton, Glasgow

## SILKWORM

1,288,900 Christer Bjorkman, Finland

## TEST DRIVE II

203,850 Paul Warwick, S Victoria, Australia

## TURBO OUT RUN

15,900,000 Steven Gemmell, Harefield, Middx

## UNTOUCHABLES

86,895 Brian Lee, Kincorth, Aberdeen

## ST

## AFTERBURNER

62,731,830 Damion Williams, Bearsden, Glasgow

## ALIEN SYNDROME

936,800 Andrew Stamp, Portsmouth, Hants

## ALTERED BEAST

473,000 Gary Liew, London

## ARKANOID II

525,630 Jaspal Jandu, London

## BAAL

287,450 Jan Dobrodumow, Bradford, W Yorks

## BACKLASH

1,450,800 James Boyd, London

## BATMAN THE MOVIE

577,130 Irfan Mubarak, Peterborough, Cambs

## BEYOND THE ICE PALACE

199,430 Richard Jeffries, Haddenham, Bucks

## BLASTEROIDS

7,473,325 Richard Halton, Horwich, Bolton

## BLOOD MONEY

340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear

## BUBBLE BOBBLE

6,345,720 Colin Tracey, Colchester

## BUGGY BOY

107,340 Colin Tracey, Colchester

## CONTINENTAL CIRCUS

4,802,260 Peter Graham, Newtownabbey, Co Antrim

## DRAGON NINJA

110,120 Philip Hogg, Liverpool, Merseyside

## DYNAMITE DUX

737,590 Andrew Mummery, Sittingbourne, Kent

## EMPIRE STRIKES BACK

550,166 Ian Pinder, Pudsey

## FORGOTTEN WORLDS

59,300 Timothy Hodges, Peterborough, Cambs

## GHOULS AND GHOSTS

9,996,983 Andrew Dowling, London

## IK+

243,600 Andrew Newton, Wigan

## IKARI WARRIORS

79,400 Stephen Simpson, Otley, W Yorks

## INDIANA JONES ARCADE

14,100 Tim Beer, Streatham, London SW16

## LED STORM

806,950 Richard Davis, London

## LICENCE TO KILL

82,430 Timothy Hodges, Peterborough, Cambs

## NEW ZEALAND STORY

600,125 Stephen Simpson, Otley, W Yorks

## OPERATION WOLF

308,400 David Chung, Leeds, N Yorks

## OUTRUN

54,877,900 Gerald Evans, Machynlleth, Dyfed

## PACLAND

217,526 A Redfearn, Huddersfield, Yorkshire

## PAPERBOY

70,250 Ian Curragan, Birmingham

## POWERDRIFT

1,750,044 Chris Skok, Epsom, Surrey

## RAINBOW ISLANDS

1,325,770 Chris Skok, Epsom, Surrey

## RED HEAT

103,843 Philip Waite, Bradford, W Yorks

## ROBOCOP

401,220 Aaron Kramer, Morayshire

## R-TYPE

523,220 Horness Spencer, Redditch, Worcs

## SIDE ARMS

2,050,800 Stu, Melton Mowbray, Leics

## SPACE ACE

28,800 John Bowden, Grays, Essex

## SPACE HARRIER

6,143,100 Ben Key, Sheffield

## STARGLIDER II

529,599 Stephen Simpson, Otley

## STAR WARS

2,684,896 Stephen Simpson, Otley, W Yorks

## STRIDER

3,896,999 Andrew Dowling, London

## SUPER HANG-ON

36,621,214 David Bibby, Dartford, Kent

## SWITCHBLADE

243,540 Paul O'Keeffe, London

## SE14

## THUNDERBLADE

618,510 Richard Davis, London

## VINDICATORS

496,100 Stephen Simpson, Otley

## XENON

8,944,860 Colin Tracey, Colchester, Essex

## XENON II

1,556,850 Colin Tracey, Colchester, Essex

## AMIGA

### AFTERBURNER

16,189,480 Remko de Gilde, Holland

### BARBARIAN II

676,753 Daniel Sprangers, Gressend, Holland

### BATMAN THE MOVIE

2,007,600 Martin Allsop, Burton-On-Trent, Staffs

### BLOOD MONEY

205,400 Colin Tracey, Colchester, Essex

### CONTINENTAL CIRCUS

5,205,460 Mr B, Colne, Lancs

### DOUBLE DRAGON II

200,170 Colin Tracey, Colchester, Essex

### DATASTORM

822,290 Julian Rignall, C+VG

### DENARIS

315,280 Stu+Tony, Chelmsford, Essex

### DOGS OF WAR

341,900 Jimmy Gustaffson, Sweden

### DOMINATOR

219,947 Daniel Sprangers, Gressend, Holland

## DOUBLE DRAGON II

201,774 Darren Payne, Oxford, Oxon

## FORGOTTEN WORLDS

742,190 Philip Newland, Beckenham, Kent

## GUNSHIP

61,480 Fred Newberg, Dusseldorf, W Germany

## HYBRIS

3,567,295 Colin Tracey, Colchester, Essex

## INDIANA JONES ARCADE

37,300 Remko de Gilde, Holland

## LED STORM

574,478 Steven Howard, Lowestoft

## LICENCE TO KILL

39,573 Lior Meiry, Israel

## NEW ZEALAND STORY

3,413,474 Colin Tracey, Colchester, Essex

## OPERATION WOLF

1,021,122 Jega Rahi, Crayford, Kent

## PACMANIA

37,450,320 Colin Tracey, Colchester, Essex

## PAPERBOY

107,150 David Pocock, S Croydon, Surrey

## POWERDRIFT

2,007,272 Mr B, Colne, Lancs

## RAINBOW ISLANDS

99,999,990 Colin Tracey, Colchester, Essex

## RICK DANGEROUS

744,550 Casey Gallacher, Reading, Berkshire

## ROADBLASTERS

3,245,336 A Lepri, Genova, Italy

## ROBOCOP

374,210 Philip Newland, Beckenham, Kent

## SILKWORM

3,000,420 Martin Allsop, Burton-On-Trent, Staffs

## SPACE ACE

22,650 Paul Rand, C+VG

## SPACE HARRIER

7,566,980 Allan Black, Desborough, N Hants

## STARGLIDER II

385,492 Kevin Griffiths, Wolverhampton

## STRIDER

590,650 Martin Hills, Sittingbourne, Kent

## SUPER HANG-ON

22,118,682 Richard Shaw, Keyworth, Notts

## SWORD OF SODAN

447,250 Carl Bates, Woolwell, Plymouth

## TEST DRIVE II

274,370 Petri Nissi, Finland

## XENON II

7,692,280 David Hansson, Partille, Sweden

## SPECTRUM

### AFTERBURNER

59,555,000 John Bristow, Erith, Kent

### BATMAN - THE MOVIE

999,990 Paul Foster, Bolton

### CHASE HQ

14,349,216 Gerard Brennan, Houghton-Le-Spring, Tyne and Wear

### CRAZY CARS II

522,114 Martin Lunn, Sutton Coldfield, W Midlands

### DRAGON NINJA

1,102,080 Chris Thompson, Chorley, Lancs

### FORGOTTEN WORLDS

689,800 Fraser Spears, Birmingham

### MYTH

65,868 Chris Thompson, Chorley, Lancs

### NEW ZEALAND STORY

560,360 Chris Thompson, Chorley, Lancs

### OPERATION THUNDERBOLT

1,000,298 Chris Thompson, Chorley, Lancs

## OPERATION WOLF

914,830 Martin Hills, Sittingbourne, Kent

## OUT RUN

31,065,250 Kieran Kelly, Cloughborough, Leics

## RAINBOW ISLANDS

836,860 Adrian Dunleavy, Burnley, Lancs

## ROBOCOP

1,982,240 Fraser Spears, Birmingham

## SHINOBI

52,030 Steve Wilson, Deal, Kent

## THUNDERBLADE

2,789,010 Richard Voller, Beckenham, Kent

## TURBO OUT RUN

419,520 Oliver Hurley, Lydney, Gloucester

## WEC LE MANS

439,920 Richard Bilsborrow, Liverpool

## AMSTRAD

### AFTERBURNER

28,714,950 Thurstan Johnston, Richmond, Surrey

### APB

\$58,780 Andrew Buckley, Reading, Berks

### BARBARIAN II

42,590 James Bell, West Wickham, Kent

### BATMAN THE MOVIE

343,440 James McAllister, Brentwood, Essex

### BLASTEROIDS

128,750 John Stay, Lincoln, Lincs

### BUGGY BOY

129,190 Neil Collman, Hemel Hempstead, Herts

### CRAZY CARS

14,870,030 Karl Rudolf, Redditch, Worcs

### CRAZY CARS II

752,966 Morten Ludvigsen, Nesna, Norway

### CHASE HQ

14,345,264 Mark Newman, Beckenham, Kent

### CYBERNOID II

136,250 Thurstan Johnston, Richmond, Surrey

### DARK SIDE

6,518,000 Stu, Melton Mowbray, Leics

### DRAGON NINJA

1,090,225 James Sparshott, Orpington, Kent



## Intron

**G**ROUNDSEL is a plant with all the MONDAY of a first-class... are capable almost... sym... p... ground... not in... There are... of other... that are cand... form of treatme... ous species of p... weed hosts and p... results were obtai... early 1980s when p... chondrilla was use...

its short life cycle it can multiply at an alarming rate, flowering in every month of the year.

groundsel suffers from a rust disease. This is called *puccinia lagenophorae* and its symptoms are small brown pustules on the leaves and...

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called *botrytis cinerea*. The results... devastating; stems of...

GRAB OUR FREE DA...

THE NEW

# Eagle

45p

STARRING DAN DARE

BET BELIEF

The realisation... telescope in space offers the beginnings and foretell an end says Nicholas...

**N**EXT WEEK Nasa launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting influence of our atmosphere, Hubble's 94-inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visible light, part of the infra-red and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, Nasa lobbied hard for this "Large Space Telescope", using all it had at its command,

tion," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of \$7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beggs tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. The wasn't. The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. "We'll have a far harder look at the Milky Way, so we may find out what causes star formation," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know any-

photon-counting techniques developed by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's vision well into the ultraviolet, radiation which is normally absorbed by atmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in Nasa's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throw-scope. "They're the sort you'll find in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg,

the large solar arrays which will be replaced every five years by astronauts on replenishment flights.

Hubble was always considered a long-term project. Engineers are already testing the second set of solar arrays. "Violet radiation is emitted by hotter objects," says Malcolm Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of the detailed information the radiation carries about objects.

The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of emitting light.

Europe has a 15 per cent stake in the project so that British astronomers are extensively involved in the project. Another UK connection concerns the all-important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which

## For Eagle eyes only.



# COMPETITION RESULTS

Here are the results to the comps held in the April edition of C+VG. All Megacomp claims have been sent to US Gold and are currently being processed, so if you're a winner, expect your prize to appear within the next four weeks.

## APRIL HOTLINES

### LINE ONE - MEGADRIVE

Coo heck! JOHN STOKES of BASILDON is the lucky, lucky winner of this dead raunchy mega-console.

### LINE TWO - COPIES OF E-MOTION

Very E-motional giveaway, this - 10 copies are going to...

TERRY HALL, BEXHILL-ON-SEA, E SUSSEX; NEIL BURROWS, RAINHILL, MERSEYSIDE; M PARKER, NEWPORT, GWENT; CHRIS WATTS, REDHILL, SURREY; SIMON BICKNELL, LYMINGTON, HANTS; G WALL, WALLSEND, TYNE & WEAR; STEVEN PEARSON, HUDDERSFIELD, W YORKS; NATHAN HILL, WOKING, SURREY; RICHARD CHAPPELL, WAKEFIELD, W YORKS; NEIL SNEDDON, GLENROTHES, FIFE.

### LINE THREE - £150 WORTH OF SOFTWARE

Smashing through WAYNE DAVIES door in STEVENAGE very soon will be a ginormous parcel of software. Hurrah!

### LINE FOUR - MAN UTD GAMES

Up the reds! Ten copies of Manchester United are going out to...

ANDREW BOGUE, STOURPORT, WORCS; MATTHEW RIVERS, LISVANE, CARDIFF; JOHNSON TANG, CATHAYS, CARDIFF; B DASS, CROYDON, SURREY; WILLIAM P MCDONAGH, ARNTHORPE, DONCASTER; NEIL LUMSEN, CUPAR, FIFE; A PROCTOR-PEARSON, HALE, CHESHIRE; GARETH GARETH, WREXHAM, CLWYD; WILLIAM REID, ROSEBANK, GLASGOW; JONATHAN PROCTER, DRONFIELD WOODHOUSE, SHEFFIELD.

## THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

NAME.....  
ADDRESS .....  
.....  
TEL NO .....  
GAME.....  
SCORE.....  
GAME.....  
SCORE.....  
GAME.....  
SCORE.....





EVERY MONDAY

**GRAB OUR FREE DAN DARE BADGE!**

THE NEW

# Eagle

£1.9. 0.67  
(inc VAT)

45p

**STARRING DAN DARE**

**BETTER  
FEATURES  
BETTER  
STRIPS  
BETTER  
COLOUR  
BETTER  
BELIEVE IT!**

NOT 1, NOT 2, BUT ...

**3 NEW STRIPS!**

**COUNT 'EM!**



**DARK ANGELS**

**LOVE 'EM!**



**GHOSTWORLD**

**HATE 'EM!**



**MUTANTS**

**AVOID 'EM!**

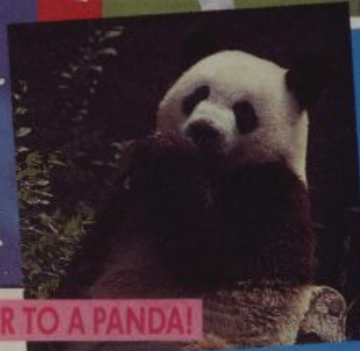


**NEW KIDS ON  
THE BLOCK!**



**- AND ON  
THE BACK  
PAGE!**

**A DODDLE FOR WADDLE?**



**PANDER TO A PANDA!**

**FREAKY FOSSIL THAT'S  
65,000,000 YEARS OLD!**

**BUY IT  
FOR A  
FIVER!**

♦ Eyes down for action in the new all colour Eagle  
32 thrill-filled pages for Eagle eyes only. Out now. 45p.



# WIN TWO TICKETS

US Gold have gone and caught World Cup fever! In fact they've got it so bad that they've giving away a once-in-a-lifetime trip for two to see the World Cup final in Italy! Imagine - you could be there to see England lift the Cup (apologies to all our non-English viewers out there, but we have to be patriotic!). The only catch is that one of the two who go off to Italy must be over 18. Right, to stand a chance of winning this truly incredible prize, all you've got to do is answer the following questions correctly - they're not hard, and anyone who likes football should be able to answer them.

When you've got the answers, fill out the form below and post it off to us as quickly as possible to: **WE'RE ALL OFF WITH BOBBY'S ARMY WE'RE ALL OFF TO ITALY - EEE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** The closing date is June 1st. After that, we'll be putting all the entries into a bag, and the first correct one pulled out will win its sender a trip for two to the World Cup finals in Italy. Better get your skates on mate.

## THE QUESTIONS

1. Who won the 1970 World Cup final?
2. When did England win the World Cup final?
3. Which country hosted the World Cup finals in 1986?
4. What colour is Italy's strip?
5. Which England player scored 6 goals during the 1986 tournament?

## ANSWERS

- 1 .....
- 2 .....
- 3 .....
- 4 .....
- 5 .....

NAME .....

ADDRESS .....

POSTCODE .....

TEL NO .....

IF YOU ARE UNDER 18 PLEASE GET YOUR PARENT OR GUARDIAN TO SIGN HERE.  
IF THE ABOVE NAMED ENTRANT WINS THIS COMPETITION, I CONFIRM THAT I WILL TRAVEL TO ITALY WITH HIM/HER.

.....



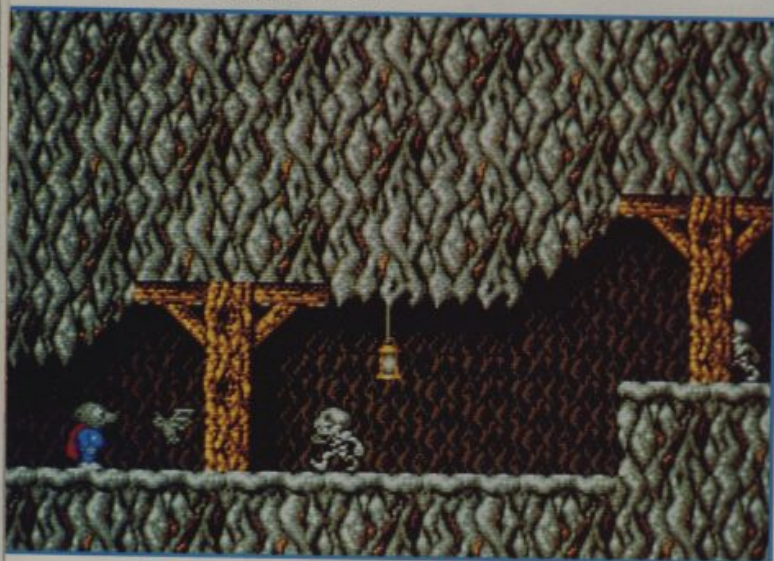
# TO THE WORLD CUP





# IMPOSSAMOLE

BY GREMLIN



▲ Skeletons and bats inhabit the Klondike level.

Monty Mole became a national hero during the Miners' Strike. His coal-pinching antics brought him, and Gremlin, untold fame and fortune in the form of substantial coverage on News At Ten and the considerable sales which followed. Never ones to miss out on a spot of money-making, the Sheffield softco released two more games based on the lovable earth-tunneler; Monty On The Run and Auf Wiedersehen Monty. Everyone thought that, once Monty had reached his island paradise of Moledavia, he would be left in peace, but no siree. He's back, only now he's a Supermole, complete with cape!

And how has this come about? An alien race, overrun by an enemy force controlled by the infamous Five Guardians, has been monitoring Monty's escapades over the

years and has decided that, given the correct powers, he can overthrow the invaders and return the planet to normality. Never one to turn down a plea for help, Monty

▼ In the Amazon, Monty is beset by deadly humming birds and monkeys.

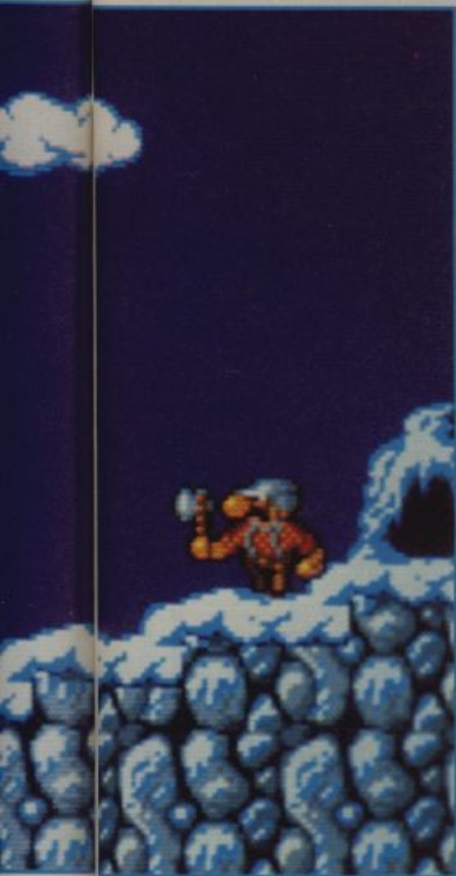


▲ Ice Land, home of abominable snowmen and short axe-men.





# MOLE



-men.



## IMPOSSAMOLE



KLONDIKE  
MINE



THE  
ORIENT



THE  
AMAZON



ICE  
LAND



BERMUDA  
TRIANGLE

accepts and, in his new persona, sets out to defeat those baddies and receive a big wad of dosh in the process. What ensues is over 200 screens of platform antics spread across five distinct levels, in which Monty must annihilate the intruders using his fists and, should he find them, bombs and a bazooka. If any of the enemy should come into contact with him, Monty will lose energy; luckily, strewn across the planet

are cans of worms which, when picked up, add to our hero's strength bar. Also to be found are shops where Monty can purchase useful items - should he find enough cash to pay for them!

### UPDATE

C64 and Amstrad versions are also on the shelves as you read this, both priced at £9.99 on cassette and £14.99 on disk.

### SPEC £9.99

The number of decent, cheap platform games on the Spectrum makes it tough for this version of Impossamole to make a good impression. It suffers from obscure, blobby sprites and like the ST version, it's frustratingly difficult from the outset.

**OVERALL 70%**

## REVIEW

The Spectrum's colour scheme make Ice Land look especially chilly.

### AMIGA £19.99

Plays pretty much like the ST version, but earns extra points for its terrific soundtrack and slightly improved graphics.

**OVERALL 77%**

### ST £19.99

I loved the original Monty games, and was looking forward to this turbo-charged version very much - but unfortunately it's turned out to be a bit of a disappointment. My main gripe is that it's incredibly frustrating. Take the collecting of bombs, for instance; there isn't any sort of indication as to how many you are actually carrying and, if you walk into an area expecting to blow up the baddies and suddenly find that you're out of explosives, you're more than likely to be killed. Also, you can pick up weapons such as bazookas and blast away to your heart's content. However, stray too far away from the place where you collected your gun and it mysteriously disappears, leaving you with only your feet to defend yourself. Impossamole looks and sounds very jolly, but at the end of the day it just doesn't have anything special to make it stand out.

PAUL RAND

GRAPHICS 78%  
SOUND 71%  
VALUE 69%  
PLAYABILITY 72%

**OVERALL 70%**





**KARATE ACE**  
WAY OF THE EXPLODING FIST, BRUCE  
LEUNG TO THE MASTER, AVENGER,  
SAMURAI TRILOGY, UCHI MATA & WAY  
OF THE TIGER  
**SPECTRUM ONLY CASS 5.50**

**ARCADE FORCE FOUR**  
GAUNTLET, ROAD RUNNER, INDIANA  
JONES, THE MEDUSA CROSS  
**SPECTRUM ONLY CASS 5.50**

**THE 82**  
R-TYPE, OPERATION WOLF, DOUBLE  
DRAGON, BATMAN THE CAPE  
CRUSADER  
**CASS 9.99**

**MEGA MIX**  
OPERATION WOLF, BARBARIAN 2,  
DRAGON NINJA & REAL GHOSTBUSTERS  
**9.99**

**WINNERS**  
INDIANA JONES, TEMPLE OF DOOM,  
BLASTERBROS, LED STORM,  
THUNDERBLADE, IMP MISSION 2  
**CASS 9.99 DISC 13.99**

**100% DYNAMITE**  
AFTERBURNER, LAST NINJA 2, WEC LE  
MANS, DOUBLE DRAGON  
**CASS 9.99**

**TAITO COIN OPS**  
RASTAN, FLYING SAUR, ARKANOID 1  
AND 2, SLAPFISH, BUBBLE BOBBLE,  
RENEGADE AND LEGEND OF KAGE  
**CASS 9.99**

**KONAMI ARCADE COLLECTION**  
JAIL BREAK, GREEN BERT, THE AR  
KANE, FUS and 2, PING PONG, MIKE,  
JACKAL, HYPERSPORTS, NEMESIS AND  
SHAO-LINS ROAD  
**CASS 8.99 DISC 11.99**

**WE ARE THE CHAMPIONS**  
SUPERSPRIN, RENEGADE, RAMPAGE,  
1X1 & BARBARIAN  
**CASS 6.99**

**IN CROWD**  
KARNOV, GRIZZLY, BARBARIAN, CRAZY  
CARS, PREDATOR, COMBAT SCHOOL,  
PLATFORM AND TARGET RENEGADE  
**CASS 9.99**

**SUPREME CHALLENGE**  
**SOCCER SPECTACULAR**  
PETER BEARDSLEY'S INT. FOOTBALL,  
SOCCER SUPREMO, FOOTBALL  
MANAGERS, WORLD CHAMPIONS AND  
PETER SHILTON'S HANDBALL  
MARADONA  
**CASS 8.99 DISC 11.99**

**FIST'S AND THROTTLES**  
BUGGY BOY, DRAGON'S LAIR, IKARI  
WARVORN, UNDEADCATS AND  
ENDURO RACER  
**SPECTRUM & CD-ROM ONLY CASS 5.50**

**GAME SET AND MATCH 2**  
MATCH DAY 2, SUPERBOWL, WINTER  
OLYMPIAD, NICK FALDO,  
CHAMPIONSHIP SPRINT, TRACKER AND  
FIELD, STEVE DAVIS SNOOKER &  
SUPER HANG ON  
**CASS 8.99**

**SOCCER SQUAD**  
FOOTBALLER OF THE YEAR, GARY  
LINERS SUPERSTAR SOCCER, GARY  
LINERS SUPERSKILLS AND ROY OF  
THE ROVERS  
**CASS 9.99**

**COOL OP HITS**  
OUTRUN, ROAD BLASTERS, SPY  
HUNTER, THUNDERBLADE & BIONIC  
COMMANDO  
**CASS 9.99 DISC 13.99**

**GIANTS**  
ROLLING THUNDER, GAUNTLET 2, 720,  
OUTRUN, CALIFORNIA GAMES  
**CASS 9.99 DISC 13.99**

**SUPREME CHALLENGE**  
ELITE, SENTINEL, AGE 2, TETRIS &  
STARGLIDER  
**CASS 5.50**

CNS



# FREE! TENSTAR PACK WORTH OVER £229!



FREE! - AMEGAS - by Players



FREE! - INSANITY FIGHT - by Microdeal



FREE! - ART OF CHESS - by SPA



FREE! - MERCENARY COMP - by Novagen



FREE! - BARBARIAN, ULT WARRIOR - by Palace



FREE! - TERRORPODS - by Psygnosis



FREE! - BUGGY BOY - by Elite



FREE! - THUNDERCATS - by Elite



FREE! - IKARI WARRIORS - by Elite



FREE! - WIZBALL - by Ocean

# Commodore AMIGA



FREE!  
LITERATURE  
RETURN COUPON  
NOW!

## £346.95

+VAT= £399  
INCLUDES  
FREE UK  
DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

## WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

**THE FULL STOCK RANGE:** The largest range of Amiga related peripherals, accessories, books and software in the UK.

**AFTER SALES SUPPORT:** The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

**FREE NEWSLETTERS:** Mailed direct to your home as soon as we print them, featuring offers and latest releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped to Silica Shop customers within the UK mainland.

**PRICE MATCH PROMISE:** We will normally match our competitors offers on a 'same product same price' basis.

**FREE TECHNICAL HELPLINE:** Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

## PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£724.43</b>
<b>LESS DISCOUNT:</b>	<b>£325.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£399</b>

## 1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
<b>TOTAL RRP:</b>	<b>£999.43</b>
<b>LESS DISCOUNT:</b>	<b>£350.43</b>
<b>PACK PRICE INC VAT:</b>	<b>£649</b>

## FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

## FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.	
<b>Amegas</b>	<b>£14.95</b>
<b>Art Of Chess</b>	<b>£24.95</b>
<b>Barbarian, Ult Warrior</b>	<b>£19.95</b>
<b>Buggy Boy</b>	<b>£24.95</b>
<b>Ikari Warriors</b>	<b>£24.95</b>
<b>Insanity Fight</b>	<b>£24.95</b>
<b>Mercenary Comp</b>	<b>£19.95</b>
<b>Terrorpods</b>	<b>£24.95</b>
<b>Thundercats</b>	<b>£24.95</b>
<b>Wizball</b>	<b>£24.95</b>
<b>TOTAL RRP:</b>	<b>£229.50 INC VAT</b>

## DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

### SILICA SHOP:

<b>SIDCUP (&amp; Mail Order)</b>	<b>01-309 1111</b>
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX	
OPEN: MON-SAT 9am - 5.30pm	LATE NIGHT: FRIDAY 9am - 7pm
<b>LONDON</b>	<b>01-580 4000</b>
52 Tottenham Court Road, London, W1P 0BA	
OPEN: MON-SAT 9.30am - 6.00pm	LATE NIGHT: NONE
<b>LONDON</b>	<b>01-629 1234 ext 3914</b>
Selfridges (1st floor), Oxford Street, London, W1A 1AB	
OPEN: MON-SAT 9am - 6.00pm	LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Shop Ltd, Dept 22 CVG06/90, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX  
**PLEASE SEND ME FREE LITERATURE ON THE AMIGA**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

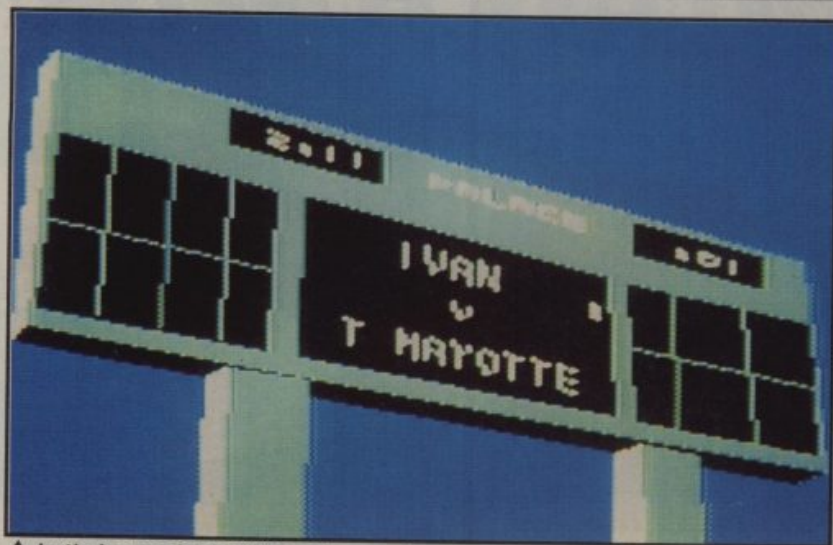
.....

.....

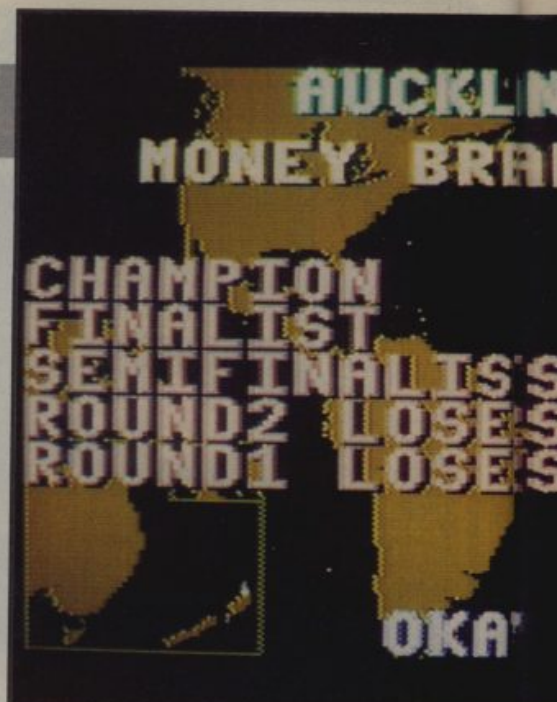
Postcode: .....

Do you already own a computer  
If so, which one do you own? .....





▲ Let's have a look at the old scoreboard...

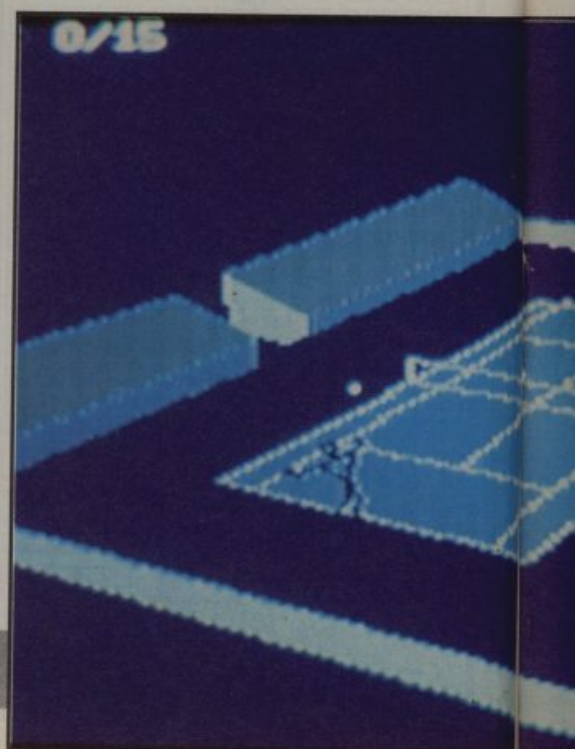
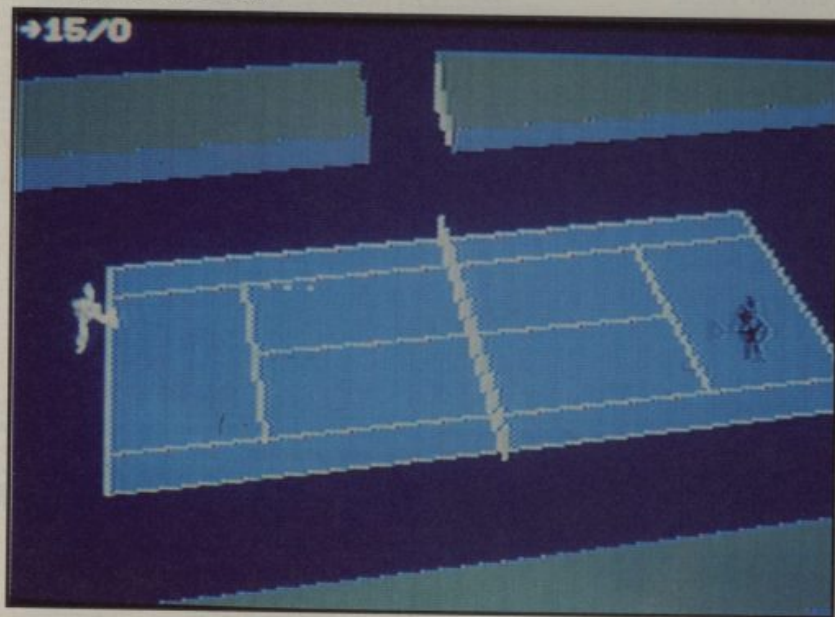


▲ A heap of cash awaits the best players in the A

# INTERNATIONAL 3D TENNIS

BY PALACE

▼ The grandstand view.



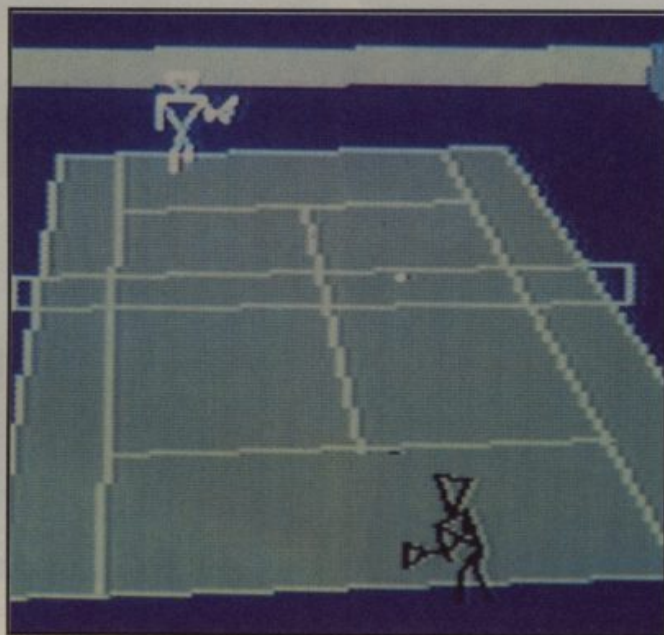


# WORLD BREAKDOWN

\$31666  
\$15833  
\$7916  
\$3958  
\$1979

in the Auckland tournament.

# NAL NIS



▲ Don't look much like Pat Cash and Jimmy Connors do they?

Sensible Software, creators of such classics as Wizball, Parallax and the Shoot 'em up Construction Kit, have been lying dormant for some time, tinkering with new routines and graphic systems. Now they've finished tinkering and here's the result - International 3D Tennis.

Whereas previous games of the genre have relied on a semi-3D, birds-eye view of the court showing two solid players, International 3D Tennis utilises a revolutionary three dimensional display which can be twisted and turned to access a number of different camera views. The players are vector graphic, and can bend, run across the court and hit the ball with the best of 'em.

At the start of a game there are a variety of options, letting you select one or two-player matches, which type of court you wish to play on (carpet, clay, grass and cement), choose your skill level (there are four) and set the computer level (there are fifteen). You can also choose to enter a tournament or, best of all, play a season. This is an ongoing situation in which you can enter all famous tennis tournaments (and many you mightn't have heard of) in an

attempt to win as much money as possible. The better the cash prizes in a tournament, the better the competitors - get far enough in a pro tournament and you might get to play world famous players!

## C+VG HIT!

### UPDATE

Coming soon are versions of International 3D Tennis for Amiga, ST and Spectrum. The Spectrum version is a monochrome copy of the 64 game which, from what we've seen, is as good as the version reviewed here. The 16 bit games are also looking terrific - Amiga International 3D Tennis has a superb title tune, and there's also some of the best sampled speech yet heard on the machine!

# REVIEW

C64  
£9.99

I've never been a big computer tennis fan - apart from the ages-old Match Point on the Spectrum. Most have been lacking in either presentation or gameplay, or sometimes both. International 3D Tennis on the other hand, is a breakthrough both in tennis simulations and C64 programming in general. No-one could fail to be impressed by the awesome graphics system - the stick-man players may look basic in these static screenshots, but when you see them moving about, hitting the ball and even shaking hands at the end of a match it's real eye-popping stuff. Another fantastic feature is the stack of different camera views which you're able to access, from vertical and side displays to a long-range shot of the whole centre-court stadium! Playability, though, is the most important factor of any game, and International 3D Tennis has it in abundance. The amount of control which you possess over shots is staggering - you can spin the ball in a variety of directions, choose whether to serve automatically or manually and of course, depending on the height and position of incoming balls you can play all of the real tennis moves such as backhands and lobs. International 3D Tennis may sound complicated and, for a while, it is. But perseverance reaps its own rewards, and once mastered, International 3D Tennis offers the best tennis action you're ever likely to experience off court.

PAUL RAND

GRAPHICS	95%
SOUND	78%
VALUE	94%
PLAYABILITY	92%
OVERALL	94%



# CONSOLE CRAZY!



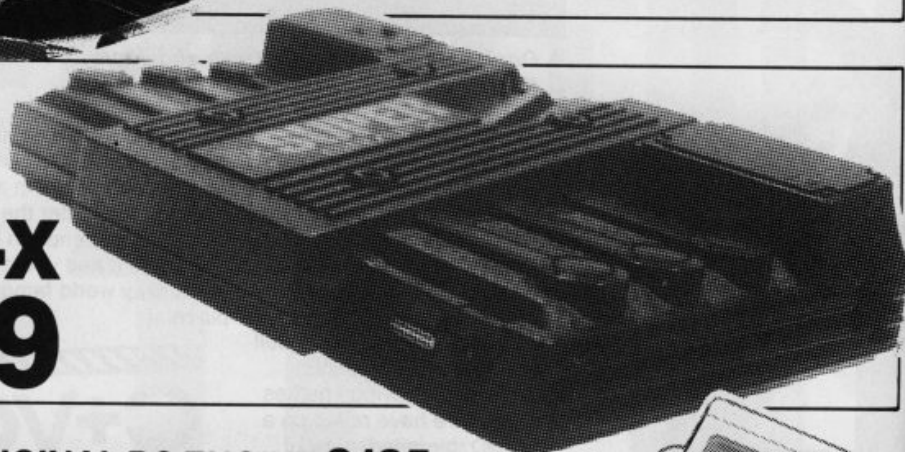
## SEGA®

16 BIT

**MEGA DRIVE**  
SCART  
OR PAL **£185**



**SUPERGRAF-X**  
SCART  
OR PAL **£289**



ORIGINAL PC ENGINE **£185**

## HAND HELDS



SOFTWARE  
AVAILABLE  
FOR ALL  
CONSOLES.  
SEND SAE  
FOR LISTS  
(STATE MODEL).

**ATARI**  
**LYNX**  
**£175**

inc. California Games

**NINTENDO**  
**GAME**  
**BOY**  
**£99**



**CONSOLE CRAZY! c/o PERRYMER LTD.,**  
**BRITANNIA BUILDINGS,**  
**46 FENWICK STREET, LIVERPOOL L2 7NB.**  
**ALL PRICES INCLUDE VAT & P & P.**

**(051) 227 2482**  
**PHONE/FAX**



**PLEASE MAKE CHEQUES PAYABLE TO PERRYMER LTD.**





▲ Get your super shurikens ready for the water ninjas.



▲ Pretty title screen, innit?

# NINJA SPIRIT

## BY ACTIVISION

It's not all Bruce Lee videos and black polo necks if you're a ninja, you know. A few members of this well-hard brotherhood of sword wielding orientals actually have to do a bit of work to earn their daily dim sum.

The arduous labour in question is to rid the world of a tribe of eastern bad guys whose crimes, though they remain nameless, are the kind that even the likes of Fu Man Chu would shudder at.

Grasping one of four handy weapons - sword, Deathstar, dynamite or last- soon razor blade - the feisty

ninja hurls himself into battle, laughing in the face of swordsmen and tweaking the nose of diving wolves. He leaps boisterously against perilous rock faces and scoops up

crystals which conjure up shadow ninja spirits, extra energy or emergency flame ropes. Who needs Mars bars when life is as exciting as this?

▼ The buddah transports you to the start screen.



**AMIGA**  
**£24.99**

Let's face it, when you've got a mediocre coin-op, even the most accurate conversion couldn't turn it into the hottest thing since curried chili. On the action scale *Ninja Spirit* is more of a very mild chicken curry; a fun but unoriginal slash 'em up with mega jumps and a choice of weapons to give it that extra dash of style. On the whole, Activision has made a pretty good job of the conversion - the graphics are faithful to the original and feature a few nifty animated weapon effects. On the downside, the collision detection is dodgy and the controls are a tad on the sluggish side. It all adds up to a fairly standard ninja slicer which some people might find just a touch too hard.

**GORDON HOUGHTON**

GRAPHICS 77%  
SOUND 63%  
VALUE 72%  
PLAYABILITY 71%

**OVERALL 67%**

## UPDATE

8 bit version are expected soon. We haven't seen them yet, but there shouldn't be any major differences in gameplay.

**ST**  
**£24.99**

Identical to the Amiga version right down to the ninja slippers, the ST looks and sounds exactly the same; it's good - but not that good.

**OVERALL 67%**



# WORLD CHAMPIONSHIP BOXING MANGER

BY GOLIATH GAMES ▼ The commentators provide the "view" of the fight.



**W**ant to be the next Terry Lawless? You won't need a bullet-proof vest to play World Championship Boxing Manager, but you will need a shrewd mind and a fair bit of skill.

After selecting your boxers and exchanging contracts you select at the start of the game, the scene switches to the main play area, the manager's office. It's from here that most of the day-to-day decisions are made, by clicking the cursor on various items such as the telephone (to keep in touch with your scouts, or to arrange fights with promoters) to the filing cabinet, in which is stored all sorts of information, from the boxers' contracts to inside info on other fighters. There are times when you need to leave the comfort of your seat, to go and check each boxer's physical fitness in the Physio room, for instance, or to advise on training schedules in the Gym. Come fight-night (which you're informed of by post), you're given the

option of going down to the venue in your flash Ferrari (and who says there's no money in fighting?), where you're given a blow-by-blow account of the bout. Beat the opposition and you'll go up in the ranks - get high enough and you can go for the Area, National or World Championship!

### UPDATE

ST and PC versions (both costing £19.95 are imminent as are C64, Spectrum and Amstrad versions, all of which are priced £9.95.



▲ The physio gets to work on our boy's physique.

**AMIGA**  
**£19.95**

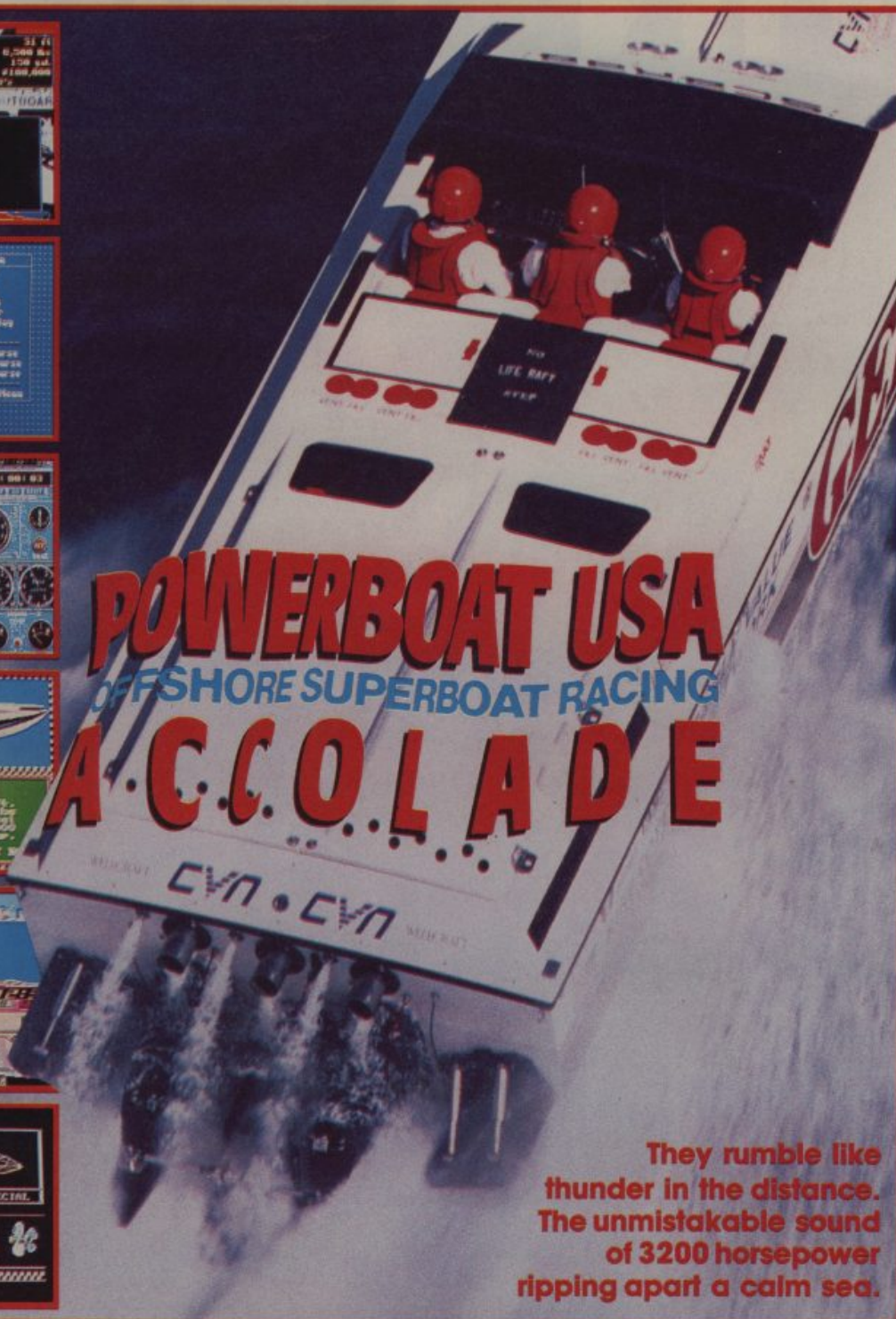
I can't ever remember seeing a boxing management game until World Championship Boxing Manager, and any which follow are going to have to be a bit nifty to match it. Everything has been designed to make the game as playable as possible whilst making the player feel as though he is actually in that office, making tough decisions concerning the future of the boys on your payroll. Graphics aren't exactly brilliant, but they're not terrible either, and there are some quite humorous touches such as the tarty secretary who comes complete with short skirt and overflowing chest! Working out contracts is crucial - promise too many fights in a year and you may find yourself struggling to keep those promises, which in turn means the loss of a fighter to a rival manager. The fight sequence is imaginatively done and instead of seeing the two boxers slug it out on-screen, you're informed of the action by two commentators. This might sound a bit on the dull side, but it does work and is actually informative because the commentary gives you hints as to which areas your boy needs extra training in. World Championship Boxing Manager may not have the blood, sweat and tears of the real fight game, but it more than makes up for that in terms of playability and long-term addictive qualities. A quality purchase which makes a change from all those footy management sims coming out of the woodwork at the moment.

**PAUL RAND**

GRAPHICS	73%
SOUND	69%
VALUE	87%
PLAYABILITY	85%
<b>OVERALL</b>	<b>80%</b>



# SEVEN TONS OF SPEED



## POWERBOAT USA OFFSHORE SUPERBOAT RACING ACCOLADE

They rumble like  
thunder in the distance.  
The unmistakable sound  
of 3200 horsepower  
ripping apart a calm sea.

### TAKE CONTROL OF ONE OF THE WORLD'S MOST POWERFUL RACING CRAFT.

**POWERBOAT USA: OFFSHORE SUPERBOAT RACING** puts you at the helm of 4 nautical thoroughbreds as you compete on a circuit of realistic three-dimensional courses. A fast fleet of 4 computer skippers stands between you and the most prestigious title in all of

powerboat racing. Buckle your life vest, it's going to be a bumpy ride.

## ACCOLADE

Accolade Europe Ltd., The Lombard Business Centre,  
50 Lombard Road, LONDON SW11 3SU.  
Telephone 01-738-1391.

#### Release Dates

IBM PC - April - £24.99  
Atari ST - April - £24.99  
CBM 64/128 Cassette -  
April - £9.99  
CBM 64/128 Disk -  
April - £16.99  
Amiga - April - £24.99  
Screen shots from IBM and CBM disk  
versions.



# WIN THIS!!!



Got a spare space on the wall? Fancy winning the original painting of the picture shown on this page? Yes? Well, why not enter this competition then?

This big 'n' valuable painting is actually the box artwork for Turrican, Rainbow Arts' latest and greatest which was reviewed last month and gained a deserved C+VG HIT!.

And it could be all yours - either to hang on the wall and admire forever, or to draw moustaches and willies on. Whatever you like.

But you have to win it first - and to win it you have to answer the following easy peasy lemon squeezy questions about famous paintings. If you've got half a brain, you should be able to get them right - if you've got less than half a brain, tough bananas.

Right, here we go:

1. Who painted the Mona Lisa?
2. Who painted the ceiling of the Sistine Chapel?
3. Who painted the self-portrait of Vincent Van Gogh?
4. Who painted Julian Rignall's bathroom?

Got all the answers? Write them on the back of a postcard or sealed down envelope and send it off to: WHEN IT COMES TO BLOWING OFF I'M THE LOUDEST IN MY HOUSE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Closing date is June 31st - after that we'll be putting all the entries into a sack, and the first correct one (or the first one that makes us laugh) pulled out will win its sender that fab painting.



1989

WINNER

8 BIT

# BEST SIMULATION

## GOLDEN JOYSTICK AWARDS



## WHAT'S THE SCORE?

### ACE RATING 915

*'Gameplay is dead smooth and the package as a whole makes an extremely attractive proposition.'*

### CRASH 90%

*'The graphics are superb, instructions comprehensive and game play and addictivity are all brilliant.'*

### AMSTRAD ACTION 87%

*'Its complexity ensures a long and enjoyable game life.'*

### ZZAP 90%

*'The best overhead footy sim we've seen so far.'*

### TGM 89%

*'Fast action makes it far more playable than other soccer games.'*

### C&VG HIT.

**BEST SIMULATION - 8 BIT.**  
(Golden Joystick awards).

Screen Shots from the Atari St version. Actual shots may vary

**MICROPROSE**  
SIMULATION SOFTWARE

## TACKLE WORLD CLASS SOCCER

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





TM

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

"Go with a smile and get this extravaganza (probably better than the film!) What a game! ...another excellent movie tie-in from Ocean." *Crash*



"One of the year's best C64 games! The film tie-in for quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." *Play*



"A faithful, supremely well executed and generally wacky film conversion as you could ever hope to see." *Star*



SPECTRUM, COMMODORE, AMSTRAD: £9.99 AMIGA: £24.99 ATARI ST: £19.99

TM & © 1989 DC Comics Inc.



THE LONGEST RUNNING NO 1

# ROBOCOP™

THE HOTTEST COIN-OP  
NOW FOR YOUR HOME MICRO



"This is definitely the best film tie-in to date, and is an utterly superb game in its own right - don't miss it."

PART MAN... PART MACHINE  
ALL COP... ROBOCOP



**ocean**®

SPECTRUM  
**£9.95**  
COMMODORE  
**£9.95**  
AMSTRAD

AMIGA  
**£24.99**  
ATARI ST  
**£19.99**

TM & © ORION PICTURES CORP  
ALL RIGHTS RESERVED



► **AMIGA**

**REVIEW**

# PERSIAN GULF INFERNO

**AMIGA**  
**£19.99**

Crikey, what a spiffing little game this is! *Persian Gulf Inferno* is packed with shoot 'em up action a-plenty, as you storm around the oil platform, killing terrorists and collecting new guns with which to perform your massacre antics. The character sprites are small, but well animated and, when you choose to use a new weapon such as the shotgun or Uzi, the respective gun can be clearly seen in your sprite's hands. All of the sound effects in the game are sampled, and they work really well too, especially the shouts of the terrorists as they appear on-screen. But this isn't just a lesson in international liaising - there's a job to do, and with only five lives and thirty-five minutes to complete your assigned task, you'll find time very tight indeed. *Persian Gulf Inferno* isn't the sort of game which you'll be playing well into the night for weeks on end - in fact, its long-term qualities are very questionable indeed. However, I've enjoyed playing it because it's fast-moving and fun, so if you've got a bit of spare dosh left over from Easter, you could do worse than take a butchers at *Persian Gulf Inferno*.

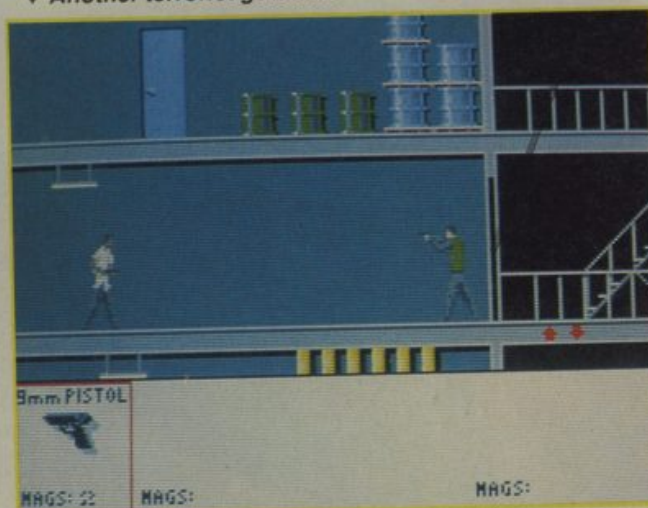
**PAUL RAND**

GRAPHICS	79%
SOUND	87%
VALUE	73%
PLAYABILITY	78%
OVERALL	79%

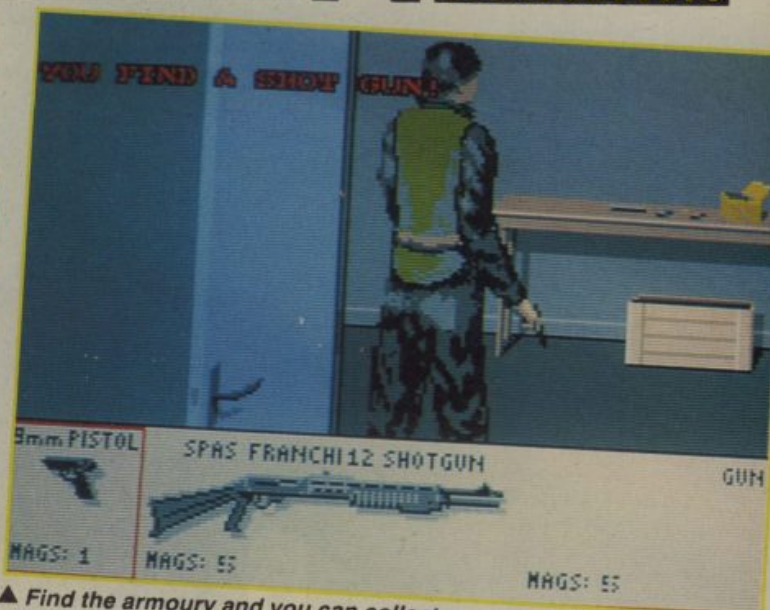
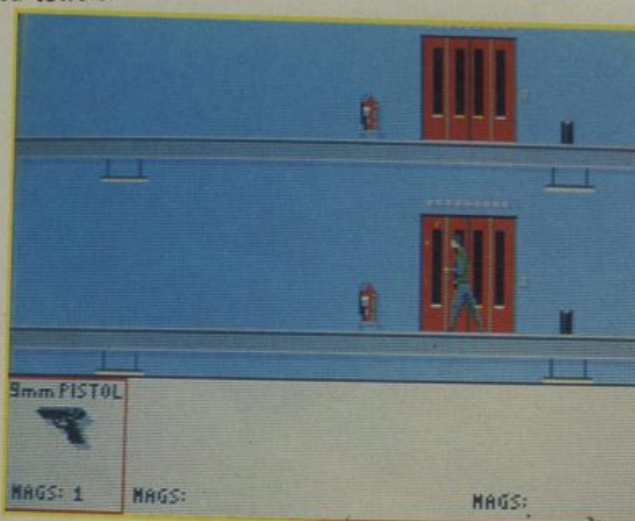
**BY MAGIC BYTES**

Terrorism has been growing steadily more widespread and daring over the past decade. Bombs, assassinations and other such unsavoury practices have become an unfortunate fact of life. But never before has the world been in such a grip as now. One of the organisations most active in the international violence game is reported to have stolen a nuclear

▼ Another terrorist gets his.



▼ First floor, going up. Menswear, military hardware, and tea-towels.



▲ Find the armoury and you can collect some hefty firepower.

clear warhead from a US bomber which crashed while on a routine spying mission over Iran.

It was only a matter of time before they would put their terrifying new toy to use, and that time is now. The terrorists have overrun the newest oil platform in the Persian Gulf and are threatening to detonate the warhead, killing themselves, their half-dozen hostages and a quarter of the population of the southern hemisphere in the process.

And guess who's just received a phone call from an anxious President asking for a one man army to go in, rescue the hostages and defuse the bomb? With just an eight-shot revolver for company, you have to race around the multi-level platform, searching rooms for weapons, explosive charges, door passes and, of course, captive rig workers. Once you've released the hostages it's time to go and find that nuclear warhead. But be careful, one wrong snipped wire will spell more than a bad headache!

## UPDATE

Expect an ST version to hit the shelves in late June (priced £19.99) accompanied by Spectrum, C64 and Amstrad versions (each with a £9.99 price tag).



For seventeen years, Bobbin Threadbare has been brought up as a low achiever in the Guild Of Weavers on the island of Loom. He was content with his life, despite the Elders' strange insistence that he should not be allowed to attend school or make friends. One day, though, everything was made startlingly clear when he heard his adoptive mother, Hetchel, having an argument with the Elders who settled the disagreement by changing her into a cygnet.

From what they were saying, Bobbin surmised that he isn't the dim-wit people want him to believe; he is, in fact, a child of the Loom, pulled out of the Guild's source of magical power, and so poses a threat to the centuries-long grip which the Elders have held over the community.



▲ Night time in the graveyard, with only a hungry owl for company...

# Loom

▼ Hetchel's workshop. Her magic spellbook might come in handy.



## BY LUCAS-FILM/US GOLD

Armed from the outset with only a simple Opening spell, Bobbin must travel the world and seek his destiny, aided by the wisdom of his cygnet-mother.

Bobbin's quest unfolds before your very eyes in the latest interactive movie from the Lucasfilm stable. While displayed in a similar fashion to the Indy and Zak McKracken games, the programmers have done away with typed commands completely, and a simple click of the mouse over an object or area of the screen is enough to make Bobbin carry out the required action. An unusual feature of the game is the instruction manual - it's stored on a cassette and takes the form of a story spoken over a background of suitably spooky, mythical music.



# REVIEW

PC  
£34.99

My hopes were high for Loom after the excellent Indy adventure, and the game meets with expectations in almost every way. If anything the graphic style works even better than in the previous titles, with lots of atmospheric (and occasionally rather comical) animation and screens of lavish backdrops. The cut-scenes which make this type of adventure stand out from the crowd are as enjoyable as ever to watch, and the different puzzles, ranging from finding required spells to working out how on earth to get into certain rooms without being hurled out, are taxing without being infuriating. But in spite of all its good points, Loom is marred by one flaw - it's just too easy. It took me only one six-hour session to get from beginning to end, as opposed to almost a full day's play in Zak McKracken, and for £35 I think you should get more for your money. Don't get me wrong - Loom is an extremely clever game which at times will have you tearing your hair out in sizeable chunks; trouble is, it's TOO good - you won't want to leave it alone (I missed a lunch hour playing it!) but for a product which looks as though it could go on for ever, Loom is ultimately disappointing just because it's all over so quickly.

PAUL RAND

GRAPHICS	94%
SOUND	82%
VALUE	70%
PLAYABILITY	95%
<b>OVERALL</b>	<b>80%</b>

## UPDATE

Amiga and ST versions of Loom should be appearing at the end of June, but sadly, due to memory restrictions, no other versions are planned.

The secrets you reveal to Cygna's son may be turned against us.

▲ Hetchel discusses Bobbin's future with the Elders. That's the Loom in the background.





24 HR  
HOTLINE  
0407 50609  
NEW TITLES  
SENT DAY  
OF RELEASE

# KEY SOFTWARE

IMMEDIATE  
DELIVERY OF  
STOCK ITEMS  
BY FIRST  
CLASS POST

1 UPPER PARK STREET, HOLYHEAD, GWYNEDD LL65 1HA

	SPECTRUM		C64		AMSTRAD			AMIGA		ST	PC5 1/4	PC3 1/2		
	CASS	DISC	CASS	DISC	CASS	DISC		CASS	DISC					
AFTER THE WAR	6.90	9.90	6.90	9.90	6.90	9.90	AFTER THE WAR	13.75	13.75	13.75	—	—		
BATMAN THE MOVIE	6.90	9.90	6.90	—	6.90	—	BATMAN THE MOVIE	16.75	13.75	16.75	—	—		
BEACH VOLLEY	6.45	—	6.90	—	6.90	—	BLACK TIGER	16.75	16.75	16.75	16.75	16.75		
BLACK TIGER	6.90	9.90	6.90	9.90	6.90	9.90	BLADE WARRIOR	16.00	16.75	16.75	16.75	16.75		
BLOODWYCH	6.90	9.90	6.90	9.90	6.90	9.90	BLOODWYCH	16.75	16.75	16.75	16.75	16.75		
BOXING MANAGER	6.90	—	6.90	—	6.90	—	BLOOD WARRIOR	16.75	16.75	16.75	16.75	16.75		
CABAL	6.90	9.90	6.90	9.90	6.90	9.90	CASTLE MASTER	16.75	13.75	16.75	16.75	16.75		
CASTLE MASTER	6.90	9.90	6.90	9.90	6.90	9.90	CHAOS STRIKES BACK	13.75	13.75	—	—	—		
CHASE HQ	6.90	9.90	6.90	9.90	6.90	9.90	CHASE HQ	16.75	13.75	—	—	—		
COLOSSUS CHESS 4	6.90	9.90	6.90	9.90	6.90	9.90	CONQUERR	16.75	16.75	16.75	—	—		
DOUBLE DRAGON 2	6.90	9.90	6.90	9.90	6.90	9.90	CRACKDOWN	13.75	13.75	—	—	—		
DR. DOOM'S REVENGE	6.90	9.90	6.90	9.90	6.90	9.90	CURSE OF THE AZURE BONDS	—	—	19.90	19.90	—		
DRAGON NINJA	6.45	9.90	6.90	9.90	6.90	9.90	DAILY DOUBLE HORSE RACING	13.75	13.75	13.75	—	—		
DYNAMITE DUX	6.90	—	6.90	9.90	6.90	9.90	DAN DARE 3	13.75	13.75	16.75	—	—		
EMILYN HUGHES SOCCER	6.90	9.90	6.90	9.90	6.90	9.90	DEFENDERS OF THE EARTH	13.75	13.75	—	—	—		
E-MOTION	7.95	—	7.95	—	7.95	—	DOUBLE DRAGON 2	13.75	13.75	—	—	—		
FOOTBALL MANAGER 2 WORLD CUP ED.	6.90	9.90	6.90	9.90	6.90	9.90	DRAGON'S BREATH	19.90	19.90	—	—	—		
FUN SCHOOL 2 (under 6/6-8/over 8)	6.90	8.90	6.90	8.90	6.90	8.90	DRAGON MASTER	16.75	16.75	16.75	16.75	16.75		
GAZZA'S SUPER SOCCER	6.90	9.90	6.90	9.90	6.90	9.90	F-16 COMBAT PILOT	16.75	16.75	16.75	16.75	16.75		
GHOSTBUSTERS 2	6.90	—	6.90	9.90	6.90	9.90	F-16 FALCON	19.90	16.75	16.75	16.75	16.75		
GHOULS AND GHOSTS	6.90	9.90	6.90	9.90	6.90	9.90	F-19 STEALTH FIGHTER	16.75	16.75	29.90	29.90	—		
GUNSHIP	6.90	9.90	6.90	9.90	6.90	9.90	F-29 RETALIATOR	16.75	16.75	—	—	—		
HARD DRIVIN'	6.90	9.90	6.90	9.90	6.90	9.90	FALCON MISSION DISC	13.75	13.75	—	—	—		
INDIANA JONES LAST CRUSADE	6.45	—	6.90	9.90	6.90	—	FOOTBALL MANAGER GIFT PACK	13.75	13.75	—	—	—		
ITALY 1990	8.90	12.50	8.90	12.50	8.90	12.50	FOOTBALL MANAGER 2 WORLD CUP ED.	13.75	13.75	13.75	13.75	13.75		
KICK OFF 1 OR 2	6.90	—	6.90	—	6.90	—	FUTURE WARS	16.75	16.75	—	—	—		
LIVERPOOL	6.45	8.90	6.90	9.90	6.90	9.90	GAZZA'S SUPER SOCCER	16.75	16.75	—	—	—		
MANCHESTER UTD	6.90	9.90	6.90	9.90	6.90	9.90	GHOSTS 'N' GOBLINS	13.75	13.75	16.75	16.75	16.75		
NEW ZEALAND STORY	6.45	9.90	6.90	9.90	6.90	9.90	GHOULS 'N' GHOSTS	16.75	13.75	—	—	—		
NINJA SPIRIT	6.90	—	6.90	9.90	6.90	9.90	HARD DRIVIN'	13.75	13.75	16.75	16.75	16.75		
NINJA WARRIOR	6.90	9.90	6.90	9.90	6.90	9.90	ITALY 1990	16.75	16.75	—	—	—		
OPERATION THUNDERBOLT	6.90	9.90	6.90	9.90	6.90	9.90	KICK OFF 1 OR 2	13.75	13.75	—	—	—		
PIPEMANIA	6.90	9.90	6.90	9.90	6.90	9.90	KICK OFF EXTRA TIME	13.75	13.75	—	—	—		
POWER DRIFT	6.90	9.90	6.90	9.90	6.90	9.90	LASER SQUAD	16.75	13.75	—	—	—		
RAINBOW ISLAND	6.90	9.90	6.90	9.90	6.90	9.90	LIVERPOOL	13.75	13.75	—	—	—		
ROBOCOP	6.90	9.90	6.90	9.90	6.90	9.90	LOST PATROL	16.75	13.75	—	—	—		
RUN THE GAUNTLET	6.45	9.90	6.90	9.90	6.90	9.90	MANCHESTER UTD	16.75	13.75	16.75	16.75	16.75		
SCRAMBLE SPIRITS	6.90	9.90	6.90	9.90	6.90	9.90	MIDWINTER	16.75	13.75	24.90	24.90	24.90		
SHADOW WARRIORS	6.90	—	6.90	9.90	6.90	9.90	NEW ZEALAND STORY	16.75	13.75	—	—	—		
SHINOBI	6.90	9.90	6.90	9.90	6.90	9.90	NINJA WARRIORS	13.75	13.75	—	—	—		
STEALTH FIGHTER	6.90	9.90	6.90	9.90	6.90	9.90	NINJA SPIRIT	16.75	13.75	—	—	—		
STRIDER	6.90	9.90	6.90	9.90	6.90	9.90	OIL IMPERIUM	16.75	16.75	16.75	—	—		
SUPER WONDERBOY	6.90	9.90	6.90	9.90	6.90	9.90	P-47 THUNDERBOLT	16.75	16.75	—	—	—		
TURBO OUTRUN	6.90	9.90	6.90	9.90	6.90	9.90	PIPEMANIA	13.75	13.75	16.75	16.75	16.75		
UNTOUCHABLES	6.90	9.90	6.90	9.90	6.90	9.90	PLAYER MANAGER	13.75	13.75	16.75	16.75	16.75		
VIGILANTE	6.45	8.90	6.90	9.90	6.90	9.90	POPULOUS	16.75	16.75	16.75	16.75	16.75		
WILD STREETS	6.90	—	6.90	9.90	6.90	9.90	POPULOUS PROMISED LANDS	6.90	6.90	—	—	—		
X-OUT	6.45	8.90	6.90	9.90	6.90	9.90	POWER DRIFT	16.75	13.75	16.75	16.75	16.75		
							RAINBOW ISLAND	16.75	16.75	13.75	—	—		
							ROBOCOP	16.75	13.75	—	—	—		
							SHADOW OF THE BEAST	24.95	16.75	—	—	—		
							SHADOW WARRIORS	16.75	16.75	—	—	—		
							SHINOBI	13.75	13.75	—	—	—		
							SHOOT EM UP CONS. KIT	19.90	16.75	19.90	19.90	19.90		
							SIM CITY	19.90	19.90	19.90	19.90	19.90		
							STRIDER	13.75	13.75	19.90	19.90	19.90		
							STUNT CAR RACER	16.75	16.75	16.75	16.75	16.75		
							SUPER CARS	13.75	13.75	—	—	—		
							THEME PARK MYSTERY	16.75	16.75	19.90	19.90	19.90		
							TURBO OUTRUN	13.75	13.75	—	—	—		
							UNTOUCHABLES	16.75	16.75	—	—	—		
							WILD STREETS	16.75	16.75	16.75	16.75	16.75		
							XENON 2 MEGABLAST	16.75	16.75	16.75	16.75	16.75		
							X-OUT	13.75	13.75	—	—	—		
							XENOMORPH	16.75	16.75	—	—	—		
16-BIT COMPILATIONS													AMIGA	ST
GIANTS: Outrun, Gauntlet 2, 1943, Streetfighter													19.90	19.90
LIGHTFORCE: Bio Challenge, Ik+, R-Type, Voyager													16.75	16.75
MAGNUM 4: Afterburner, Batman Caped Crusader, Double Dragon,													16.75	16.75
Operation Wolf													16.75	16.75
PREMIER COLLECTION 1: Exolon, Nebulus, Netherworld, Zynaps													19.90	19.90
STAR WARS TRILOGY: Star Wars, Empire Strikes Back, Return of the Jedi													16.75	16.75
WINNERS: Blasteroids, Impossible Mission 2, Led Storm, Thunderblade													19.90	19.90
AMERICAN DREAM: Hostages, Bubble Ghost, Operation Neptune, Super Ski.													16.75	16.75
(PCS and PC3 16.75)													16.75	16.75
EDITION ONE: Double Dragon, Xenon, Gemini Wing, Silkworm.													16.75	16.75
SEGA GAMES														
ACTION FIGHTER													9.25	9.25
AFTERBURNER													26.50	26.50
ALEX KIDD (HIGH TECH WORLD)													26.50	26.50
ALEX KIDD (MIRACLE WORLD)													21.95	21.95
ALLEN SYNDROME													26.50	26.50
ALTERED BEAST													26.50	26.50
AMERICAN BASEBALL													26.50	26.50
AMERICAN PRO FOOTBALL													26.50	26.50
ASSAULT CITY													26.50	26.50
AZTEC ADVENTURE													11.75	11.75
BASKETBALL NIGHTMARE													26.50	26.50
BLACK BELT													21.95	21.95
BLADE EAGLE 3D													26.50	26.50
BOMBER RAID													26.50	26.50
CALIFORNIA GAMES													26.50	26.50
CASINO GAMES													26.50	26.50
CLOUD MASTER													26.50	26.50
CYBORG HUNTER													21.95	21.95
DEAD ANGLE													26.50	26.50
DOUBLE DRAGON													26.50	26.50
DYNAMITE DUX													26.50	26.50
ENDURO RACER													9.25	9.25
FANTASY ZONE—THE MAZE													21.95	21.95
F16 FIGHTER													26.50	26.50
GANGSTER TOWN (Light Ph.)													21.95	21.95
GHOSTBUSTERS													26.50	26.50
GOLDEN AXE													26.50	26.50
GREAT BASKETBALL													21.95	21.95
GREAT GOLF													21.95	21.95
KUNG FU KID													21.95	21.95
SEGA MASTER SYSTEM													72.95	72.95
Console, 2 Control Pads, (HANG ON built in)													89.95	89.95
SEGA MASTER SYSTEM PLUS													89.95	89.95
Console, 2 Control Pads, Light Phaser													119.95	119.95
(SAFARI HUNT and HANG ON built in)														
SEGA SUPER SYSTEM														
Console, 2 Control Pads, Light Phaser														
3D GLASSES (MISSILE DEFENSE 3D build in)													13.95	13.95
SEGA JOYSTICK													26.95	26.95
LIGHT PHASER +													41.95	41.95
3-D GLASSES													35.95	35.95
RAPID FIRE UNIT													5.95	5.95
NINTENDO HARDWARE														
DUCK HUNT and GYROMITE													35.95	35.95
JOYSTICK														
Console, 2 Control Pads														
BASIC SET													89.95	89.95
2 Control Pads + SUPER MARIO BROTHERS														



## 520ST-FM SUPER PACK



The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for details.

# £399

INCLUDING VAT

With SM124 mono monitor: £498 INC VAT

With SC1224 colour monitor: £698 INC VAT

### 1Mb DISK DRIVE £450 OF SOFTWARE ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadrailen	Logotron	£19.95
Return To Genesis	Firebird	£19.95
Roadways	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

### SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

### PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95
-----------	---------------------	--------

### JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99
---------------------	------------	-------

FREE ATARI BUNDLE VALUE: £458.97

## 1040ST-FM PROFESSIONAL PACK

### NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £284.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), FREE OF CHARGE. Return the coupon for further information.

# £499

INCLUDING VAT

With SM124 mono monitor: £598 INC VAT

With SC1224 colour monitor: £798 INC VAT



ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82

LESS DISCOUNT: -£385.82

PROFESSIONAL PACK PRICE: £499.00

## 2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as a lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA STs do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both FREE OF CHARGE. Return the coupon for further details.

### 2Mb MEGA ST

£899 INC VAT

+ mono monitor = £998  
+ colour monitor = £1198

### 4Mb MEGA ST

£1199 INC VAT

+ mono monitor = £1298  
+ colour monitor = £1498



## DTP PageStream £149 +VAT = £171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Sekoika SP-180A printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- \* TEXT-FLOW AROUND GRAPHICS
- \* ROTATION OF TEXT & GRAPHICS
- \* SLANT OR TWIST ANY OBJECT
- \* POSTSCRIPT COMPATIBLE
- \* TAG FUNCTION
- \* AUTO/MANUAL KERNING & HYPHENATION
- \* GROUPING OF OBJECTS

## DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

### SILICA SHOP:

**SIDCUP (& Mail Order)** 01-309 1111  
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX  
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

**LONDON** 01-580 4000  
52 Tottenham Court Road, London, W1P 0BA  
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

**LONDON** 01-629 1234 ext 3914  
Selfridges (1st floor), Oxford Street, London, W1A 1AB  
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

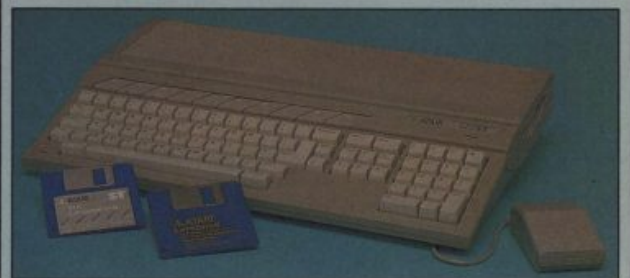


## ST COMPUTERS

who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE.

## 520ST-FM EXPLORER PACK WITH BUILT-IN 1Mb DISK DRIVE



The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

# £260

+VAT= £299

+ SM124 mono monitor: £398 INC VAT

+ SC1224 colour monitor: £598 INC VAT

FREE!  
LITERATURE  
RETURN COUPON  
NOW!

## WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

**SILICA STARTER KIT:** Worth over £200, FREE with every Atari ST computer bought from Silica.

**PROFESSIONAL PACK:** Free business software with 1040ST-FM and MEGA STs bought from Silica.

**DEDICATED SERVICING:** 7 full-time Atari trained staff with years of experience on Atari servicing.

**THE FULL STOCK RANGE:** All of your Atari requirements from one place.

**AFTER SALES SUPPORT:** The staff at Silica are dedicated to help you get the best from your ST.

**FREE CATALOGUES:** Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

**FREE OVERNIGHT DELIVERY:** On all hardware orders shipped within the UK mainland.

**PRICE MATCH PROMISE:** We will match competitors on a 'same product same price' basis.

**FREE TECHNICAL HELPLINE:** Full time team of Atari technical experts always at your service.

## FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS  
ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

To: Silica Shop Ltd, Dept 23 CVG06/90, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX  
**PLEASE SEND FREE LITERATURE ON THE ATARI ST**

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

.....

Postcode: .....

Do you already own a computer  
If so, which one do you own?

DTP ☐



# ITALY 1990

THE WORLD CUP STARTS HERE!







COMPUTER  
+video  
GAMES

U.S. GOLD®



BRITAIN'S BIGGEST SELLING SPORTS HIT  
... IS ABOUT TO HIT THE WORLD ...

# FOOTBALL MANAGER

## World Cup Edition

In 1982, Kevin Toms wrote Football Manager, six years (and half a million copies sold) later, Kevin went one better and produced Football Manager 2. A response to the ideas of thousands and thousands of Football Manager fans for an improved game. Football Manager 2 has, like its ancestor, proved a stunning success, a game with appeal that will last for years, more than satisfying old fans but creating new ones.

With the success of Football Manager 2, have come more suggestions for an even better game. Kevin has responded with "Football Manager: World Cup Edition", a game that takes management into the international arena, with all the thrills of world cup competition, a game that takes the unique components of its two ancestors and radically improves them a game that will better the best.

*Free*

### WORLD CUP EDITION WALL CHART WITH EVERY GAME.

Keep up to date during the World Cup this summer with your own special Football Manager Wall Chart.



Available soon on:-  
Spectrum 48/128K Tape £9.99  
Spectrum +3 Disk £14.99  
CBM 64/128 Tape £9.99  
CBM 64/128 Disk £14.99  
Amstrad CPC Tape £9.99  
Amstrad CPC Disk £14.99  
MSX £9.99  
Atari ST £19.99 Amiga £19.99  
PC 5¼" £19.99 PC 3½" £19.99



*Kevin Toms*

### WIN FABULOUS PRIZES IN OUR WORLD CUP COMPETITION

Prizes include: • Your picture with Kevin Toms on the packaging of Football Manager 3.  
• Holiday Tickets of your choice.  
• Signed Footballs.



"I have been studying football tactics and interviewing professional managers. This new game will bring you the results - more tactical management, more realism, and more playability. I've done my best to give you the most entertaining game possible."

*Good Luck*

**Addictive**  
LIVE THAT DREAM



# THE GALLUP ALL FORMATS TOP 20

THIS MO	LAST MO	GAME	COMPANY	SPE	C 64	AMS	AMI	ST
1	2	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●
2	1	PAPERBOY	ENCORE	●	●	●	●	●
3	-	ROCK STAR	CODE MSTRS	●	●	●	●	●
4	5	RAINBOW ISLANDS	OCEAN	●	●	●	●	●
5	-	THOMAS TANK ENG	ALTERNAT	●	●	●	-	-
6	3	IKARI WARRIORS	ENCORE	●	●	●	●	●
7	9	BATMAN	OCEAN	●	●	●	●	●
8	-	CAPTAIN BLOOD	SMASH 16	●	●	●	●	●
9	4	BUGGY BOY	ENCORE	●	●	●	●	●
10	6	CHASE HQ	OCEAN	●	●	●	●	●
11	-	PLATOON	HIT SQUAD	●	●	●	-	-
12	10	TREASURE DIZZY	CODE MSTRS	●	●	●	●	●
13	13	1943	KIXX	●	●	●	●	●
14	18	FOUR SOCCER SIMS	CODE MSTRS	●	●	●	-	-
15	11	GHOSTS/GOBLINS	ENCORE	●	●	●	●	●
16	-	IK+	HIT SQUAD	●	●	●	●	●
17	-	SUPERLEAGUE	CULT	●	●	●	-	-
18	-	WORLD CHAMPIONS	E&J	●	●	●	-	-
19	-	BIONIC COMMANDO	KIXX	●	●	●	●	●
20	-	ARKANOID	HIT SQUAD	●	●	●	●	●



▲ Paperboy - Number 2



▲ Ikari Warriors - Number 6



▲ Chase HQ - Number 10

**B**udget, budget everywhere, and only Ocean have the products to fight those cheapo blues. Fantasy World Dizzy and Paperboy remain the unconquered kings of budget software,

actually swapping positions from last month. Rock Star, now out on all formats is making big news, and deservedly so, it being one of Code Masters more entertaining products.



## AMIGA TOP 20

1	4	Manchester Utd	Krisalis	93%
2	2	Italia 1990	Code Mstrs	28%
3	8	Rainbow Islands	Ocean	93%
4	6	Advanced Ski Sim	Code Mstrs	66%
5	7	Captain Blood	Smash 16	75%
6	10	Bomber	Activision	89%
7	-	Player Manager	Anco	85%
8	-	Drum Studio	Players	69%
9	5	X-Out	Rainbow A	92%
10	-	Infestation	Psygnosis	80%
11	9	Op Thunderbolt	Ocean	89%
12	18	Chase HQ	Ocean	93%
13	12	Kick Off	Anco	84%
14	-	688 Attack Sub	EA	84%
15	-	Turbo Outrun	US Gold	80%
16	19	Ninja Warriors	Virgin	86%
17	-	Extra Time	Anco	79%
18	1	TV Basketball	Mirrorsoft	93%
19	-	Untouchables	Ocean	89%
20	-	Black Tiger	US Gold	80%

Football topples basketball in the Amiga chart, but atop all these sterling products squats the clunky Italia 1990. Soccer aside, it's pretty much a mixed bag, and the new products are finally clearing out the Christmas releases.

### PG'S TIP FOR THE TOP

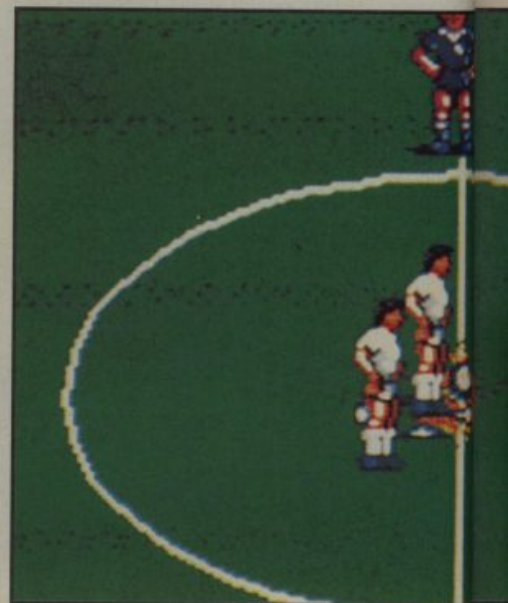
**MIDWINTER:** Delayed on the launch pad, but this is definitely going to make an impact when it finally takes off at the start of May.



Cor! Budgetsville, Arizona! The only full price software house making headway in the C64 market at the moment seem to be Ocean with Rainbow Islands and Batman, and even those two are on the wane. The rest of the top twenty is budget gear, most of which is okay, but how has cruddy Paperboy managed to stay at the top for so long?

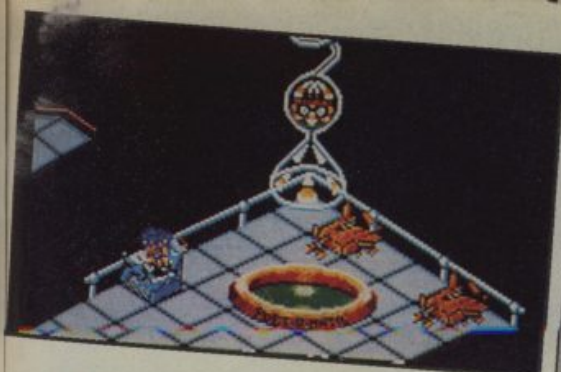
### PG'S TIP FOR THE TOP

**TURRICAN** - Tremendous arcade adventure from the makers of Denaris. Bound to do well.



1	1	Paperboy	Encore	68%
2	-	Fantasy Dizzy	Code Mstrs	81%
3	5	IK +	Hit Squad	91%
4	2	Buggy Boy	Encore	93%
5	7	MiG 29	Code Mstrs	49%
6	10	1943	Kixx	49%
7	12	Platoon	Hit Squad	85%
8	4	Rainbow Islands	Ocean	87%
9	-	Bionic Commando	Kixx	90%
10	3	Ikari Warriors	Encore	89%
11	-	Batman the Movie	Ocean	90%
12	14	Four Soccer Sims	Code Mstrs	70%
13	-	Thomas Tank Eng	Alternative	77%
14	-	Ghosts & Goblins	Encore	91%
15	-	Arkanoid	Hit Squad	85%
16	-	Rock Star	Code Mstrs	80%
17	-	World Champions	E&J	77%
18	-	Night Raider	Kixx	49%
19	-	Wonderboy	Hit Squad	62%
20	-	Future Bike Sim	Hi Tec	78%





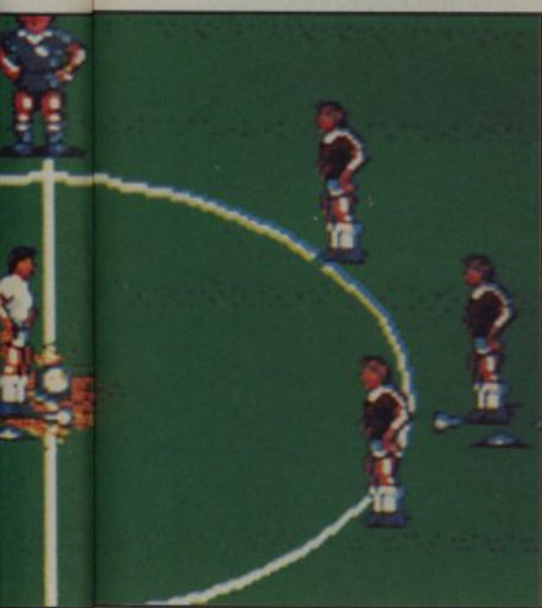
Rainbow Islands holds onto its position at the top, and is joined by the fabulous Midwinter. The budget houses are earning a pretty penny with some tidy products, but it's a shame the dire Italia 1990 is still hanging around the upper reaches of the chart.

## PG'S TIP FOR THE TOP

**ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS:** The best arcade conversion Domark have ever done - brilliant!

## ATARI ST TOP 20

1	1	Rainbow Islands	Ocean	88%
2	-	Midwinter	Rainbird	96%
3	6	Captain Blood	Smash 16	75%
4	2	Italia 1990	Code Mstrs	28%
5	8	Player Manager	Anco	85%
6	-	SAS Combat Sim	Code Mstrs	67%
7	14	Bomber	Activision	89%
8	15	Chaos Strikes Back	Mirrorsoft	96%
9	5	Op Thunderbolt	Ocean	89%
10	-	Manchester Utd	Krisalis	93%
11	-	Black Tiger	US Gold	80%
12	-	Rock Star	Code Mstrs	80%
13	-	Prohibition	Smash 16	70%
14	3	Supercars	Gremlin	82%
15	-	Macadam Bumper	Smash 16	71%
16	12	Batman The Movie	Ocean	91%
17	-	Xenomorph	Pandora	93%
18	-	X-Out	Rainbow A	86%
19	-	League Challenge	Atlantis	70%
20	-			



## SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Mstrs	81%
2	5	T I Dizzy	Code Mstrs	80%
3	2	Paperboy	Encore	89%
4	-	Rock Star	Code Mstrs	79%
5	8	2 Plyr Superleague	Cult	80%
6	4	Ikari Warriors	Encore	80%
7	3	Ghosts & Goblins	Encore	89%
8	7	Buggy Boy	Encore	72%
9	-	Thomas Tank Eng	Alternative	80%
10	10	World Soccer	Zeppelin	70%
11	14	Batman	Ocean	93%
12	-	Soccer Director	GTI	76%
13	17	Renegade	Hit Squad	84%
14	-	Four Soccer Sims	Code Mstrs	70%
15	11	Platoon	Ocean	85%
16	19	Beardsley's Footy	Bug Byte	49%
17	-	Bionic Commando	Kixx	86%
18	9	Chase HQ	Ocean	97%
19	-	Match Day	Hit Squad	70%
20	-	Arkanoid	Hit Squad	30%



At last Dizzy stoops to conquer the Spectrum chart! The egg-like adventurer takes the top two positions to prove the vastness of his following. Like the C64 chart, budget abounds here, and similarly, Ocean are the only full price guys operating successfully in this market.

## PG'S TIP FOR THE TOP

**ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS:** If the other versions are anything to go by, this should be great on the Spectrum.



## AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Mstrs	85%
2	-	Thomas Tank Eng	Alternative	80%
3	2	Paperboy	Encore	85%
4	-	Rock Star	Code Mstrs	80%
5	6	Chase HQ	Ocean	97%
6	-	Pub Trivia	Code Mstrs	70%
7	10	Batman	Ocean	87%
8	3	Ikari Warriors	Encore	83%
9	-	2 Plyr Superleague	Cult	78%
10	-	World Champions	E&J	79%
11	8	1943	Kixx	60%
12	-	Night Raider	Kixx	50%
13	-	Platoon	Hit Squad	94%
14	13	Spy vs Spy 2	Hi Tec	85%
15	5	Buggy Boy	Encore	90%
16	-	Champ Sprint	Alternative	70%
17	-	Blasteroids	Kixx	86%
18	15	Four Soccer Sims	Code Mstrs	70%
19	-	Road Blasters	Kixx	77%
20	-	Boxing Manager	Goliath	88%

Afterburner - Megadrive



▲ Ghouls 'n' Ghosts - Megadrive

## MEGADRIVE TOP 5

1	-	New Zealand Story	94%
2	-	Super Real Basketball	93%
3	1	Ghouls 'n' Ghosts	94%
4	-	Afterburner II	88%
5	-	Air Diver	80%



▲ Fiendish Freddy - in next month, surely?

Alternative's TV licenses always seem to do well with Amstrad owners, and Thomas the Tank Engine seems no different. Will it be at the top next month? Fantasy World Dizzy (two months at the top) will be a tough egg to beat (arf arf!)

## PG'S TIP FOR THE TOP

FIENDISH FREDDY'S BIG TOP OF FUN: Alas no sight of it this month, but this deserves a place in the chart next month.

Chase HQ - PC Engine



▲ PC Kid - PC Engine

## PC ENGINE TOP 5

1	2	PC Kid	95%
2	-	New Zealand Story	90%
3	1	Chase HQ	88%
4	-	Paranoia	83%
5	-	Gunhed	96%

## PC ENGINE CHART

PC Kid takes top slot and it looks like he's there to stay. At last supplies of Gunhed are reaching these shores again, allowing it to return to the chart. This chart is compiled exclusively for C+VG by the groovy geezers at Spectresoft, Covent Garden.

## MEGADRIVE CHART

It's all change this month, apart from the perennial favourite Ghouls 'n' Ghosts. Don't expect Air Diver to be in there next month, not with Super Monaco GP coming out (we hope). This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.



FLY IN THE FACE OF DANGER

# VANUS

## THE FLYTRAP

Fight or be destroyed as you combat hoards of killer insects across 50 levels and 10 different worlds. Survival depends on your ability to master the controls of a superfly and the skill and judgement in using a multi-array of super weapons and bonuses.

PC Kid - PC Engine

5

55%  
90%  
88%  
33%  
66%

there  
ching  
to the  
ly for  
ft, Co-

perre-  
fect Air  
Super  
hart is  
soft of

AVAILABLE ON  
CBM AMIGA & ATARI ST

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

SCREEN SHOTS FROM  
VARIOUS FORMATS.  
ILLUSTRATION:  
PETE ANDREW JONES.  
COPYRIGHT: SOLARWIND LTD.



# B U I



## RASTER RUNNER MASTERTRONIC

Rev up your light cycle and prepare to run rings around your opponent in this twin-screen Tron game. Use your coloured force-trail to block in a three skill level computer opponent or, if you have a friend who's up to it, a human rider. The innovation of twin screens and the radar scanner let you keep track of your opponent, but while you're looking away you usually end up driving into a wall. As these games go, Raster Runner is pretty smart but it's only at its best with two screaming players at the controls.

**C64**  
**£2.99**

*Funky music, shiny graphics and enjoyable gameplay. Worth three quid of anyone's money.*

**OVERALL 75%**

**AMSTRAD**  
**£2.99**

*The over-zealous collision detection makes this version difficult, but not unplayable. Good.*

**OVERALL 70%**

## WONDER BOY HIT SQUAD

Another Sega coin-op, Wonder Boy was a kind of diaper-clad Super Mario Brothers without the depth or wit. Seven levels of scrolling jumpabout action separates Boy from his main squeeze, Tina, who has been captured by the evil King. Collect the

fruits and the magic dolls, and hunt down the extra weapons (a stone mallet and a skateboard being two). Dodge the manic frogs (have you ever seen a manic frog?), the manic bees and the manic snakes, then do in the manic Ogre at the end of the level. None of the conversions are particularly enjoyable, but if you were once a fan of the coin-op they might have some sentimental value.



**SPECTRUM**  
**£2.99**

*Not the pinnacle of Spectrum programming but mildly enjoyable in very mindless sort of way.*

**OVERALL 60%**

**AMSTRAD**  
**£2.99**

*Just like the Spectrum version. Ok if you can't handle anything complex today.*

**OVERALL 64%**

**C64**  
**£2.99**

*All the features of the other two versions, but with chunkier, graphics.*

**OVERALL 62%**

## 3D PINBALL MASTERTRONIC

For extra realism the pinball in this simulation is tilted into the screen, so you get a real perspective! 3D! view of the action. What this amounts to is a ball that grows smaller as it moves up the table, and though this is impressive for about a minute it doesn't really add an awful lot to the game, which turns out to be pretty dull. The actual table layout lacks any of the interesting features you'd find on a modern (ie post 1950) machine so if your a pin-freak you'll find the action soon becomes yawnsome. Anyone new to this game, though, should be able to eke an hour's play out of this game.

**SPECTRUM**  
**£2.99**

*The 3D in this version is a bit screwy so the main hazard appears to be a gravitational vortex at the top of the table. Not so hot.*

**OVERALL 55%**

**C64**  
**£2.99**

*The 3D turns out to be a weak gimmick, but the action is interesting enough to keep you occupied for a while.*

**OVERALL 72%**

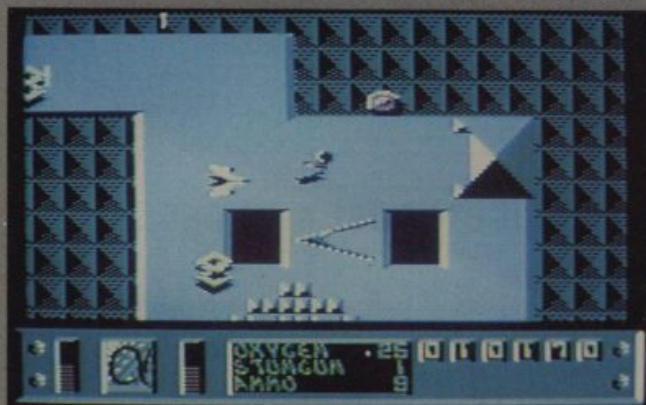




# HIT

## QUARTET HIT SQUAD

Sega's dull four-player coin-op becomes a dismal two-player game in all three of these conversions. Choose your favourite space commando (each has different capabilities and weapons - supposedly), then leap your



## PARALLAX HIT SQUAD

Computers? Gaah! They're taking over the world! Well, one's taken over this world and its intentions towards you are less than amicable. So you have to wing your way over certain key cities, shooting out the buildings before landing and dispatching the pilot to capture alien scientists and key cards. The cards provide money for extra ammo, etc., and, more importantly, parts of the password that gets you to the next level. The graphics are great particularly on later levels, and special

**C64**  
**£2.99**

*One of Sensible Software's early classics. An excellent budget buy.*

**OVERALL 86%**

mention must go to Martin Galway's funky music. Gameplay is good, but it would have been better if there was more blasting and less dithering around looking for key-cards.



**SPECTRUM**  
**£2.99**

*Slow, dull gameplay and poor graphics. Hardly the jewel in Hit Squad's crown.*

**OVERALL 39%**

way to fame and fortune through level after level of platforms. Collect superjump boots and numerous other anonymous icons, then use them to blow up the angry robots which are popping out of holes in the wall. The levels are over in a matter of seconds and don't worry if you lose a life, because the credits system lets you go on and on for as long as you can stand... which won't be very long.

**C64**  
**£2.99**

*The worst of the bunch. Gameplay is as bad as the others, but the graphics are a total mess.*

**OVERALL 23%**

**AMSTRAD**  
**£2.99**

*Imagine a coloured-in version of the Spectrum game. Equally dismal in all respects.*

**OVERALL 40%**



## OVER LANDER ENCORE

In this Road Blasters clone, you have to drive your armoured auto along hostile highways on lucrative secret missions. With the money you earn from this business, you can buy various bolt-on weapons for your car, which come in handy when rabid motorcyclists are trying to run you off the road or when bombs are falling off the back of lorries. Although it won't have you hooked indefinitely,

Overlander isn't a bad game at all, and in fact it's a pleasing alternative to the official Road Blasters. Worth the money.

**SPECTRUM**  
**£2.99**

*A decent burn-up-the-road game with a fair few hours of blasting built in.*

**OVERALL 75%**



# ★SHEKHANA COMPUTERS★Est.1978★


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

★ PC ENGINE ★★		★ SEGA 16-BIT ★★		★ NINTENDO GAMEBOY ★★	
PC-Scart + free Game	179.99	Sega Megadrive + Game	199.99	Gameboy System	89.99
Turbo Grafx-Scart	179.99	8-Bit Games Converter	44.99	Gameboy Deluxe	129.99
CD ROM Unit	299.99	Joypad	19.99	Mame Power Supply	14.99
Joystick XE-1 ST	39.99	Joystick XE-1 ST	39.99	Alleyway	26.99
Joystick XE-1 PRO	69.99	Scart Lead	14.99	Asmic World	26.99
Control Pad	19.99	Power Supply Unit	39.99	Baseball	26.99
PC-UK Power Supply	14.99	After Burner	39.99	Batman	26.99
Altered Beast	34.99	Air Driver	39.99	Castlevania	26.99
Altered Beast-CD	39.99	Alex Kid	29.99	Golf	26.99
Atomic Robo Kid	34.99	Altered Beast	39.99	Master Karateka	26.99
Be Ball	34.99	Assault Suit	39.99	Micky Mouse	26.99
Chase HQ-NEW	34.99	Atomic Robo Kid	44.99	Navy Moves	26.99
City Hunter	34.99	Batman	39.99	Nemesis	26.99
Dragon Spirit	34.99	Curse	39.99	Northstar Ken	26.99
Drop Lock	34.99	DJ Boy	39.99	Puzzleboy	26.99
Galaga 88	24.99	Forgotten World	44.99	Quack	26.99
Golf	29.99	Ghosts & Ghosts	44.99	Snoopy	26.99
Gun Head	44.99	Golden Axe	44.99	Solar Striker	26.99
Heavy Unit	29.99	Herzog Zuis	34.99	Super Marioland	26.99
King of Casino	34.99	Kiyaku King II	39.99	Tennis	26.99
New Zealand Story	29.99	New Zealand Story	39.99	Tetris	26.99
Ninja Warrior	34.99	North Star	39.99	Trump Boy	26.99
Paranoia	34.99	Rambo III	39.99		
PC Kidd	34.99	Sokoban	39.99		
Power Drift	34.99	Space Harrier II	39.99		
Shinobi	34.99	Super Basketball	39.99		
Space Harrier	29.99	Super Hang On	39.99		
Space Invaders	34.99	Super Shinobi	39.99		
Spatterhouse	34.99	Super Thunderblade	39.99		
Super Volleyball	34.99	Superieque Baseball	39.99		
Tales Of Monsterpath	24.99	Tajuma	39.99		
Tiger Heli	34.99	Thunderforce II	39.99		
Vigilante	29.99	World Cup Soccer	34.99		
Wonderboy	29.99	Zoom	39.99		
World Court Tennis	34.99				

MAIL ORDER CUSTOMERS  
CHECKS PD PAYABLE TO: SCS (CVD), 655 GREEN LANE, LONDON NW10 6DY  
P&P ADD 50p PER SOFTWARE IN UK AND £1.00 FOR ACCESSORIES. £5.00 FOR MACHINES.  
PLEASE SPECIFY MACHINE TYPE IN ORDER. NEW RELEASES WILL BE SENT TO YOU ON DAY OF RELEASE. E&OE.  
TEL: 01-348 8565, 01-348 2907, FAX: 01-889 9412.

PERSONAL CALLERS  
CAN PURCHASE SOFTWARE AT OUR BRANCH AT: 221 TOTTERHAM COURT ROAD, LONDON W1R 5AF. TEL: 01-631 4627 OR  
2 GLADSTONE HOUSE, HIGH ROAD, WOOD GREEN, N22 0AA, (Opp. Post Rain Bungalows). TEL: 01-889 9412.

ACCESS AND VISA CARDS ACCEPTED  
CREDIT CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY.  
TEL: 01-348 2907, 01-340 8565, FAX: 01-889 9412.  
LICENCED CREDIT BROKERS.  
TRADE ENQUIRES WELCOME.



**MICROS LTD**  
C A MICROS LTD  
46 STROUD GREEN ROAD  
FINSBURY PARK, LONDON N4  
TELEPHONE: 071-281 1296  
Open 10am-6pm Mon-Sat

PC ENGINE + FREE GAME	£195
PC ENGINE + TV BOOSTER	£195
PC ENGINE CD ROM + INTERFACE UNIT	£360
SEGA MEGADRIVE	£195
SEGA MEGADRIVE + FREE GAME	£205
NINTENDO GAMEBOY + FREE GAME	£100
ATARI LYNX + FREE GAME	£180
AMIGA 500	£399
ATARI ST	£399
SEGA MEGADRIVE GAMES	FROM £35 TO £50
PC ENGINE GAMES	FROM £35 TO £45

PLUS A FULL RANGE OF GAMES FOR ATARI ST, AMIGA, IBM & PC  
COMPATIBLES, SPECTRUM, AMSTRAD AND COMMODORE 64.  
WE HAVE MANY GAMES UNDER RRP PERSONAL CALLERS WELCOME

## BUDGET HOUSE MAIL ORDER

HUNDREDS OF TITLES FOR ALL MACHINES

HIT SQUAD	KIXX	ALTERNATIVE	SUMMIT
MASTERTRONIC		ENCORE	
PLAYERS		CODEMASTERS	

and many more

Phone 081-471 8900 for free delivery of our Catalogue

or send to:  
**ARCADE SOFTWARE,**  
201-203 SHOPPING HALL,  
MYRTLE ROAD,  
EAST HAM, LONDON E6

OUR CATALOGUE IS FREE!

106A CHILWELL STREET  
BEESTON  
NOTTINGHAM  
NG9 1ES

BARCLAYCARD  
VISA

WORLDWIDE  
SOFTWARE

106A CHILWELL STREET  
BEESTON  
NOTTINGHAM  
NG9 1ES

ACCESS  
MasterCard

TITLE	AMIGA	ST	TITLE	AMIGA	ST
001 Attack Sub	17.95		Escape Singles	34.95	
002 Amnchy	17.95	17.95	Castle		
003 Art Heads Data Disk	11.99		Exorcise Space	26.95	26.95
004 Aqueduct	17.95	17.95	Shuttle	26.95	26.95
005 Atomic	17.95	17.95	F16 Combat Pilot	16.95	16.95
006 Autodrive	17.95	17.95	F16 Falcon	22.95	17.95
007 Axels Magic			F16 Falcon Mission	14.95	14.95
008 Barbarian	9.99	9.99	Football Manager	14.95	14.95
009 Bards Tale	7.99	7.99	F16 Stealth Fighter	17.95	17.95
010 Bards Tale 2	7.99	7.99	F29 Retaliator	17.95	17.95
011 Between The Movie	17.95	14.95	Ferrari Formula 1	17.95	17.95
012 Battle of Britain	22.95	22.95	Final Battle	17.95	17.95
013 Battle of Britain 1942	17.95	17.95	Fire and Brimstone	17.95	17.95
014 Beach Volley	17.95	14.95	Final Fantasy	17.95	17.95
015 Blade Warrior	17.95	17.95	Flight Simulator 2	28.95	28.95
016 Black Tiger	17.95	14.95	Football Director 2	14.95	14.95
017 Blue Angel	17.95	17.95	Football Manager 2	14.95	14.95
018 Bomber	22.95	22.95	Cap Kit	14.95	14.95
019 Bomber Mission	14.95	14.95	Football Manager	14.95	14.95
020 Boxer Manager	14.95	14.95	World Cup	14.95	14.95
021 Carrier Command	16.95	16.95	Ghosts & Ghosts	14.95	14.95
022 Castle Master	17.95	17.95	Hard Drive	17.95	17.95
023 Centrifugal Squares	14.95	14.95	Heavy Metal	17.95	17.95
024 Champions of Kryon	22.95		Hot Rod	17.95	17.95
025 (1 Meg)			Impressario	17.95	17.95
026 Chase Strikes Back	17.95	17.95	Italy Last Crusade	17.95	17.95
027 Chase HQ	17.95	14.95	Italy	17.95	17.95
028 Chessmaster 2000	17.95	17.95			
029 Chronoquest 2	22.95	22.95			
030 Cleod Kingdoms	17.95	17.95			
031 Colossal Chess X	17.95	17.95			
032 Colossal Chess X	17.95	17.95			
033 Combo Racer	17.95	17.95			
034 Commandos	17.95	17.95			
035 (Indegram)	17.95	17.95			
036 Conflict in Europe	17.95	17.95			
037 Conqueror	17.95	17.95			
038 Crackdown	17.95	17.95			
039 Cyberball	17.95	17.95			
040 Demolition	16.95	16.95			
041 Den Dore 2	14.95	14.95			
042 Dark Century	16.95	16.95			
043 Defenders of the Earth	17.95	17.95			
044 De Luxe Scribble	14.95	14.95			
045 De Luxe Strip Poker	14.95	14.95			
046 Double Dragon 2	14.95	14.95			
047 Dragon's Breath	22.95	22.95			
048 Dr Doom's Revenge	16.95	16.95			
049 Dragon Flight	22.95	22.95			
050 Dragons Of Flame	17.95	17.95			
051 Drakken	21.95	21.95			
052 Driven Force	16.95				
053 Dungeon Master Ed	7.99	7.99			
054 Dungeon Master Ed	17.95	17.95			
055 Dynastio Debugger	17.95	17.95			
056 Dynasty Wars	17.95	17.95			
057 Dyer 7	14.95	14.95			
058 Edison One	17.95	17.95			
059 E Motion	17.95	14.95			
060 Escape Planet Robot	17.95	17.95			
061 Monsters	17.95	17.95			

TITLE	AMIGA	ST	TITLE	AMIGA	ST
062 Buttan the Movie	7.25	11.25	063 Kick Off	7.25	11.25
063 Black Tiger	7.25	11.25	064 Liverpool	7.25	11.25
064 Bloodsport	7.25	11.25	065 Mega Mix	7.25	11.25
065 Bomber	11.25	14.95	066 Myd (System 3)	7.25	11.25
066 Castle Master	7.25	11.25	067 New Zealand Story	7.25	11.25
067 Chase HQ	7.25	11.25	068 Ninja Spirit	7.25	11.25
068 Crackdown	7.25	11.25	069 Operation	7.25	11.25
069 Cyberball	7.25	11.25	070 Pigeonman	7.25	11.25
070 Cow Dues	7.25	11.25	071 Powerboat USA	7.25	11.25
071 Defenders of the Earth	7.25	11.25	072 Rainbow Islands	7.25	11.25
072 Double Dragon 2	7.25	11.25	073 Reboop	7.25	11.25
073 E Motion	7.25	11.25	074 Shadow Warrior	7.25	11.25
074 Escape Planet	7.25	11.25	075 Smoos	7.25	11.25
075 Football Manager	7.25	11.25	076 Sonic Boom	7.25	11.25
076 World Cup	7.25	11.25	077 Super League	7.25	11.25
077 Ghosts & Ghosts	7.25	11.25	078 Tectonic	7.25	11.25
078 Hard Drive	7.25	11.25	079 TV Sports	7.25	11.25
079 Heavy Metal	7.25	11.25	080 Football	7.25	11.25
080 Hot Rod	7.25	11.25	081 Ultimate Golf	7.25	11.25
081 Impressario	7.25	11.25	082 Unsubchance	7.25	11.25
082 Italy Last Crusade	7.25	11.25	083 Vendetta	7.25	11.25
083 Italy	7.25	11.25	084 World Cup Soccer	7.25	11.25

### CREDIT CARD ORDER TELEPHONE LINES

Overseas  
0602 252113 (24 hrs)  
Nottingham 225368  
All Deliveries by 1st Class Mail

10 x 3.5" BLANK DISKS WITH LABELS £9.95  
64K/128K DATASSETTE UNIT £18.99  
COMMODORE 1041 6 DISK DRIVE £139.99  
40 x 3.5" LOCKABLE DISC STORAGE BOX 7.95  
80 x 3.5" LOCKABLE DISC STORAGE BOX 8.95  
160 x 3.5" LOCKABLE DISC STORAGE BOX 9.95

JOYSTICKS  
QUICKSHOT OF LUXE DIGITAL 9.95  
CRUISER BLACK, BLUE OR MULTICOLORED 8.99  
KONIX SPEEDING WITH AUTOFIRE 18.99  
COMPETITION PRO 5000 12.95  
COMPETITION PRO CLEAR 13.95  
COMPETITION PRO EXTRA 14.95  
ZIP STICK STANDARD 13.95  
ZIP STICK AUTOFIRE 14.95

PRINTER SPECIAL OFFER  
CITIZEN 1200 PRINTER 129.99  
(PLEASE STATE COMPUTER WHEN ORDERING)

SUMMERTIME SPECIAL OFFER  
£1.00 off all Amiga/ST titles.  
Just tell us in which magazine you saw our advert then deduct £1.00 from each Amiga/ST title ordered.

WINTER SPECIAL OFFER  
50p off all Spectrum/C64 titles.  
Just tell us in which magazine you saw our advert then deduct 50p from each Spectrum/C64 title ordered.

TITLE	AMIGA	ST	TITLE	AMIGA	ST
085 Soccer Match	14.95	14.95	086 Kick-Off Extra Time	7.99	7.99
086 Kick-Off	14.95	14.95	087 Kick Off 2	14.95	14.95
087 Killin Game Show	17.95	17.95	088 King's Quest 4	26.95	26.95
088 Knight	14.95	14.95	089 Knights	22.95	22.95
089 Knight	22.95	22.95	090 Crystal	14.95	14.95
090 Knight	14.95	14.95	091 Laser Squad	17.95	17.95
091 Knight	17.95	17.95	092 Last Ninja 2	17.95	17.95
092 Knight	17.95	17.95	093 Leaderboard Collect	17.95	17.95
093 Knight	17.95	17.95	094 Leisure Suit Larry	17.95	17.95
094 Knight	28.95	28.95	095 Leisure Suit Larry 2	28.95	28.95
095 Knight	16.95	16.95	096 Lombard RAC Rally	16.95	16.95
096 Knight	14.95	14.95	097 Lords of Rising Sun	17.95	17.95
097 Knight	17.95	17.95	098 Lost Patrol	17.95	17.95
098 Knight	22.95	22.95	099 Magnus 4	22.95	22.95
099 Knight	17.95	17.95	100 Manchester United	9.99	9.99
100 Knight	17.95	17.95	101 Maniac Mission	17.95	17.95
101 Knight	14.95	14.95	102 Matrix Mania	14.95	14.95
102 Knight	16.95	16.95	103 Microprose Soccer	16.95	16.95
103 Knight	22.95	22.95	104 Midwinter	22.95	22.95
104 Knight	14.95	14.95	105 Ninja Spirit	14.95	14.95
105 Knight	14.95	14.95	106 Ninja Warriors	14.95	14.95
106 Knight	16.95	16.95	107 North and South	16.95	16.95
107 Knight	16.95	16.95	108 Oil Imperium	16.95	16.95
108 Knight	17.95	17.95	109 Operation	17.95	17.95
109 Knight	17.95	17.95	110 Omni Horse Racing	17.95	17.95
110 Knight	17.95	17.95	111 Thunderbolt	17.95	17.95
111 Knight	14.95	14.95	112 Overlander	14.95	14.95
112 Knight	17.95	17.95	113 P47 Thunderbolt	17.95	17.95
113 Knight	9.99	9.99	114 Pacmania	9.99	9.99
114 Knight	14.95	14.95	115 Paperboy	14.95	14.95
115 Knight	17.95	17.95	116 Paris/Duke	17.95	17.95
116 Knight	17.95	17.95	117 Rally	17.95	17.95
117 Knight	17.95	17.95	118 Pinball Magic	17.95	17.95
118 Knight	17.95	17.95	119 PowerDrift	17.95	17.95
119 Knight	17.95	17.95	120 Powerdrive	17.95	17.95
120 Knight	17.95	17.95	121 Pro Tennis Tour	17.95	17.95
121 Knight	22.95	22.95	122 Rainbow Islands	17.95	17.95
122 Knight	16.95	16.95	123 Red Storm Rising	16.95	16.95
123 Knight	14.95	14.95	124 Renaissance	14.95	14.95
124 Knight	17.95	17.95	125 Risk	14.95	14.95
125 Knight	17.95	17.95	126 Reboop	17.95	17.95
126 Knight	14.95	14.95	127 Riff	14.95	14.95
127 Knight	16.95	16.95	128 Ruffian	16.95	16.95
128 Knight	14.95	14.95	129 Scramble Spirits	14.95	14.95
129 Knight	28.95	28.95	130 Shadow of the Beast	28.95	28.95
130 Knight	17.95	17.95	131 Shadow Warrior	17.95	17.95
131 Knight	17.95	17.95	132 Shermans BM	17.95	17.95
132 Knight	14.95	14.95	133 Shinobi	14.95	14.95

Europe (other than UK) shipping costs are £1.50 per cass disc for normal airmail £2.50 per cass disc for express airm



# THE LEGEND RETURNS...



## ANOTHER FANTASTIC CONSOLES SPECIAL JAM- PACKED WITH

- LOADS OF COLOUR REVIEWS
- TONS OF INCREDIBLE TIPS
- MEGA COMPS - WIN PC ENGINES, GAME BOYS, MEGADRIVES, LYNX...
- AMAZING PREVIEWS
- AND IT'S ALL IN FANTASTIC FULL COLOUR

**AVAILABLE NOW IN ALL GOOD NEWSAGENTS!!!**

IF YOU WANT TO ORDER THE COMPLETE GUIDE TO CONSOLES DIRECT FROM US, FILL OUT THE COUPON BELOW AND SEND IT OFF TO: COMPLETE GUIDE TO CONSOLES BOOK II OFFER, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. WE'LL SEND THE BOOK BY RETURN POST!!

**GIMME A CONSOLE BOOK II NOW!!!**

**I ENCLOSE A CHEQUE/POSTAL ORDER FOR £3.45 (INC P&P) MADE PAYABLE TO COMPUTER AND VIDEO GAMES.**

**OVERSEAS ORDERS SEND £5.00 (UK STERLING CASH ONLY)**

**NAME .....**

**ADDRESS .....**

.....



## BATTLE SHIPS ENCORE

If you're the sort of person who has neither friends nor squared paper, this could be the game for you. The ancient pencil-and-paper parlour game has been stylishly computerised with a fairly intelligent electronic opponent and fancy graphics of battleships, aircraft carriers, submarines and torpedo boats glugging their way to a watery grave. It's a nice game of Battleships but no more enjoyable than the low-tech original, so you might as well save yourself a couple of quid and buy a pad of graph paper and an HB pencil.

**AMIGA**  
**£4.99**

*Battleships is Battleships is Battleships. A good translation but only entertaining until the novelty wears off.*

**OVERALL 61%**



## SAS COMBAT SIM

**CODE MASTERS**

Never ones to exaggerate, Code Masters reckon this game has "Absolutely incredible playability!", but we beg to differ. SAS Combat Simulator is an unexciting sort of Commando clone with

extra bits, namely horizontal AND vertical scrolling, the ability to climb into any nearby vehicles (as in Ikari Warriors) and a small beat 'em up section. These features do add a bit to the basic game, but not enough to raise it above the ranks of the mediocre. The soldiers are cute rather than macho, yet the collision detection sometimes renders them tough enough to stand up to a blobby bullet through the head. If you want a decent combat game, Encore's recently rereleased

Amiga version of Ikari Warriors is more action-packed, and is the same price.

**AMIGA**  
**£4.99**

*Weak murdering-people game which makes a mockery of the Code Masters Seal of Approval.*

**OVERALL 50%**



# BUILD

## HALLOWE'EN SILVERBIRD

Remember Olli and Lissa, the ambulatory blobs from the old Silverbird platform game? Well, they're back (sort of) in Halloween. The storyline is difficult to follow, but apparently Olli's chum, Arabella the fairy (who looks more like a witch), has baked a cake which exploded and blew 16 objects all over Olli and Lissa's castle, and

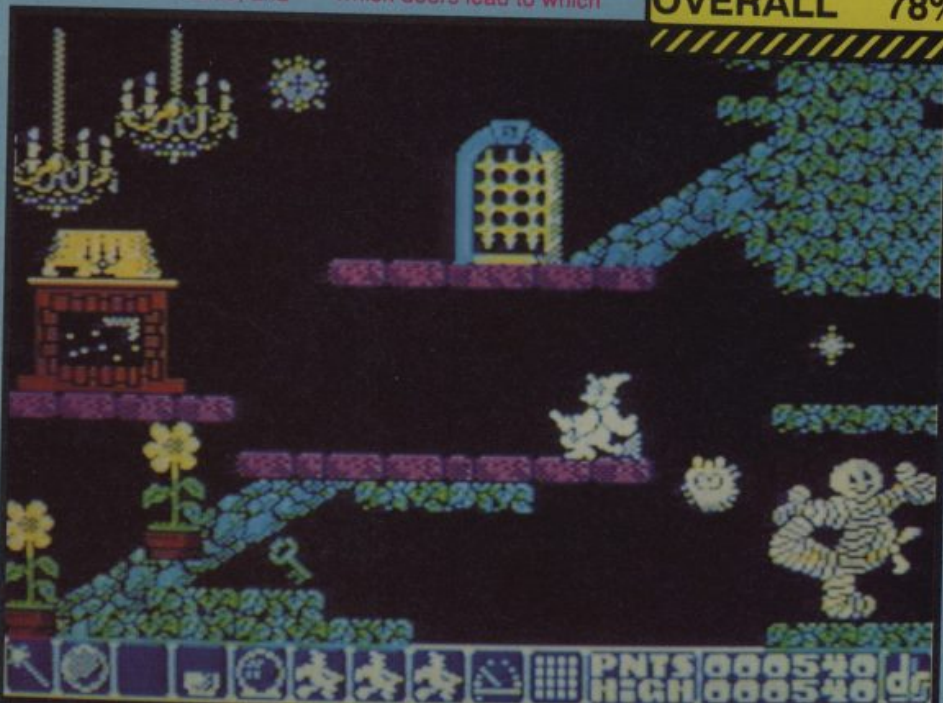
now she has to return them. Before she can collect each item, though, she needs to collect a wand, which seems an unnecessary fiddle, but thus armed she can zap the nasty creatures which have infested the castle. Unfortunately, finding your way around the multitude of screens can be a bit confusing until you've worked out which doors lead to which

rooms, but once you've got that sorted out this turns out to be quite an enjoyable game. Arcade adventure fans, check it out.

**SPECTRUM**  
**£2.99**

*A good example of the sort of arcade adventure you see a lot on Spectrum budget labels.*

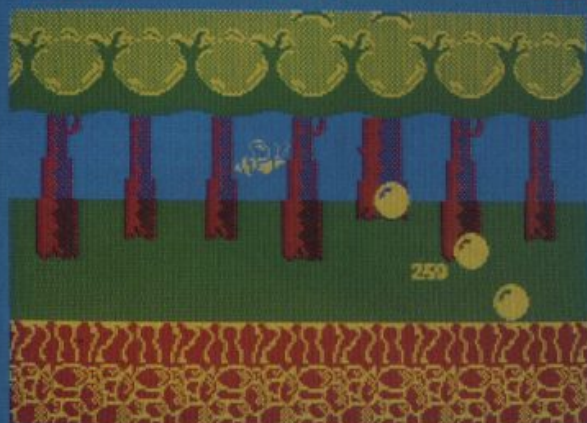
**OVERALL 78%**





# REVIEW

PLAYER-1 001000 03 HI-SCORE 10000 02 L1 TIME 0100



## HOPPIN' MAD ENCORE

Life is tough when you're a rubber ball, and even tougher when you're four rubber balls, as this surreal piece of software shows. The scrolling landscapes are packed with enemies - bees, rocks, worms, and worst of all, nasty, spikey cactus plants - which your spherical quartet have to bounce over if they're to remain unpunctured. To progress to the next level you have to satisfy your balls' rubber fixation by col-

lecting a quota of drifting balloons. It's a brainless, jolly sort of game with adequate graphic and sound accoutrements, but the action is unlikely to get the pulse racing, even in a chronic angina patient.

**AMSTRAD**  
**£2.99**

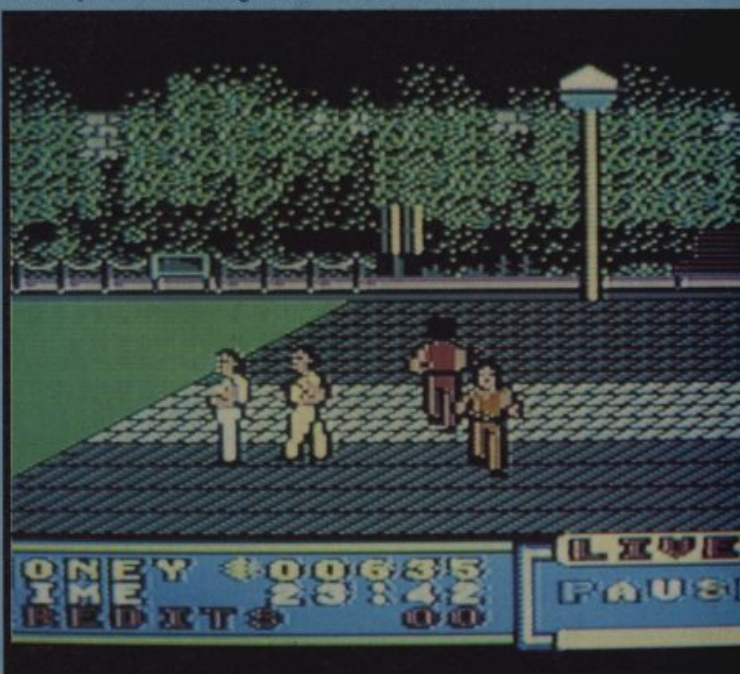
*A cute but unexciting game. Buy it for your little sister.*

**OVERALL 67%**

## STREET WARRIOR SILVERBIRD

Just by coincidence, this cut-down Double Dragon lookalike actually features the "Dragon" Gang! Naturally, you play the lone defender of niceness in this neighbourhood and it's up to you to punch and kick your way through the gang's ranks and teach their "Boss" the error of his ways. Downed thugs leave

their wallets for you to pick up and at the end of the level you can collect a bulging sack of cash to turn into extra time, or a bomb to use on the next level. The combat is incredibly simple and the graphics could safely be described as gruesome, but the music is quite a good groove and an ardent basher-up could probably squeeze a couple of hours play out of Street Warriors.



**C64**  
**£2.99**

*A very simple beat 'em up that fortunately doesn't play as bad as it looks.*

**OVERALL 51%**



## ENTERPRISE MASTERTRONIC

**AMSTRAD**  
**£2.99**

*Very stupid and annoying attempt at a space trading game which is about as enjoyable as eating live slugs.*

**OVERALL 39%**

Here's a space simulation which would seem to be boldly going where the likes of Elite have gone before, but unfortunately ends up in a Black Hole. The Enterprise is not kitted out for combat, so don't expect any exciting dog-fighting. Instead, you have to glean thrills from choosing planets to trade with, then landing your craft and trying to buy and sell to very stupid aliens who reply to your sales pitches with such gems as "But what if Arnold C Bodworth were to fall off his bike today?" Hilarious, eh? If such a surreal blend of alien comedy and ore marketing appeals

to you, this is the game you were born to play.

HELLO  
HI THERE COOL CAT!  
DO YOU WANT ANY FOOD  
WHERE DID YOU GET IT FROM?  
EARTH  
WHY DO YOU FEEL THE NEED TO SAY SUCH  
THINGS TO ME?  
I HAVE FOOD  
BUT FOR HOW LONG? EHT  
DO YOU WANT ANY FOOD  
ARE YOU SURE IT'S YOURS TO GIVE?  
YES  
BUT WHAT IF ARNOLD C. BODWORTH WERE  
FALL OFF HIS BIKE TODAY?  
OH SHUT UP





## PUFFY'S SAGA UBISOFT

Puffy and his girlfriend, Puffyn, are trapped in a weird world of mazes. Quite how they came to be there is uncertain, but they're there and it's your job to get them out. Twenty levels await the spherical sweethearts, levels which are jam-packed with all manner of hazards from locked doors to energy-drain-

ing forcefields and, of course, a whole stack of baddies which include scarlet ghosts and fire-breathing dragons. To give you a helping hand there are a selection of items to collect, such as keys, extra weaponry (you begin with pretty feeble spitting capabilities!!) and, of course, loads of food to keep your pecker up. Puffy's Saga is an out-and-out Gauntlet clone, but a very good one. Cute graphics, lots of sampled sound and music, and a hec-

tic dash around the many mazes ensure enjoyment from the moment the game's finished loading.

**AMIGA**  
**£24.99**

*It looks cute and plays rather well indeed. One of the better Gauntlet derivatives available.*

**OVERALL 82%**

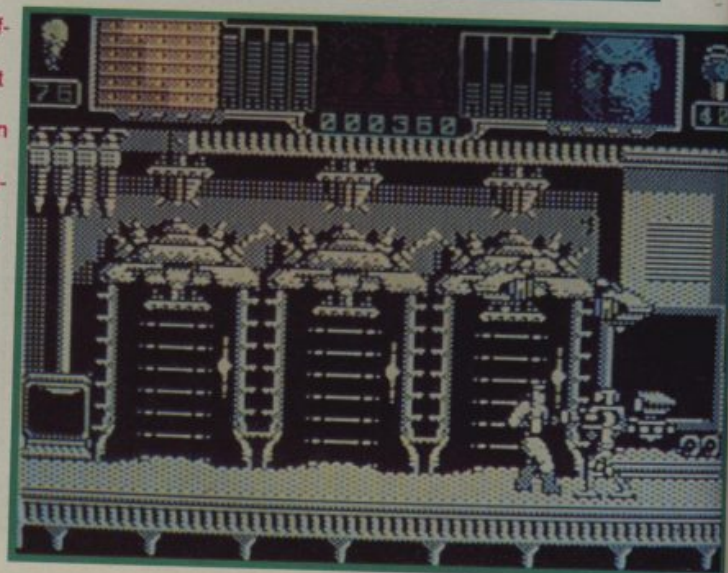
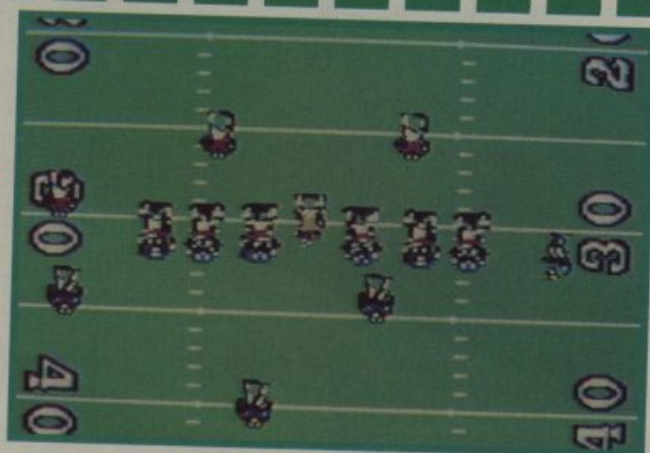
## TV SPORTS FOOTBALL CINEMAWARE

Thirty-two! Eighteen! Twenty-six! Hut! Hut!! To those of you not in the know, that's a cry often heard by fans of American Football. You won't hear it in the C64 conversion of the classic Amiga title, but you do get some hard and fast footy, complete with a pre-game commentator to give you the lowdown on exactly who is doing what and where. There's actually very little difference between C64 TV Sports Football and its 16 bit father. Graphically it's superb, with lots of animation screens such as the flip of the coin at the start, the "talking" TV front-man, and the like. The main game too has been well programmed, although I would have liked more time to plan a move than the computer actually allows. Generally though, a fine conversion of a great game (if Gridiron is your thing, that is).

**C64**  
**£14.99**

*A first rate American Football sim made even better by the inclusion of superlative graphics throughout.*

**OVERALL 84%**





## POWER-BOAT USA ACCOLADE

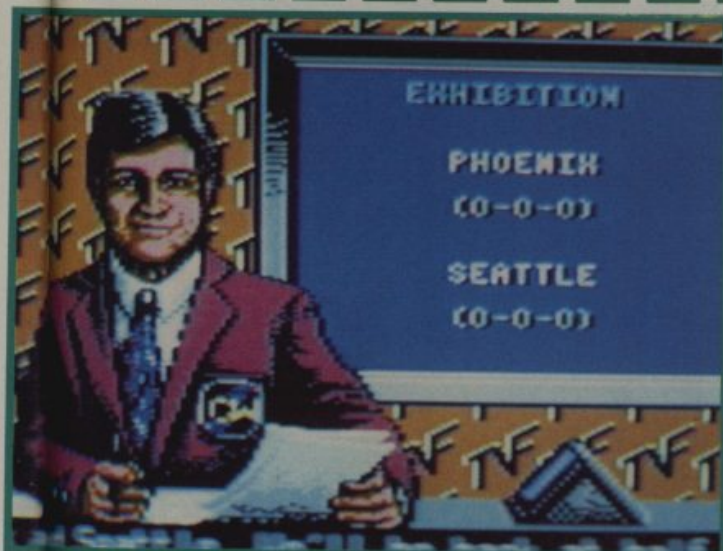
It's the boating season in America, but as we're all stuck here in chilly Blighty why not take to the seas in one of the craft offered by Accolade? There's a choice of boats, including the Don Johnson Special (?), and a selection of courses to race on. Just sign in at the registration post, go out for a qualifying lap and you're in the race! Watch out though, because if you over-rev or crash too often you'll damage your boat and that means time wasted in the repair shop.

Sounds dead exciting, but believe me it isn't. The different courses all look and feel exactly the same as each other, and there simply isn't any challenge, short-term or otherwise.

**C64**  
**£9.99**

*A poorly programmed arcade simulation, sporting badly-designed graphics and little in the way of playability.*

**OVERALL 31%**



## HAMMERFIST VIVID IMAGE

The Master has been a bit of a naughty boy, so two of his holographic fighters have appeared from their chamber and set out to close down his system. What follows is screens and screens of strategic killing, using Hammerfist to dole out lethal power punches and his female counterpart to leap and somersault around the various levels. We looked at Hammerfist last month, and now we've got our mitts on the Spectrum and CPC versions which are actually very creditable conversions. The graphics are sharp (more so on the monochromatic Spec-ty game) and all the game-play found on the other versions exists in these two. A great start for a fledgling company.

**SPECTRUM**  
**£9.99**

*Monochrome graphics, but that doesn't harm the overall game which stands out as one of the better arcade adventures doing the rounds of late.*

**OVERALL 87%**

**AMSTRAD**  
**£9.99**

*Practically the same game as that on the C64, with colourful graphics and well-hard gameplay.*

**OVERALL 88%**

## TOWER OF BABEL MICROPROSE

Here you are, stuck in the sprawling tower of Babel, with nothing save your wits and three programmable robot spiders to assist you in your escape. The spiders - Grabber, Pusher and Zapper, can be moved around the patchwork landscape and made to grab, push and zap objects and baddies, allowing easy access to the Klondike keys which open the routes to more demanding levels. The Klondikes are always heavily guarded in places which at first glance look inaccessible, but with a bit of cunning (and a good knowledge of how to exploit each ob-

**AMIGA**  
**£24.99**

*Tower Of Babel won't be to everyone's taste, but if you're big on strategy games and want something a little extra, check this out.*

**OVERALL 90%**

ject's characteristics). Tower of Babel is an unusual game - no fast and furious blasting of enemy hordes, just good, honest arcade strategy made even more appetising by the pretty 3D graphics. You'll probably hate the first few goes, but beat a couple of the levels and you'll be hooked.





# REVIEW

► C64 AMIGA

BY SYSTEM 3

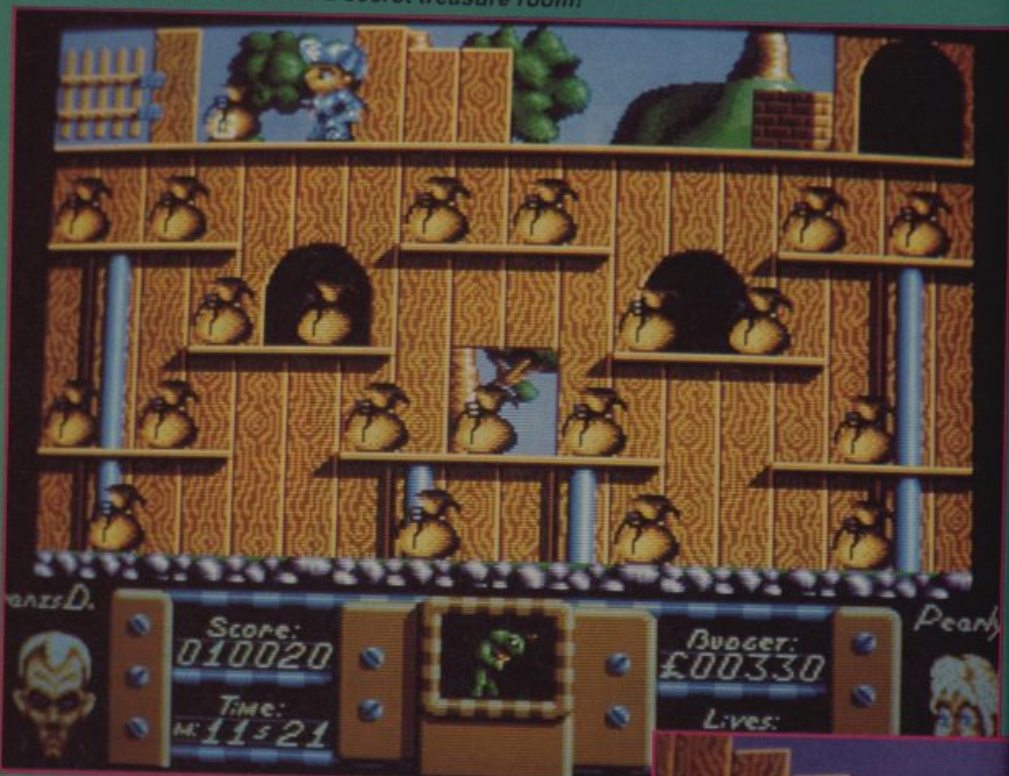
# FLIMBO'S

Evil professor Franz Dandruff's rejuvenation experiments have gone seriously wrong and instead of becoming eternally young, he's ageing rapidly. The only way for him to restore his fading youth is to extract the bodily fluids from a virginal young lady to replace his own. Unfortunately, he's kidnapped Pearly, the girl of Flimbo's dreams, and in only twelve hours he plans to throw the switch and suck her dry.

Between Flimbo and Dandruff's castle are seven sideways-scrolling levels crawling with the products of Dandruff's failed genetic ex-

**C+VG  
HIT!**

▼ Hooray! Flimbo's found a secret treasure room!



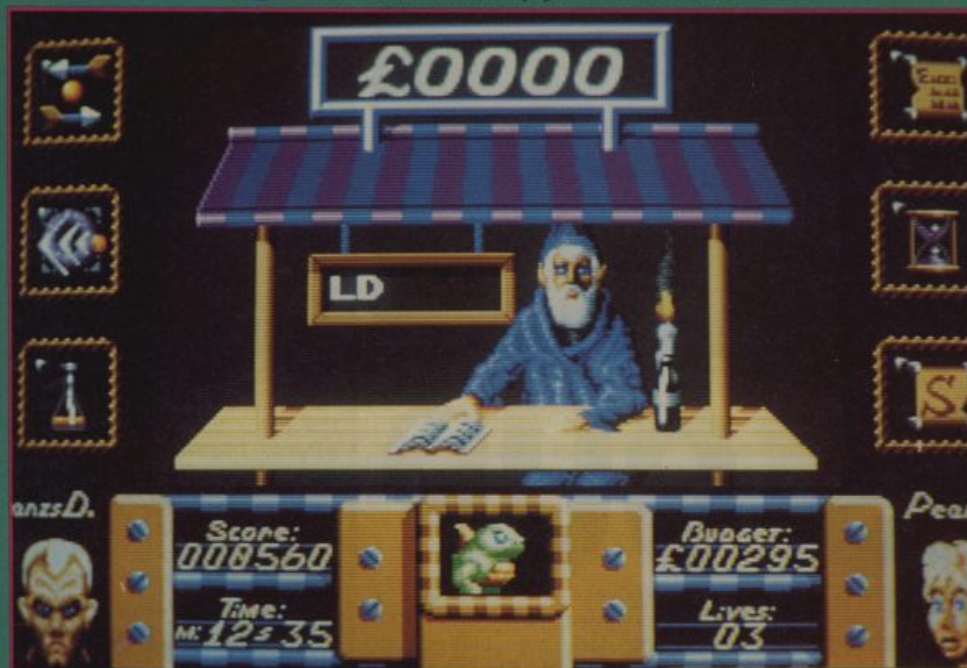
▼ Yeeek! Spooks give chase in the C64 version.





# FLIMBO'S QUEST

▼ The wizard can help you out with all sorts of extras.



▼ Where does that door lead?



periments. Certain creatures (indicated in a panel at the foot of the screen) are carrying letters from a password and to complete each level, Flimbo has to shoot these creatures, collect the letter and take it to the local wizard's Password and Extra Weapons Emporium. When the wiz has the whole word (they're actually machine code mnemonics) he lets you into the next bit.

As I've already mentioned, the wizard also sells extra bits to help Flimbo's quest. Collect the cash from dead beasts or a secret treasure room and you can buy a better weapon, extra time, an immunity potion, a password letter or even the whole code (which saves a lot of time but costs a lot of money).

**C64**  
**£9.99**

*This is quite a departure for System 3 - a game without ninjas or machine guns! Obviously they've decided to go for a console-esque look and feel in the hope of capturing some console playability, and unlike so many other software publishers, they've succeeded. The graphics are stylish and cartoony, the gameplay is simple yet very, very addictive, and they've even crowbarred in Mario Brothers-type treasure rooms and hidden bonuses to make things even more interesting. If you're currently lamenting the lack of decent, original software on the C64 then Flimbo's Quest is a game you absolutely must get your hands on.*

**PAUL GLANCEY**

<b>GRAPHICS</b>	<b>89%</b>
<b>SOUND</b>	<b>88%</b>
<b>VALUE</b>	<b>90%</b>
<b>PLAYABILITY</b>	<b>92%</b>

**OVERALL 91%**

## UPDATE

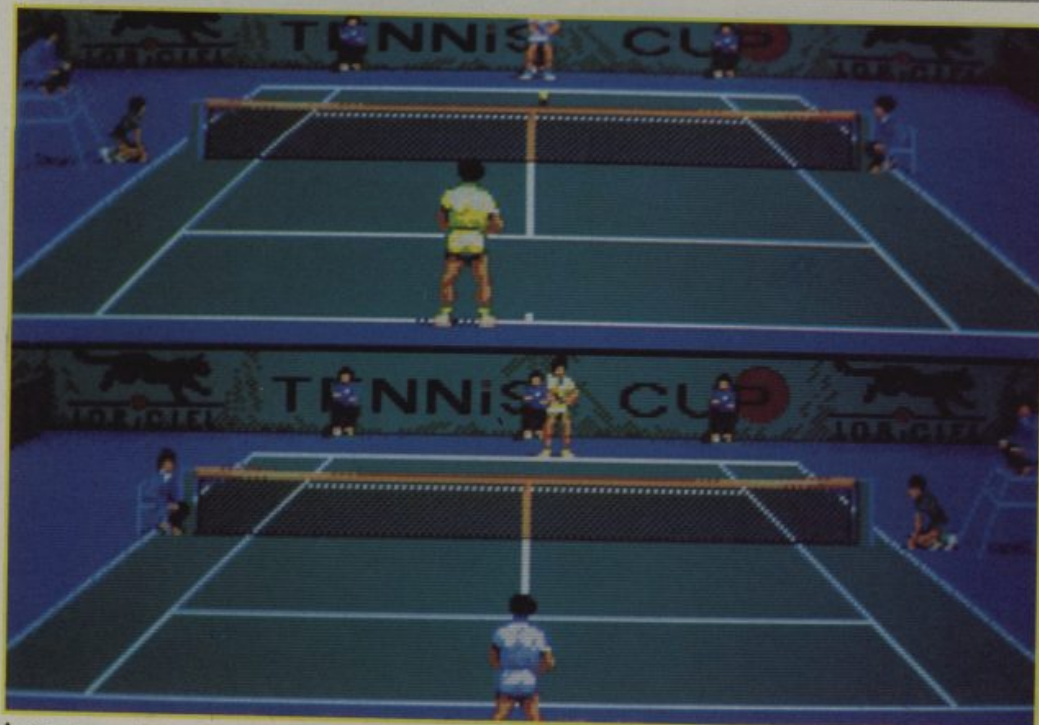
Spectrum, Amstrad and ST versions of Flimbo's are on the way costing £9.99 and £19.99 respectively, and they should be on the shelves of your local software store by the end of May.

**AMIGA**  
**£24.99**

*This version boasts clearer graphics and a slightly more tuneful soundtrack of course, but apart from those differences Amiga Flimbo's Quest is the same as the C64 version, just as playable, just as addictive.*

**OVERALL 92%**





▲ Carlos and Jose psyche each other out on the baseline.

# TENNIS CUP

BY LORICIELS/  
US GOLD

With Wimbledon more than a ball's bounce away, tennis-starved fans can gorge themselves on

some French racquet play.

Tennis Cup offers both tournament tennis and one-off matches, with enough options to satisfy the most fastidious aficionado of the sport. One or two players can take

part over one, three or five sets against each other or the computer in a doubles match. Four types of court are available (grass, clay, indoors, hard), and computer opponents are set at one of three difficulty levels.

The action is displayed split-screen, the players' areas scrolling sideways to accommodate wide shots (effectively this gives two screens' width). There are six different types of service and 30 different kinds of stroke available, depending on where you're standing and the type of shot your opponent has just played. Normal tennis rules apply, and particularly successful players can be saved to disk for later use.

### UPDATE

*Tennis Cup is only available on 16 bit, and the ST version should be at your local software emporium soon.*

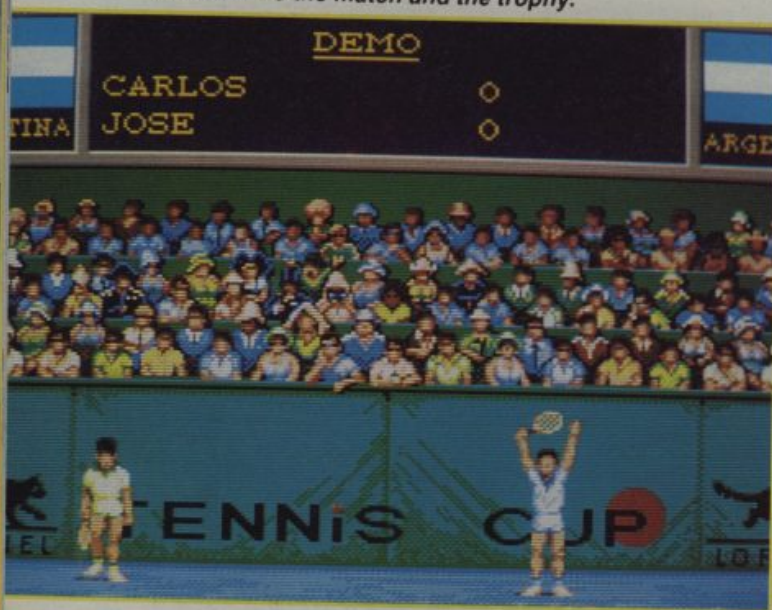
# C+VG HIT!

AMIGA  
£24.99

*Tennis Cup is one of the most innovative and complex simulations of the sport yet seen on 16 bit. The split screen perspective, even though it sometimes feels cramped, conveys the action brilliantly - both players can have the extra realism that 3D offers. Technically, too, the gameplay is accurate: the ball movement and shadows are nicely done, there are some smatterings of speech and the players are well animated. Mastering the wide variety of strokes and services takes a lot of practice, but there are plenty of easy opponents to play against before challenging the real masters. What makes Tennis Cup so outstanding, though, is the presentation - apart from some niggly disk loading times, there's great scope for changing all the parameters from player statistics to the type, length and difficulty of a match. It's a game any tennis fan should get their hands on.*

GORDON  
HOUGHTON

GRAPHICS	78%
SOUND	80%
VALUE	83%
PLAYABILITY	86%
OVERALL	85%





# ESCAPE

## FROM THE PLANET OF THE ROBOT MONSTERS

**ESCAPE – FROM THE WORLD OF BORING VIDEO GAMES!**

Yes! This is the latest, wackiest, most playable shoot-em-up for a very, very long time.

"Lots of beautiful girls have been abducted to Planet X by the evil reptilons. And when I say abducted, I mean.... well, yes – exactly! It's a disgrace! And those evil reptilons are downright.... evil! And that's not all – there's more. Where? Inside of course! Good luck men!"

Bzzz. 'crackle'. hizz. pop: This is Radio S.M.O.G. bringing you the latest update.

"We join our heroes on the surface of Planet X where a rescue mission is in progress. The REPTILONS have enslaved the humans stationed there. They are being forced to create an evil Robot Army destined to DESTROY THE EARTH! Listen out for our next broadcast!"

"THE FATE OF THE WORLD IS IN YOUR HANDS!"

**JAKE**

"DESTROY THE EVIL REPTILONS"

**DUKE**

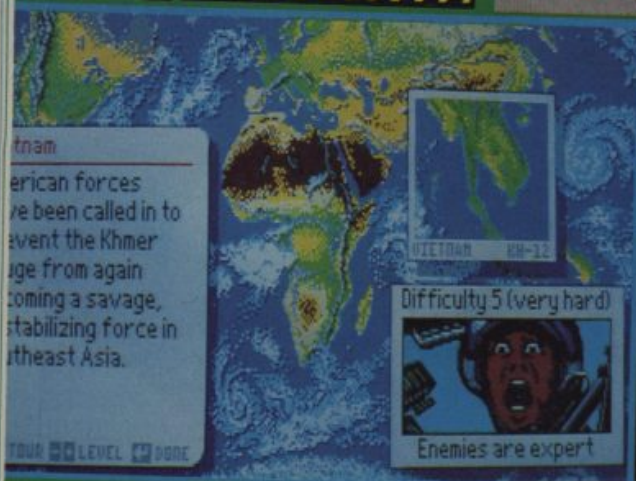
**TENGEN**

*The Name in Coin-Op Conversions*

**DOMARK**

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128  
 Programmed by: Teque Software developments Ltd. 1990 TENGEN INC. All Rights Reserved. Atari Games Corporation  
 Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots





merican forces  
ve been called in to  
event the Khmer  
ge from again  
coming a savage,  
stabilizing force in  
theast Asia.

COULMINE, ACTUALLY, 10 APRIL 1990  
DOCUMENT PREPARED: 10 APRIL 1990  
PREPARED FOR: J02

#### MISSION SUMMARY

A B-2 needs to do another test run, so we'll have to make them look good again. Its new ECM software can't handle frequencies above 32 Mhz, so it's totally defenseless against radar tracking SAMs.

Your job is to fly in ahead of it and take out the two mobile SAM sites in its path. If you don't destroy them, the B-2 will be a sitting duck. Or rather, MORE of a sitting duck.



▲ There are three theatres of war to explore, Vietnam, central Europe and the Middle East, and five skill levels, indicated by the pilot's expression!

▲ Your mission briefing. There is a wide variety of missions, from supply drops and behind-enemy-lines rescues, to flying shotgun for B-2 Stealth Bombers. Boy, these new-fangled fliers can sure be a pain in the butt!

▲ Once you've memorised a key and the runway wh... for takeoff.

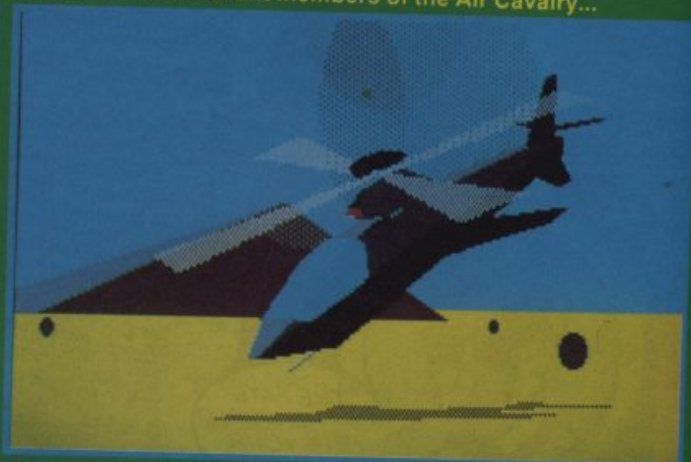
BY ELECTRONIC ARTS

# LHX ATTACK CHOPPER

Have you the security clearance and the courage to fly the LHX Attack Chopper? There's some dangerous work to be done on the world's battlefields, but medals and promotions are the rewards for the most valiant members of the Air Cavalry...

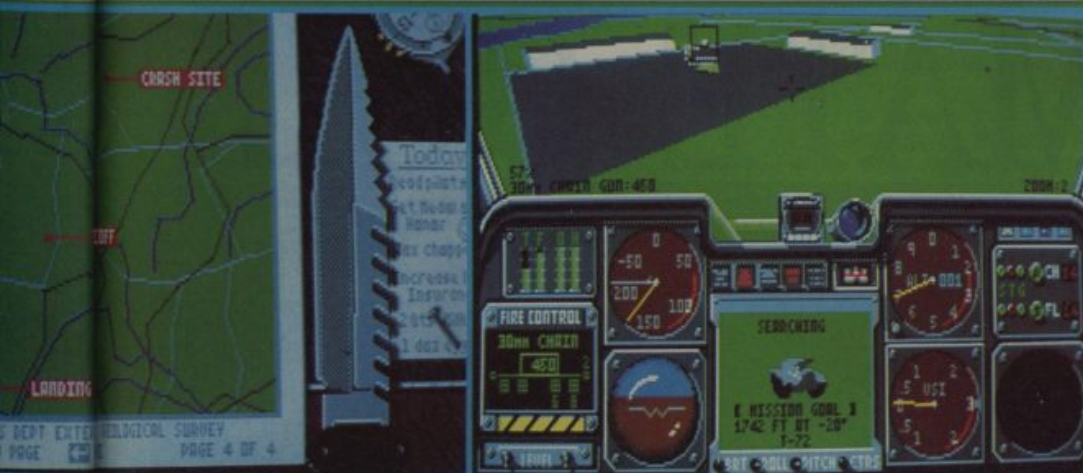


▲ The Bell/Boeing V-22 Osprey Multi-Mission VTOL Aircraft. Though its fuselage resembles that of a transport plane, the Osprey has two huge propellers mounted in rotatable pods which let it take off like a helicopter, then fly like an aeroplane. This gives it a sizeable speed advantage over the other machines, and it's worth getting used to the unusual handling as the Osprey is perfect for making fast getaways after a supply drop.



▲ The LHX (Light Helicopter eXperimental) Scout/Attack Helicopter. Never seen by tax-payers' eyes, this top secret gunship features state-of-the-art avionics and weapons capabilities. It has no vulnerable tail rotor, and instead a ducted fan counteracts the torque generated by the main rotor. Unfortunately, this one got in the way of one heatseeker too many and is about to become several million dollar's worth of scrap metal.





When you've seen your aircraft and armed it, you can customise the mission plan. Once you've done this, the screen zooms right down onto the ground where your chopper is ready and waiting for takeoff.

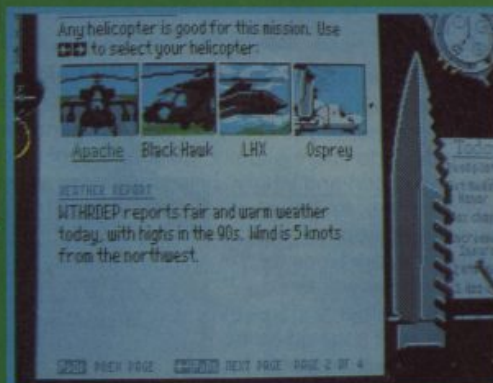
Each helicopter is kitted out with advanced targeting systems to pinpoint the exact position of the enemy and your objective. Here, for example, is a Russian T-72. Better launch a Hellfire before it gets you in its sights!

# BLACK HAWK CHOPPER

## UPDATE

Unfortunately LHX looks like it's going to be a PC-only title for the foreseeable future, but we reckon Electronic Arts would be wise to consider 16 bit conversions.

# C+VG HIT!



For most missions you get the choice of all four helos, but the rescue sorties and supply drops require the cargo bays of the Black Hawk or Osprey.



The 'bird on the ground' is the Sikorsky UH-60A Black Hawk Multi-Role Utility Transport Helicopter. Bigger and slower than the Apache so it's best used in rescue missions, but fully armed, the Black Hawk can still pack a powerful punch when faced with enemy ground forces.



The McDonnell AH-64 Apache Anti-Armour Attack Helicopter. Armed with a pair of Sidewinder air-to-air missiles, some Hellfire air-to-ground rockets and a 30mm chain gun, this makes a formidable opponent in all combat situations.

PC  
£39.95

Simulations of "make-believe" aircraft are rarely as stimulating as games based on the real thing, but LHX Attack Chopper is the exception to the rule, especially as there are also three proper choppers to take to the skies in! The number of warzones is initially disappointing, but when you see the list of scenarios for each one, everything is put into perspective. Each craft has a distinctive flying feel, which means you need to alter your strategy each time you play, and even on the easiest level, the enemy are tough nuts to crack, calling for all your skill and nerve if you want to live to fight another mission. Graphically, LHX is nothing short of outstanding. Each helicopter looks exactly as it should, as do the tanks, choppers and jets, and as well as the usual mountains, bridges, roads and bunkers, the ground detail also extends as far as tents and camels in Libya, men with AK-47s in Vietnam and half-timbered houses in Germany! When you choose a rescue mission, the rescuer even waves his arms in the air to attract your attention! Brilliant though it is, this still isn't the best flight sim available (F15 Strike Eagle II holds that accolade) but it's the best helicopter sim EVER. If you've got a PC, put LHX Attack Chopper right at the top of your games shopping list.

PAUL RAND

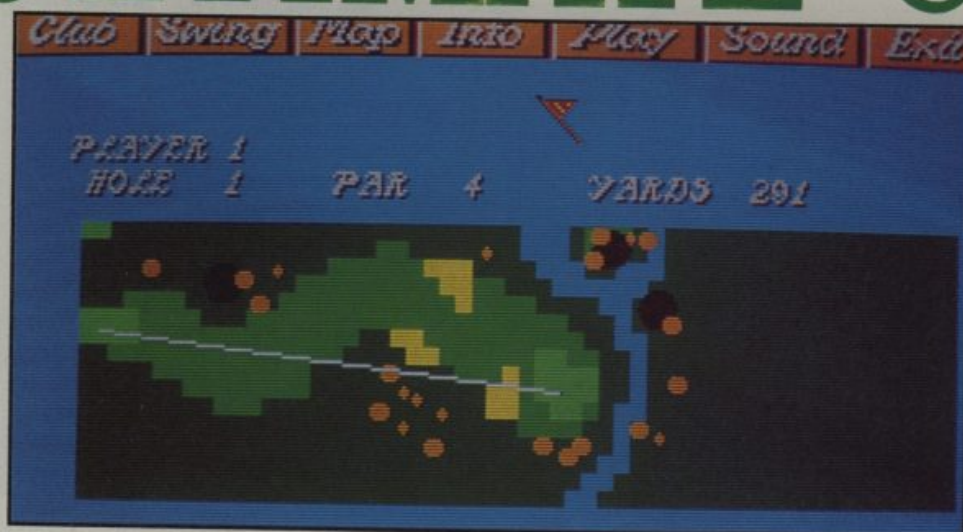
GRAPHICS	97%
SOUND	90%
VALUE	95%
PLAYABILITY	96%
OVERALL	97%



# REVIEW

## ST AMIGA

# ULTIMATE GOLF



### BY GREMLIN GRAPHICS

Gregory John Norman, he of the golden locks and cute 9-iron, has won 58 major tournaments around the world. Last year he accrued \$835,000, bringing his career total to just over \$3,000,000. He's 6'1", dabbles in snooker and has his name plastered all over Gremlin's answer to Leaderboard.

#### ▲ Plan your strategy on the map of the hole.

Ultimate Golf claims to simulate real holes and courses right down to information about vegetation and yearly weather cycles. An introductory menu screen features four basic game types for 1-4 players, allows you to alter the wind, weather and ball effects and load a saved game.

The action is presented in 3D; an info bar reveals all the necessary course details - wind speed, weather condi-

tions, course length, club selected, hole and par numbers, and strokes used

**AMIGA**  
**£24.99**

Virtually the same game as the ST. It needs practice, but it's well worth it.

**OVERALL 81%**

#### ▼ Hone your stroke to perfection here.



### UPDATE

No other versions are planned.

**ST**  
**£24.99**

Ultimate Golf lives up to its title: it's just about the most comprehensive simulation of the sport to date. The easily-accessed menu system allows very subtle alterations to every stroke, and the random wind factor adds an extra edge of judgement and skill. The course viewpoints are very quickly drawn and quite detailed - but dividing the terrain into grid sections gives the game an artificial touch. This isn't the only fault: the caddy (if you use him) has a habit of thinking for too long; and the ball movement, though mostly accurate, occasionally feels awkward, particularly when putting large distances. These are minor drawbacks, though: the game system is unsurpassed in its flexibility - you can change everything from opening the face of the club to the viewpoint - all of which can alter the game significantly. It's not as much fun as Leaderboard, but it's a far more accurate simulation and should appeal to armchair pitch and putt fans looking for something a bit more demanding.

**GORDON HOUGHTON**

GRAPHICS	79%
SOUND	61%
VALUE	77%
PLAYABILITY	84%
<b>OVERALL</b>	<b>81%</b>



## SUPERVISION ELECTRONICS

Europe No 1 Retail –  
Wholesale – Import – Export  
Largest Supplier of all kind of Video Games  
Cartridges and Console for:



Game Machine Repairs:  
**SUPER GRAFX · NINTENDO**

**CORE GRAFX · GAME BOY**

**SEGA MEGA DRIVE · ATARI LYNX**

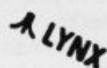


**SEGA MEGA DRIVE**  
(compatible to GENESIS Software)

**HAND HELD GAMES**



**NINTENDO  
GAMEBOY**



Latest design of Joystick: 2 in 1 Joystick  
(combine PC Engine & Megadrive)  
Explorer – 1 Joystick (specialize for Megadrive)

For FAST delivery phone 0602 475151;  
after 6pm 0860 362437; Fax: 0602 475353

Send SAE for latest list, add 70p for current Newsletter  
for Consoles & Games.

13 MANSFIELD ROAD,  
NOTTINGHAM NG1 3FB

## NORTH EASTERN CONSOLES

SEGA MEGADRIVE PAL-SCART with game	£179.95	SEGA 8-BIT CONSOLE	£69.99
PC ENGINE (PAL) with Game	£175.00	SEGA MASTER SYSTEM +	£89.99
PC ENGINE (SCART) with Game	£170.00	ATARI LYNX + Game	£195.00
8 BIT NINTENDO	£89.99	AMIGA A500 BAT PACK	£359.99

**WINNING NO. FOR LAST MONTHS MEGADRIVE 102 MR. HODDS  
THIS MONTH FREE SOFTWARE TO GIVE AWAY.**

### PC ENGINE SOFTWARE

ALIEN CRUSH	£28.95
DUNGEON EXPLORER	£28.95
FINAL LAP TWIN	£28.95
POWER LEAGUE BASEBALL	£28.95
WATARU	£28.95
ROCK ON	£28.95
SHADA	£28.95
CYBERCROSS	£34.95
SHANGHAI	£28.95
ATOMIC ROBOKID	£34.95
SHINOBI	£34.95
HEAVY UNIT	£34.95
VOLFIED	£34.95

### MEGADRIVE SOFTWARE

TATSUJIN	£34.95
GOLDEN AXE	£34.95
US BASKETBALL	£34.95
SUPER SHINOBI	£34.95
GHOULS & GHOSTS	£34.95
LAST BATTLE	£34.95
KUJAKU II	£34.95
CURSE	£34.95
THUNDERFORCE II	£34.95
DARWIN 4081	£34.95
LEYNOS/ASSAULT SUIT	£34.95
NEW ZEALAND STORY	£37.95
AIR DIVER	£38.95
AFTERBURNER II	£38.95
FINAL BLOW	£38.95

MANY MORE TITLES AVAILABLE.  
FULL RANGE OF SOFTWARE & PERIPHERALS  
FOR: AMIGA, IBM, PC, SEGA 8-BIT,  
NINTENDO, ATARI 2600, ETC. ALL ENQUIRIES  
WELCOME. FAST & FRIENDLY SERVICE.  
FOR SOFTWARE PLEASE ADD £1.00 P&P  
AND £5.00 P&P FOR MACHINES.

(MEGADRIVE GAMES COMING SOON) DJ KID,  
GHOSTBUSTERS, SUPER W/BOY 3,  
CRACKDOWN, THUNDERFORCE II,  
MOONWALKER, PHANTASY STAR, SUPER  
MONACO GRAND PRIX.

**MAKE CHEQUES AND PO'S PAYABLE TO:**  
**NORTH EASTERN CONSOLES,**  
HETTON HOUSE,  
11 HARTLEPOOL STREET,  
THORNLEY, DURHAM DH6 3AN  
TEL: 0429 820830

# A GUIDE TO GIRLS!

**HOW DO YOU SCORE AT SNOGGING?**

So do you think you are hot stuff  
when it comes to tongue sarnies?

PHONE - 0898 664 303

**WHO IS YOUR IDEAL GIRL?**

Find out exactly which girl  
is your perfect partner!!

PHONE - 0898 664 301

**HOW TO TELL IF A GIRL FANCIES YOU!**

We know you're just dying to know  
the answer to this one!!

PHONE - 0898 664 302

**HOW DO YOU RATE AT DATING?**

Do you turn your dates ON or OFF?

Find out the answer now!!

PHONE - 0898 664 304



For tips on girls - kissing,  
flirting, chatting up and  
much more crucial stuff...  
**DIAL 0898 664 115**

A Voiceline production. Calls cost 25p (cheap rate) and 38p (at  
all other times) per minute inc. VAT. Voiceline Ltd., P.O. Box 1640,  
London NW1 8NP. You must get your parents permission before you dial.



# REVIEW

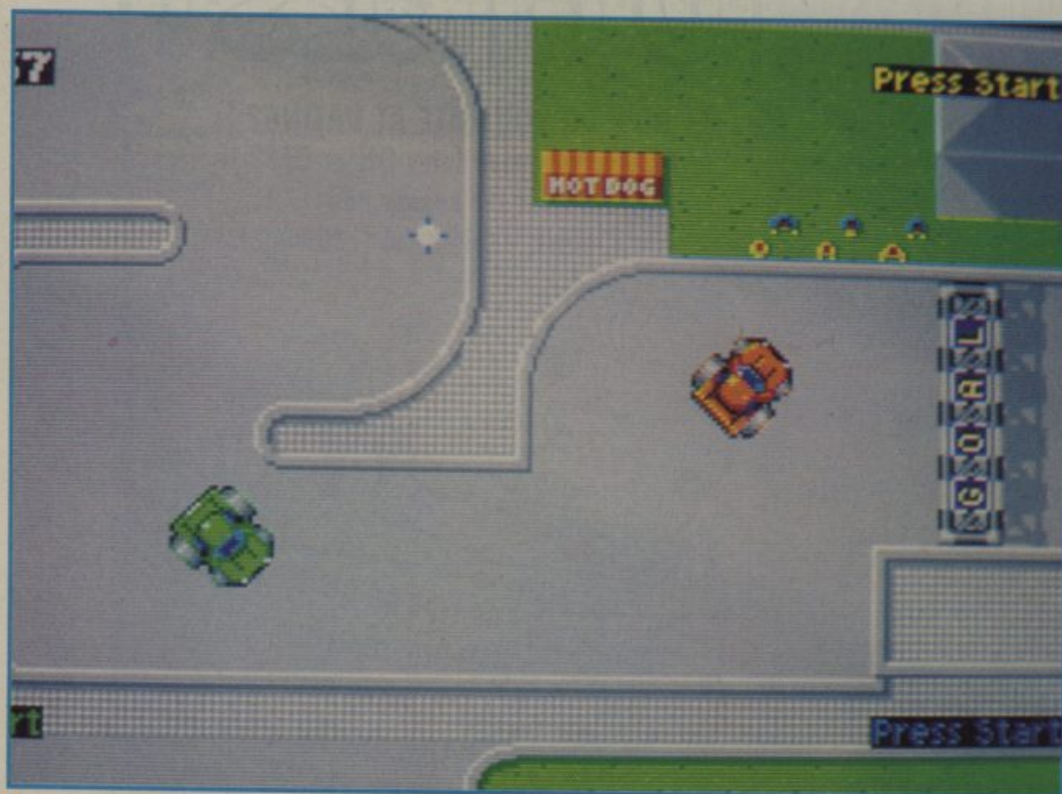
## ▶ AMIGA

# HOT ROD

▼ The cars rev up on the starting grid.



▼ Yay! You won!!



### BY ACTIVISION

This is the life. Ripping up the track, slamming pedal to metal with the sharp tang of burning rubber up your nose. What could be better than zooming around a course in your favourite four-wheeler?

Hot Rod has thirty tracks with differing terrains - just when you've got the hang of tarmac you speed onto rough ground. If you think that's easy, there's also ice, rain, snowdrifts, fatal rock slides and slippery sand. And just for good measure there are

plenty of mad drivers whizzing about who aren't even in the race!

Those nifty enough to take the lead are rewarded with first pickings of extra petrol and points - and what do points make? Money, in this case. No race game would be complete without cash to buy a collection of crucial car customisations - and Hot Rod obliges with bigger engines, tyres, wings (for increased manoeuvrability), and bumpers.

Win the race and you get tons of extra money and points. Run out of petrol and you've had it.

### UPDATE

ST owners with the need for speed will have to fork out 24.99. Boy racers with a Speccy, Amstrad or C64 face a mere 9.99 (cassette) and 14.99 (disk). All versions are out now.

**AMIGA**  
**£24.99**

Hot Rod is a pretty nifty Super Sprint clone, but lacks the polish to make it a great game. Graphically it's nothing special - the cars are basic and the backdrops don't show much imagination; sound, too, is limited to monotonous music and some feeble burms. The real problem is the map design: some of the corners are just too tight to avoid, and if you slip behind the leader or bump into an obstacle it's almost inevitable that you'll lose gas catching up. As a single-player game it's not tops, because most of the computer opponents are thick and you end up having to beat just one. The multi-player mode rescues it from obscurity, though - if you've got a four-player adapter, you get the fun of competing against equals.

**GORDON HOUGHTON**

GRAPHICS	66%
SOUND	60%
VALUE	63%
PLAYABILITY	70%
<b>OVERALL</b>	<b>70%</b>



# THE MIGHTY LEGEND

## Ivanhoe



VENTURE INTO A  
WORLD OF DANGER!



Enter a mediaeval era in a mystical world where Ivanhoe, our chivalrous hero, pursues a perilous quest... a quest from which most mortals would run... an adventure which most men would fear! Strap on your armour, take up your sword and brace yourself to face the magical powers of the most evil of wizards, the plunderous pirates, the most awesome of dragons and a host of hideous 'beings' in this land of legends. Superb animation, by the cartoonist whose brush gave us the Asterix movie, and beautifully executed graphics create a visual impact as yet unseen in the media of interactive entertainment. Ivanhoe - Fight for your life... and legend!



ATARI  
ST

ocean

AMIGA

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



# OKAY TENNIS ACE

## NOW'S YOUR CHANCE TO COMPETE WITH THE BEST.

(IBM OUT NOW! TILT MAGAZINE: 19/20)

Pro Tennis Tour - The Ultimate Tennis Simulation ranks you 64<sup>th</sup> amongst the best tennis players in the world. Set your sights on such championships as the Australian Open, Roland Garros, Wimbledon, and the US Open. Step into center court, tighten your grip and prepare to serve up your best shot - Pro Tennis Tour is about to begin.



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



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



- IBM
- AMIGA
- ATARI ST
- C 64, SPECTRUM AND AMSTRAD AVAILABLE FROM WH SMITH AND BOOTS



# PRO TENNIS TOUR

Blue Byte

THE  
ULTIMATE  
TENNIS  
SIMULATION

## UBI SOFT

Entertainment Software

## UBI SOFT

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



► **AMIGA**

**REVIEW**

# SONIC BOOM

BY ACTIVISION

It's sick bag time again, folks. Time to slip into that cool leather flying jacket, snap on the shades and prove that you and your joystick are masters of the skies.

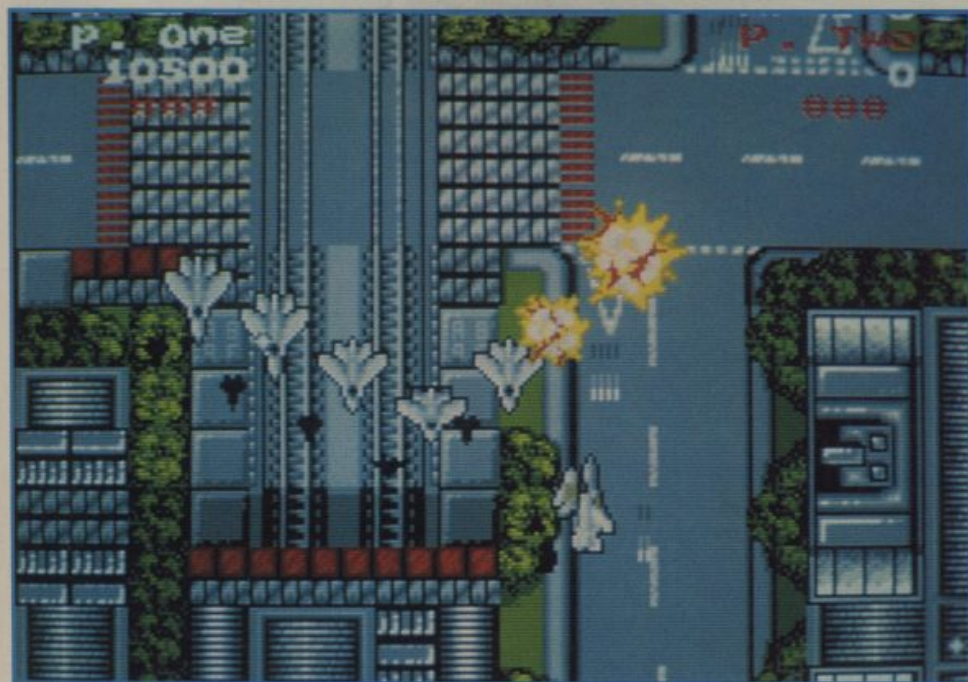
Sonic Boom, the title of the original Sega coin-op, is also the world's most powerful jet fighter - and you drew

the short straw when it came to defending vital military bases from global terrorist attack. Mission instructions are short and sweet; wipe out aerial formations and ground-based oil rigs, pick up parachutes for extra fire power and additional outrider jets.

That's if you can manage to dodge all the bullets and avoid the fireballs the explod-

▲ **Shoot all the red planes for a power up.**

ing rigs leave behind. One or two players can take part and there are six levels, stretching across deserts, cities and seas. At the end of each stage a huge mega-target appears - put out all its gun emplacements and you're well on your way to becoming top gun.



◀ **Level one's carrier is no more!**

## UPDATE

ST (24.99) and 8-bit (9.99, 14.99) versions should be coming out round about now. The gameplay is essentially the same, though on 8 bit there won't be a two-player option.

**AMIGA**  
**£24.99**

There are great shoot 'em ups that would tempt you to trade your granny for, and there are shoot 'em ups you wouldn't even swap a purple tank top for. Sonic Boom comes somewhere in the middle. Technically, it's all fairly competent - the scrolling's smooth, the collision detection's accurate, the graphics are adequate - but what's really missing is some seriously sizzling gameplay. Fast-paced action, innovative weapon improvements and devious alien formations, Sonic Boom just hasn't got. Instead, it's just a plain, old-fashioned and mostly unoriginal blaster which churns out wave after wave of well-defined enemies but still lacks the pazazz that would lift it head and shoulders above the crowd. Weedy bullets, irritatingly droning sound and unspectacular graphics amount to more of a sonic poop than a boom.

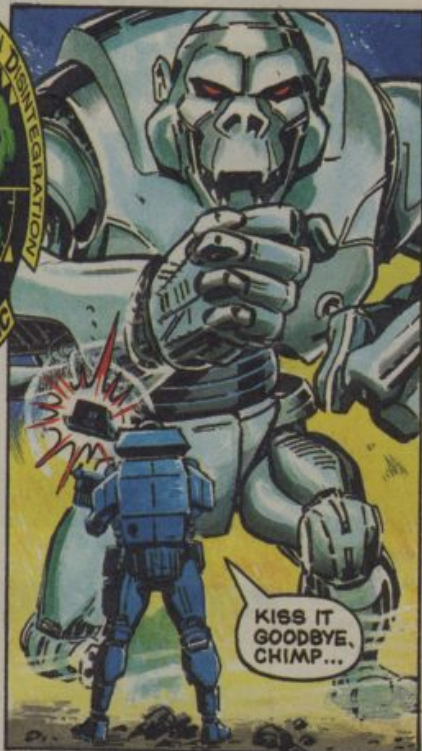
**GORDON HOUGHTON**

<b>GRAPHICS</b>	<b>62%</b>
<b>SOUND</b>	<b>59%</b>
<b>VALUE</b>	<b>46%</b>
<b>PLAYABILITY</b>	<b>50%</b>
<b>OVERALL</b>	<b>53%</b>





# THE COOLERS







CONTINUED...NEXT MONTH!





▲ You need a helmet on the building site.



▲ Good skaters always bring their life jackets.

# SKIDZ

BY GREMLIN

Richard Branson has a lot to answer for. In this game you play a devotee of his urban clean-up campaign, but just to be different you've decided to go about your litter-collecting spree on wheels. Regaled in psychedelic raving gear, choose either a skateboard or a bike (there's not an awful lot of difference as far as gameplay goes) and head off to clean up town.

The highways are strewn

▼ Wonder if they've got an *Out Run* in there.

with bits of paper and bottles, and you have a limited amount of time to ride from west to east, collecting up at least 75% of the litter and dumping it in dustbins.

Accompanying the rubbish on the roads are some more environmentally-friendly objects which aid your mission. Clocks give you extra time, fruit boosts your energy level, toolkits fix any damage you may have incurred by crashing or riding over broken bottles, and coins let you buy

extra equipment (helmets, puncture repair kits, water bottles, etc) in the shop which appears between levels.

Certain pick-ups are stashed in such awkward positions that you'll need to use all your trick cycling/skating skills to leap over obstacles. Score bonus points while you're in the air by performing wacky stunts, but get it wrong and you could come a cropper and lose energy.

If you get bored of the rubbish collection, you can enter a race around the local skate park. It's jam-packed with obstacles, though, so you must master jumping techniques just to stand a chance of winning the practice race!

### UPDATE

Apologies 8 bit owners, this one's ST and Amiga only, at least for the foreseeable future.



ST  
£19.99

Gameplaywise, the ST version of *Skids* is the same as the Amiga version, the only differences being in the graphics (no overscan scrolling) and the sound (no samples in the music). Still good fun though, especially if skating or cycling is your bag.

OVERALL 78%

AMIGA  
£19.99

Difficult gameplay seems to be a hallmark of Core's games (*Rick Dangerous*, *Impossamole*, *Switchblade*, *Action Fighter*, etc) and while *Skids* is one of their easier productions, it's still quite tough to play. The major difficulty is down to the controls. Steering is fine, but you have to press fire continuously to keep your speed up, and once at top speed a further press makes you jump, so if you don't keep a constant eye on the speedo at the bottom of the screen you end up jumping when you're facing a wall, or riding straight into a tyre when you wanted to leap over it. Coping with that demands heaps of frustration and practice but once you've got into the rhythm of pedalling/kicking, the game is pretty good fun. The graphics are excellent on the Amiga (the game uses a full-screen display), and the soundtrack is a decent groove with plenty of sampled sound. If you're a skater or a mountain biker, give *Skids* a whirl.

PAUL GLANCEY

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



# HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER

ALDERWOOD CENTRE,  
SEDGLEY, DUDLEY,  
W. MIDLANDS, DY3 3QY  
(TEL: 0902-313600/880971)

**SAME DAY  
DESPATCH**

TITLE	Spec	Spec	C-64	C-64	Amstr	Amstr	16 BIT	ST	AMIGA	IBM
100% Dynamite	11.94	11.94	11.94	11.94	11.94	11.94	688 Attack Sub	17.90	17.90	22.99
After the War	7.44	11.94	7.44	11.94	7.44	11.94	Accolade All Time Faves	19.90	19.90	21.99
Air Battle	7.44	11.94	7.44	11.94	7.44	11.94	Altered Beast	14.90	17.95	17.95
Archie	7.44	11.94	7.44	11.94	7.44	11.94	Altered Beast (Data)	17.90	17.95	17.95
Archie Ranger	7.44	11.94	7.44	11.94	7.44	11.94	Armadillo	21.90	21.90	22.99
Archie's Revenge	7.44	11.94	7.44	11.94	7.44	11.94	Battle of Britain - Finest Hour	17.90	17.95	18.99
Archie's Revenge (Data)	7.44	11.94	7.44	11.94	7.44	11.94	Batman: The Movie	14.90	15.95	16.95
Australian Rules Football	7.44	11.94	7.44	11.94	7.44	11.94	Black Tiger	14.90	17.95	17.95
Batman: The Movie	7.44	11.94	7.44	11.94	7.44	11.94	Black Warrior	17.90	17.95	17.95
Beach Volley	7.44	11.94	7.44	11.94	7.44	11.94	Bloodbush	17.90	17.95	17.95
Beylax	7.44	11.94	7.44	11.94	7.44	11.94	Bloodbush Data	11.45	11.45	11.45
Black Legion	7.44	11.94	7.44	11.94	7.44	11.94	Bomb (Fighter)	21.90	21.95	28.99
Black Legion (Data)	7.44	11.94	7.44	11.94	7.44	11.94	Boxing Manager (W/Champ)	13.90	13.95	13.95
Black Legion (Data)	7.44	11.94	7.44	11.94	7.44	11.94	Castle Master	17.90	17.95	22.99
Bomb (Fighter)	7.44	11.94	7.44	11.94	7.44	11.94	Chase Stripes Back	14.90	17.95	17.95
Boxing Manager (W/Champ)	7.44	11.94	7.44	11.94	7.44	11.94	Chrono Quest II	21.90	21.95	21.95
Cal	7.44	11.94	7.44	11.94	7.44	11.94	Clockwork	17.90	17.95	18.99
Castle Master	7.44	11.94	7.44	11.94	7.44	11.94	Conqueror	16.90	16.95	17.99
Chase Stripes Back	7.44	11.94	7.44	11.94	7.44	11.94	Crackdown	14.90	17.95	17.95
Chrono Quest II	7.44	11.94	7.44	11.94	7.44	11.94	Cyberball	14.90	14.95	18.99
Clockwork	7.44	11.94	7.44	11.94	7.44	11.94	Dan Dare 3	13.90	13.95	13.95
Conqueror	7.44	11.94	7.44	11.94	7.44	11.94	Defenders of the Earth	16.90	16.95	18.99
Crackdown	7.44	11.94	7.44	11.94	7.44	11.94	Demolition	21.90	21.95	21.99
Cyberball	7.44	11.94	7.44	11.94	7.44	11.94	Dragon (Test Drive-2)	16.90	16.95	17.99
Dan Dare 3	7.44	11.94	7.44	11.94	7.44	11.94	Dynasty Dux	14.90	17.95	17.95
Defenders of the Earth	7.44	11.94	7.44	11.94	7.44	11.94	Edin One Coll	17.90	17.95	17.95
Demolition	7.44	11.94	7.44	11.94	7.44	11.94	Esc Planer of Robot Monsters	14.90	14.95	18.99
Dragon (Test Drive-2)	7.44	11.94	7.44	11.94	7.44	11.94	European Superleague	13.90	13.95	17.99
Dynasty Dux	7.44	11.94	7.44	11.94	7.44	11.94	F-16 Combat Pilot	16.90	16.95	17.99
Edin One Coll	7.44	11.94	7.44	11.94	7.44	11.94	F-29 Retaliator	20.90	20.95	26.99
Esc Planer of Robot Monsters	7.44	11.94	7.44	11.94	7.44	11.94	F-19 Stealth Fighter	17.90	17.95	27.99
European Superleague	7.44	11.94	7.44	11.94	7.44	11.94	Falcon F-16	14.90	14.95	18.99
F-16 Combat Pilot	7.44	11.94	7.44	11.94	7.44	11.94	Ferrari Formula 1	21.90	21.95	21.99
F-29 Retaliator	7.44	11.94	7.44	11.94	7.44	11.94	Ferrari Formula 1 (Data)	17.90	17.95	17.95
F-19 Stealth Fighter	7.44	11.94	7.44	11.94	7.44	11.94	Fimbo's Quest	17.90	17.95	14.99
Falcon F-16	7.44	11.94	7.44	11.94	7.44	11.94	Football Mgr-2. Gift Pack	13.90	13.95	14.99
Ferrari Formula 1	7.44	11.94	7.44	11.94	7.44	11.94	Football Mgr-World Cup Ed	14.90	14.95	15.99
Ferrari Formula 1 (Data)	7.44	11.94	7.44	11.94	7.44	11.94	Football of Year-2	14.90	14.95	15.99
Fimbo's Quest	7.44	11.94	7.44	11.94	7.44	11.94	Forgotten Worlds	17.90	17.95	17.99
Football Mgr-2. Gift Pack	7.44	11.94	7.44	11.94	7.44	11.94	Full Metal Planet	14.90	14.95	17.99
Football Mgr-World Cup Ed	7.44	11.94	7.44	11.94	7.44	11.94	Fun School 2 (state age)	14.90	14.95	17.99
Football of Year-2	7.44	11.94	7.44	11.94	7.44	11.94	Fun School 3	17.90	17.95	17.99
Forgotten Worlds	7.44	11.94	7.44	11.94	7.44	11.94	Gazza's Super Soccer	16.90	16.95	22.99
Full Metal Planet	7.44	11.94	7.44	11.94	7.44	11.94	Ghosts & Ghouls	13.90	13.95	13.95
Fun School 2 (state age)	7.44	11.94	7.44	11.94	7.44	11.94	Grand National	17.90	17.95	17.95
Fun School 3	7.44	11.94	7.44	11.94	7.44	11.94	Gravitar	17.90	17.95	18.99
Gazza's Super Soccer	7.44	11.94	7.44	11.94	7.44	11.94	Hammerfist	17.90	17.95	18.99
Ghosts & Ghouls	7.44	11.94	7.44	11.94	7.44	11.94	Hard Driving	14.90	14.95	18.99
Grand National	7.44	11.94	7.44	11.94	7.44	11.94	Heavy Metal	17.90	17.95	17.95
Gravitar	7.44	11.94	7.44	11.94	7.44	11.94	Hot Rod	17.90	17.95	22.99
Hammerfist	7.44	11.94	7.44	11.94	7.44	11.94	James & L. Crus (Adv)	14.90	14.95	17.99
Hard Driving	7.44	11.94	7.44	11.94	7.44	11.94	Impossible	17.90	17.95	17.99
Heavy Metal	7.44	11.94	7.44	11.94	7.44	11.94	Inter Soccer Challenge	16.90	16.95	17.99
Hot Rod	7.44	11.94	7.44	11.94	7.44	11.94	Italy 1990	17.90	17.95	22.99
James & L. Crus (Adv)	7.44	11.94	7.44	11.94	7.44	11.94	It Came From the Desert	21.90	21.95	22.99
Impossible	7.44	11.94	7.44	11.94	7.44	11.94	Jack Nicklaus Golf	14.90	14.95	18.99
Inter Soccer Challenge	7.44	11.94	7.44	11.94	7.44	11.94	Kick Off	13.90	13.95	17.99
Italy 1990	7.44	11.94	7.44	11.94	7.44	11.94	Kick Off Extra Time	6.90	6.95	17.99
It Came From the Desert	7.44	11.94	7.44	11.94	7.44	11.94	Kick Off 2	13.90	13.95	17.99
Jack Nicklaus Golf	7.44	11.94	7.44	11.94	7.44	11.94	Kid Gloves	14.90	14.95	18.99
Kick Off	7.44	11.94	7.44	11.94	7.44	11.94	Klax	21.90	21.95	22.99
Kick Off Extra Time	7.44	11.94	7.44	11.94	7.44	11.94	Knight's of Crystal	17.90	17.95	17.95
Kick Off 2	7.44	11.94	7.44	11.94	7.44	11.94	Leisure Soft Larry-2	13.90	13.95	14.99
Kid Gloves	7.44	11.94	7.44	11.94	7.44	11.94	Lost Patrol	14.90	14.95	17.99
Klax	7.44	11.94	7.44	11.94	7.44	11.94	Magnum 4 Collection	21.90	21.95	17.99
Knight's of Crystal	7.44	11.94	7.44	11.94	7.44	11.94	Manchester Utd FC	13.95	13.95	19.95
Leisure Soft Larry-2	7.44	11.94	7.44	11.94	7.44	11.94	Mid-Winter	19.90	19.95	19.95
Lost Patrol	7.44	11.94	7.44	11.94	7.44	11.94	New Zealand Story	14.90	17.95	17.95
Magnum 4 Collection	7.44	11.94	7.44	11.94	7.44	11.94	Ninja Spirit	17.90	17.95	14.95
Manchester Utd FC	7.44	11.94	7.44	11.94	7.44	11.94	Ninja Warriors	16.90	16.95	16.95
Mid-Winter	7.44	11.94	7.44	11.94	7.44	11.94	Official England F'ball	14.90	14.95	17.99
New Zealand Story	7.44	11.94	7.44	11.94	7.44	11.94	Operation Thunderbolt	17.90	17.95	17.95
Ninja Spirit	7.44	11.94	7.44	11.94	7.44	11.94	P-47 Thunderbolt	16.90	16.95	18.99
Ninja Warriors	7.44	11.94	7.44	11.94	7.44	11.94	Persian Gulf Inferno	14.90	14.95	18.99
Official England F'ball	7.44	11.94	7.44	11.94	7.44	11.94	Pipe Mania	17.90	17.95	17.95
Operation Thunderbolt	7.44	11.94	7.44	11.94	7.44	11.94	Player Manager	13.90	13.95	18.99
P-47 Thunderbolt	7.44	11.94	7.44	11.94	7.44	11.94	Populous	17.90	17.95	17.95
Persian Gulf Inferno	7.44	11.94	7.44	11.94	7.44	11.94	Powerboat	16.95	16.95	17.99
Pipe Mania	7.44	11.94	7.44	11.94	7.44	11.94	Power Drift	17.90	17.95	18.99
Player Manager	7.44	11.94	7.44	11.94	7.44	11.94	Pro Tennis Tour	17.90	17.95	15.99
Populous	7.44	11.94	7.44	11.94	7.44	11.94	Quarterback	14.90	14.95	15.99
Powerboat	7.44	11.94	7.44	11.94	7.44	11.94	Rainbow Islands	14.90	14.95	17.99
Power Drift	7.44	11.94	7.44	11.94	7.44	11.94	Rainbow Islands	14.90	14.95	17.99
Pro Tennis Tour	7.44	11.94	7.44	11.94	7.44	11.94	Rampage	16.90	16.95	21.99
Quarterback	7.44	11.94	7.44	11.94	7.44	11.94	Rock n' Roll	13.90	13.95	14.99
Rainbow Islands	7.44	11.94	7.44	11.94	7.44	11.94	Scage Ghost	13.90	13.95	17.99
Rainbow Islands	7.44	11.94	7.44	11.94	7.44	11.94	Shadow of the Beast	25.90	25.95	25.95
Rampage	7.44	11.94	7.44	11.94	7.44	11.94	Shadow Warriors	17.90	17.95	18.99
Rock n' Roll	7.44	11.94	7.44	11.94	7.44	11.94	Sim City	19.90	19.95	20.99
Scage Ghost	7.44	11.94	7.44	11.94	7.44	11.94	Sly Spy-Secret Agent	14.90	17.95	17.95
Shadow of the Beast	7.44	11.94	7.44	11.94	7.44	11.94	Spac Rigger	17.90	17.95	20.90
Shadow Warriors	7.44	11.94	7.44	11.94	7.44	11.94	Speedball 2	14.90	14.95	18.99
Sim City	7.44	11.94	7.44	11.94	7.44	11.94	Star Flight	17.90	17.95	18.99
Sly Spy-Secret Agent	7.44	11.94	7.44	11.94	7.44	11.94	Strider	14.90	14.95	17.99
Spac Rigger	7.44	11.94	7.44	11.94	7.44	11.94	Stunt Car Racer	16.90	16.95	17.99
Speedball 2	7.44	11.94	7.44	11.94	7.44	11.94	Super Cars (Gremlin)	13.90	13.95	17.99
Star Flight	7.44	11.94	7.44	11.94	7.44	11.94	Super Wonderboy	14.90	14.95	17.99
Strider	7.44	11.94	7.44	11.94	7.44	11.94	Time	21.90	21.95	21.95
Stunt Car Racer	7.44	11.94	7.44	11.94	7.44	11.94	Tower of Babel	16.90	16.95	22.99
Super Cars (Gremlin)	7.44	11.94	7.44	11.94	7.44	11.94	Trail Volume 3	21.90	21.95	22.99
Super Wonderboy	7.44	11.94	7.44	11.94	7.44	11.94	Turbo Outrun	12.90	16.95	17.99
Time	7.44	11.94	7.44	11.94	7.44	11.94	Turrican	13.90	13.95	22.99
Tower of Babel	7.44	11.94	7.44	11.94	7.44	11.94	TV Sports Football	17.90	17.95	18.99
Trail Volume 3	7.44	11.94	7.44	11.94	7.44	11.94	Ultimate Golf (Greg Norman)	17.90	17.95	17.95
Turbo Outrun	7.44	11.94	7.44	11.94	7.44	11.94	Unishobles	14.90	14.95	22.99
Turrican	7.44	11.94	7.44	11.94	7.44	11.94	Wayward	17.90	17.95	17.95
TV Sports Football	7.44	11.94	7.44	11.94	7.44	11.94	Wayward	17.90	17.95	17.95
Ultimate Golf (Greg Norman)	7.44	11.94	7.44	11.94	7.44	11.94	Wayward	17.90	17.95	17.95
Unishobles	7.44	11.94	7.44	11.94	7.44	11.94	Wayward	17.90	17.95	17.95
Wayward	7.44	11.94	7.4							





# CRUDE BUSTERS



The weirdly-named Crude Busters is one of the best beat 'em ups I've seen in years.

The graphics are completely superb - the big 'n' beefy hero trogs through the graffiti-sprayed ruins of a city and fights all manner of equally muscle-bound baddies. Combat is brilliant - not only are there a wide variety of moves available like kicks and punches, but you can also pick up any

objects that are lying around such as bins and throw them at the enemies. Best of all, if you get into the right position, you can even pick up a baddie and use him as a weapon by throwing him at his mates!

Crude Busters is excellent - get down the arcades and play it as soon as you can. And make sure you have lots of change when you do!

JULIAN RIGNALL

GRAPHICS	95%
SOUND	90%
VALUE	90%
PLAYABILITY	96%
OVERALL	95%





Very much in the Ikari Warriors/Calibre 50 mould is Mercs, a shoot 'em up which casts one, two or three players as soldiers of fortune on a long vertically scrolling mission to decimate a vast enemy force.

Each fighter has an energy bar which gets worn down as he gets hit - but fortunately each can give as good as he gets, with a variety of pick-up weapons, including bazookas, flame throwers and missile launchers!

Mercs is an enjoyable blast 'em up which looks great (the background graphics are gorgeous) and plays brilliantly. If you're an

# MERCS

Ikari Warriors fan, grab a handful of ten pears and get blasting - you'll love it!

**JULIAN RIGNALL**

GRAPHICS	92%
SOUND	90%
VALUE	86%
PLAYABILITY	91%
<b>OVERALL</b>	<b>90%</b>



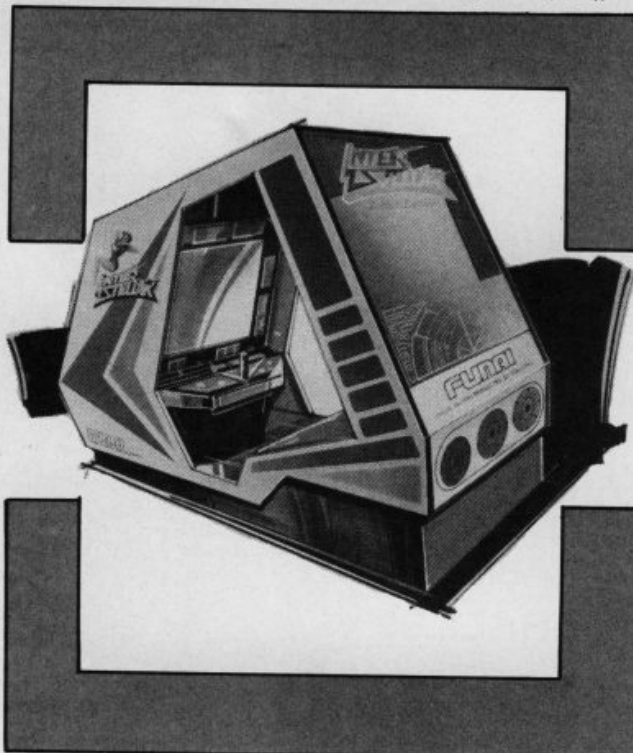


## ► ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, where arcade heroes get to display their record scores. If you're a top scorer, why not send in your achievements and get them up in lights - and earn yourself instant fame and fortune into the bargain! The address is C+VG ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

**1942**  
16,220,960 Daniel Ellis (DAN), Bath, Avon  
**AFTERBURNER**  
30,211,000 David McCartney, Falkirk, Scotland  
**ALIEN SYNDROME**  
1,079,050 Chris Eldred (ELF), Grantham, Lincs  
**ARCH RIVALS**  
98-42 D Navin (NAV), Morecambe, Lancs  
**ARKANOID**  
1,478,760 Stewart Bell, Macclesfield, Cheshire  
**ASSAULT**  
335,550 Martin Deem, Portsmouth  
**ATOMIC ROBOKID**  
14,101,430 Symon Brown, London  
**BATTLE RANGERS**  
199,980 Wilson Lau, King's Lynn, Norfolk  
**BIG RUN**  
598,300 Graham Shaw (WIL), Loughton, Essex  
**BLASTERIDS**  
2,539,740 EGG, Portsmouth  
**BOMB JACK**  
45,672,800 Gary Harrod, Poole  
**CABAL**  
5,600,760 P Kollas, Greece  
**CAL 50**  
475,000 Alex Ware, Sheffield  
**CHASE HQ**  
19,279,300 Paul Bristow, Erith, Kent  
**CHELNOV**  
345,700 Martin Deem, Portsmouth  
**CRACKDOWN**  
570,880 Firoz Rawat, Manchester  
**CRIMEFIGHTERS**  
225 Jermaine Allen, London  
**CYBERBALL**  
72-0 Nick McKay (NIK) Broomhill Glasgow  
**DARIUS**  
4,293,600 Keith Bradley, Blackburn, Lancs  
**DEMON WORLD**  
1,501,500 Martin Deem, Portsmouth  
**DOUBLE DRAGON**  
1,010,750 Duncan McNally, Bolton, Gtr Manchester  
**DOUBLE DRAGON II**  
891,000 David McCartney, Falkirk, Scotland  
**DRAGON BREED**  
1,117,900 Chris Eldred (ELF), Grantham, Lincs  
**DRAGON SPIRIT**  
994,375 Jamie Morse (JIM), Weston-Super-Mare  
**DYNAMITE DUKE**  
1,897,700 David McCartney, Falkirk, Scotland  
**DYNASTY WARS**  
1,010,700 Peter Amor, Clevedon, Avon  
**FINAL BLOW**  
1,364,220 Peter Amor, Clevedon, Avon  
**FINAL ROUND**  
11,945,600 Tim Walker, Brighton  
**FLYING SHARK**  
3,295,300 David McCartney, Falkirk, Scotland  
**FORGOTTEN WORLDS**  
7,819,710 David McCartney, Falkirk, Scotland  
**GALAGA 88**  
1,678,070 Chris Ford (CAF), Lancashire, W Sussex  
**GALAXY FORCE**  
2,253,070 Tony Schratl, Reading, Berks

**GANG WARS**  
150,500 Haq Nawaz, Birmingham  
**GEMINI WINGS**  
1,108,640 Martin Deem, Portsmouth  
**GHOSTS 'N' GOBLINS**  
7,554,700 Simon Lennok, N Ireland  
**GHOULS 'N' GHOSTS**  
106,300 Steve Milne, Bournemouth, Dorset  
**GOLDEN AXE**  
285.0 Carl Wakefield (CAW), Morecambe, Lancs  
**HANG-ON**  
49,658,320 Martin Deem (MJD), Portsmouth



**HAUNTED CASTLE**  
368,220 Gavin Davis, Swansea  
**HELLFIRE**  
327,000 Julian Rignall (JAZ), Southend  
**HOT CHASE**  
270,540 Alex Ware (AKW), Sheffield  
**IKARI WARRIORS**  
1,412,300 Graham Shaw, Loughton, Essex  
**KING OF BOXER**  
487,000 Michael Pearson (MP), Staiths, Cleveland  
**KLAX**  
890,600 Julian Rignall (JAZ), C+VG  
**LEGEND HERO TONMA**  
209,890 Chris Ford, Lancing  
**LINE OF FIRE**  
1,875,100 Grahame Ellis (GRA), Writtle  
**MAIN EVENT**  
5,486,800 Tim Walker, Brighton  
**MIDNIGHT RESISTANCE**  
1,569,100 J P Hicks, Cleethorpes, S Humberside

**NARC**  
5,990,100 Thomas Matthews (TMC), Eastbourne, E Sussex  
**NEMESIS**  
1,376,400 Mario Kyriacou, Canterbury, Kent  
**NEW ZEALAND STORY**  
3,500,000 Martin Deem, Portsmouth  
**NINJA WARRIORS**  
238,100 TOD, Ballymena, Antrim  
**OPERATION THUNDERBOLT**  
1,300,650 Ryan Humphries, Durkar, Wakefield  
**OPERATION WOLF**  
5,340,120 P Kollas, Greece  
**ORDYNE**  
471,840 Alex Ware, Sheffield  
**OUTRUN**  
56,024,110 Peter Amor, Clevedon, Avon  
**OUTRUN TURBO**  
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex  
**PACLAND**  
4,936,910 Martin Deem, Portsmouth  
**PANG**  
1,068,300 Carl Wakefield, Morecambe, Lancs  
**P-47**  
3,700,080 Paul Bristow, Erith, Kent  
**POW**  
243,880 Anthony Wilson (ACE),

**SAINT DRAGON**  
940,370 Colin McWhirter, Ballymena, N Ireland  
**SDI**  
6,769,280 Graham Shaw (WIL), Loughton, Essex  
**SECRET AGENT**  
675,300 Adam Davidson, Manchester  
**SHADOW WARRIORS**  
203,900 Gary Harrod, Poole, Dorset  
**SHINOBI**  
665,980 Andrew Rose (ROZ), Wakefield, W Yorks  
**SIDE ARMS**  
1,846,800 Graham Shaw, Loughton, Essex  
**SILKWORM**  
9,836,600 Jason Oodit, Ashbourne, Derbyshire  
**SKY ADVENTURES**  
8,111 Panayotis Kollas, Greece  
**SKY SOLDIERS**  
2,379,760 Gary Harrod (GJH), Portsmouth  
**SPLATTERHOUSE**  
424,500 Daniel Ellis (DAN), Bath, Avon  
**STRIDER**  
392,220 Anthony Wilson (ACE), Scunthorpe, S Humberside  
**STUN RUNNER**  
1,019,100 Julian Rignall, C+VG  
**SUPER CONTRA**  
12,858,900 Gavin Davis, Swansea  
**SUPER HANG-ON**  
BEG: 29,874,670 Martin Deem, Portsmouth  
JUN: 38,911,000 Martin Deem, Portsmouth  
SEN: 51,000,000 Martin Deem, Portsmouth  
EXP: 24,090,220 Martin Deem, Portsmouth  
**SUPER MONACO GP**  
4372 Christer Bjorkman, Finland  
**SUPERMAN**  
5,261,700 Graham Shaw (WIL), Loughton, Essex  
**TEENAGE MUTANT NINJA TURTLES**  
4,862 Dean Navin (NAV), Morecambe, Lancs  
**TERRA FORCE**  
999,900 Panayotis Kollas, Greece  
**TETRIS**  
186,320 Jeff Purnell (JEF), Clevedon, Avon  
**TIGER ROAD**  
1,740,000 Firoz Rawat, Manchester  
**THUNDERCROSS**  
30,433,020 Scott Redshaw (RED), Sheffield, Yorks  
**TOOBIN**  
18,798,164 Alex Ware, Sheffield  
**TRUXTON**  
2,005,280 Mitch J Slater (SUN), Croydon  
**TWIN COBRA**  
5,440,247 P Kollas, Greece  
**UN SQUADRON**  
1,333,810 Gary Harrod, Poole  
**VINDICATORS**  
1,467,400 Hwo Li Lam (DRY), Leicester  
**VIOLENCE FIGHT**  
12,062,160 Neil Rendall, Wallsend, Tyne & Wear  
**VULCAN VENTURE**  
945,650 Colin McWhirter, Ballymena, N Ireland  
**WARDNER**  
17,835,450 Richard Payne, Olbury  
**WONDERBOY III**  
748,520 Panayotis Kollas, Greece  
**WORLD CUP SOCCER**  
VS BRAZIL: 3-1 Ryan Humphries, Durkar, Wakefield  
VS ITALY: 2-1 Ryan Humphries, Durkar, Wakefield  
VS ARGENTINA: 2-0 Ryan Humphries, Durkar, Wakefield  
VS FRANCE: 1-2 Ryan Humphries, Durkar, Wakefield  
**WILLOW**  
1,430,600 Gary Harrod, Poole  
**WINNING RUN**  
2:08:00 Julian Rignall, Southend  
**X-MULTIPLY**  
94,085 Alex Ware (AJW), Sheffield



adidas



# CHAMPIONSHIP FOOTBALL

Natural and responsive player movement and with the most simple of one-touch joystick control ensures

## EXCITING and AUTHENTIC

**SOCCER ACTION,**  
Realistic close-ball control, computer aided team control and the micro's constant

**"flow of play"**

monitoring all add up to make this the easiest yet most rewarding soccer game ever devised for the home computer.

## TAKE ON THE WORLD!

choose your opponents from the 24 World Championship teams - each have their own styles, strengths... and idiosyncrasies! You will delight at the on-screen action, realistically flowing animation,

**automatic team response**

and the easy to follow icon-generated action choices. This game is

**the choice of all football players,**

those who love playing the game instead of wrestling with the joystick... in Adidas

Championship Football

**YOU MAKE THE PLAY!**

AMSTRAD  
SPECTRUM  
COMMODORE  
ATARI ST  
CBM AMIGA

**ocean**

Ocean Software Limited • 6 Central Street • Manchester • M2 5NS  
Telephone: 061 682 6636 • Fax: 061 684 0350



SEGA

# MEAN MACHINES

# CHASE

▼ The bulletin from Nancy at HQ.



▼ Avoid the barriers or you'll lose speed!



BY SEGA

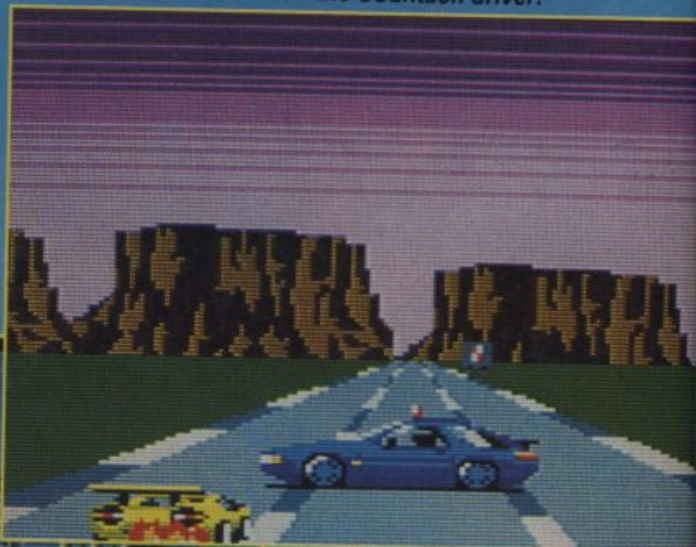
It's here at last! The official Sega conversion of Chase HQ, Taito's brilliant crash 'n' burn police chase coin-op.

The object is simple: a group of villains are escaping the city in various fast sports cars and you've got to chase

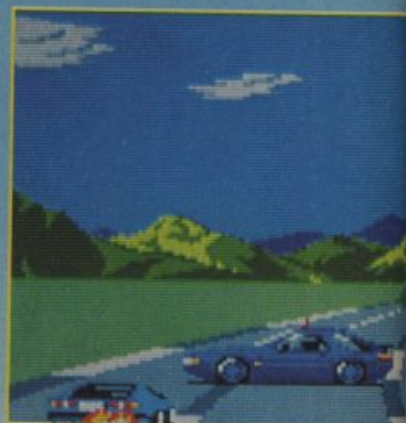
after them in your well cool black Porsche and smash them off the road before they reach the safety of the State Line.

The action is played against the clock - first of all you have to catch up with the villain, and once he's in your sights extra time is added

▼ Time to slap the cuffs on the Countach driver!



▼ Ha! That stopped him!





# CHASE HQ

and the fun really starts. What you've got to do is repeatedly smash into him and damage his car enough to force him off the road. A damage meter at the side of the screen shows how much of a demolition job you're doing - fill it up completely and the crook is forced to give up.

However, failure to do that before the timer expires results in the villain escaping and the end of the game...

When you've finally smashed the felon off the highway and arrested him, it's off to chase after the next baddie - and he's escaping in an even faster car!



▲ Catch the Countach in mission two.

▼ One more bump should do it!



## SEGA £29.95

First impressions of Chase HQ aren't very good. The title screen and introductory sequence look great, but aren't matched by the in-game graphics - the main car sprite is a bit squashed and there are hardly any roadside obstacles. However, once you start playing, the negative feeling goes out of the window - the fast and addictive action of the game itself more than makes up for the graphical deficiencies. The initial burn up the highway to catch up with the villain is tricky enough, but once he's in your sights the action really hots up and you have to drive like a loony if you're going to smash him off the road! And it's very satisfying when you do. If you're a fan of the coin-op, or just want to experience the fastest and most enjoyable road rippin' action yet seen on the Sega, chase after this and grab it before it escapes.

**JULIAN RIGNALL**

GRAPHICS	81%
SOUND	41%
VALUE	82%
PLAYABILITY	87%
<b>OVERALL</b>	<b>83%</b>



SEGA

# MEAW MACHINES

Calling all light gun commanders! An aeroplane has been hijacked and flown to the Middle East and the passengers are being held hostage. We need one crack soldier to infiltrate the country involved, fight his way to the plane, kill the hijackers and fly it to freedom. Can you do it? Well, grab your light gun and let's see...

The action is split into six different horizontally scrolling levels, starting from a prison camp. Enemy soldiers, armoured cars and helicopters pop up from all angles, and you've got to blast them with carefully-aimed shots before they fire back - if they do your

BY SEGA

# OPERATION

energy bar is worn down towards a fatal zero.

Go through the prison camp and you move onto the village, then the communica-

tion centre, jungle, ammo dump and finally the airport, where all hell breaks loose and the enemy throw everything and everybody at you in

this final confrontation. Succeed and you fly the plane home to a hero's welcome. Fail and you'll be sent home in a wooden box.

▼ Another victory in the fight for freedom! God bless America!

▼ Better shoot that grenade and grenade that cheer!



SUCCEEDED IN DEMOLISHING  
THE COMMUNICATION CENTER  
AND CUT OFF THE ENEMY  
FROM RESCUE.



SCORE 0000250

13 14

DAMAGE

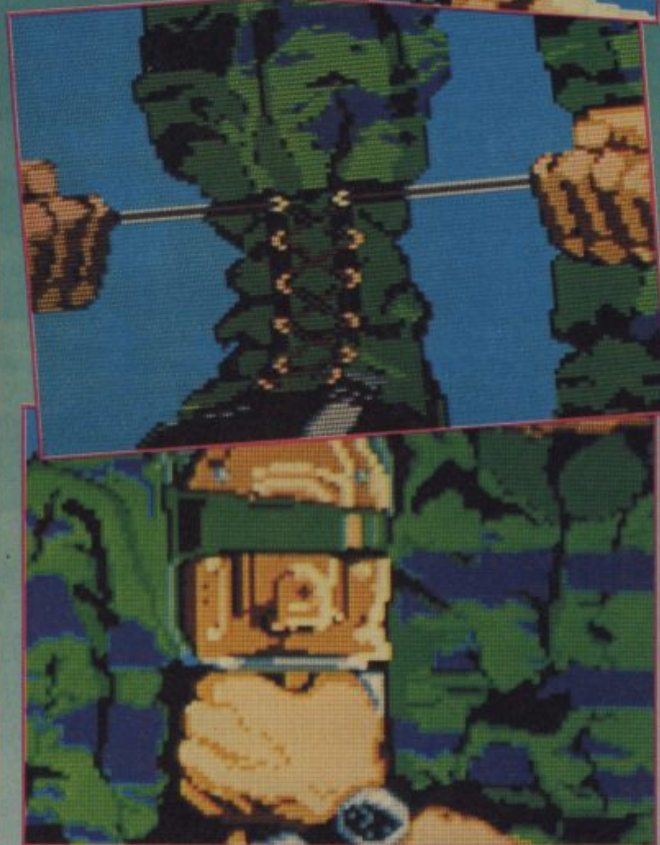




▲ Roy dresses for the occasion.

# WOLF

at cho, per!



## C+VG HIT!

**SEGA**  
**£29.95**

I'm one of the many Sega owners who own a light gun, and must admit to being pretty disappointed at the amount of games available for it. Or rather, the lack of them. However, Operation Wolf goes a long way to redeeming that deficiency - it's by far the best light gun game I've ever seen! In fact I'd go so far to say that it's almost worth buying a light gun for!! It's a tense game which requires very sharp reflexes to survive as you blast your way through an entire enemy army. These guys chuck everything at you - armoured cars, helicopters, snipers, gunboats, paratroopers... If there's one game that'll leave your trigger finger quivering with exhaustion it's this! Arcade fanatics will be pleased to note that the graphics are very similar to the coin-op, with smooth scrolling backdrops and all the little cut scenes from the original. Operation Wolf is a brilliant game - if you've got a light gun, put on your combat gear and go on a mission to liberate a copy from your local Sega shop!

**JULIAN RIGNALL**

GRAPHICS	89%
SOUND	67%
VALUE	89%
PLAYABILITY	92%
<b>OVERALL</b>	<b>90%</b>



# NATIONAL DEALER DIRECTORY

YOU'VE READ ABOUT THE BEST SOFTWARE TO BUY SO HERE'S WHERE TO BUY IT FROM

## BUCKINGHAMSHIRE

SOFT-LY  
5 Deer Walk, Shopping Building,  
Milton Keynes.  
0908 670620

## CAMBRIDGESHIRE

LOGIC SALES LTD  
6 Midgate, Peterborough, PE1 1TN.  
0733 49696

## CORNWALL

TRURO MICRO LTD  
Bridge House, New Bridge Street, Truro,  
Cornwall, TR1 2AA.  
0872 40043  
HELSTON COMPUTER CENTRE  
Russell Knights House,  
Coinagehall Street, Helston,  
Cornwall, TR13 8EB.  
0326 563765

## DEVON

COMPUTERBASE  
21 Market Avenue, City Centre,  
Plymouth.  
0752 672128  
FLAGSTAR COMPUTERS LTD  
Unit 4, The Westward Shopping Centre,  
Totnes, South Devon.  
0803 865520  
SOFTWARE EXPRESS LTD  
9 Exeter Street (the Viaduct), Plymouth.  
0752 265272

## DORSET

COLUMBIA COMPUTERS  
17 Columbia Road, Bournemouth.  
0202 535542

## EAST SUSSEX

BEXHILL COMPUTER CENTRE  
8 Terminus Road, Bexhill-on-Sea,  
East Sussex TN39 3LP.  
0424 224417  
GAMER COMPUTER  
11 East Street, Brighton.  
0273 728681  
COMPUTERWARE  
22 St. Leonards Road,  
Bexhill-On-Sea,  
East Sussex.  
0424 223340  
COMPUTERWARE  
271 Seaside,  
Eastbourne,  
BN22 7NU. 0323 646100

## GLOUCESTERSHIRE

COMPUTE-IT  
151 High Street,  
Tewkesbury,  
Gloucestershire.  
0684 290097

## GREATER MANCHESTER

VUDATA  
203 Stamford Street,  
Ashton-Under-Lyme.  
061 339 0326

## HAMPSHIRE

KING'S SOFTWARE  
No. 3 The Antique Market (6 days a week)  
King's Walk, Winchester, Hampshire  
0962 62277

## HERTFORDSHIRE

FAXMINSTER LTD  
25 Market Square, Hemel Hempstead.  
0442 55044  
GAMESKEEPER  
10 Station Road, Letchworth, Herts.  
0462 672647  
LOGIC SALES LTD  
5 Lynton Parade, Cheshunt, Herts.  
0992 25323

## KENT

COMPUTER LEISURE CENTRE  
117 High Street, Orpington, Kent.  
0689 21101  
DICKYBIRD HOME ENTERTAINMENT  
Ashford Market (Sat)  
Folkestone Market (Sun)  
0233 624467  
THE MICRO MACHINE  
354 High Street, Chatham, Kent.  
0634 831870

## LANCASHIRE

PV COMPUTERS LTD  
104 Abbey Street, Accrington,  
Lancashire, BB5 1EE.  
0254 35345

## LEICESTERSHIRE

COMPUTABASE  
15 Cradock Street, Loughborough.  
0509 210056

## LONDON

EROL COMPUTERS  
125 High Street, Walthamstow.  
01-520 7763

## LONDON CONT.

ADAMS WORLD OF SOFTWARE LTD  
779 High Road, North Finchley, N12.  
01-446 2241  
ADAMS WORLD OF SOFTWARE LTD  
265 Station Road, Harrow, NW.  
01-863 7262  
SPECTRESOFT  
Jubilee Covered Market, Covent Garden,  
London WC2B. 0831 469 293  
ST. AMIGA AND SEGA COMPUTER  
SHOP  
202/203 Shopping Hall, Myrtle Road,  
East Ham, London E6.  
01-471 8900  
THE VIDEO CENTRE (ATARI & AMIGA)  
2 Denmark Terrace, Fortis Green,  
East Finchley, London N2.  
01-365 2840  
(Open noon-11pm, Fri-Sat-12pm)  
LOGIC SALES LTD  
19 The Broadway, Southgate, London,  
N14 6PH. 01 882 4942

## MIDDLESEX

ADAMS WORLD OF SOFTWARE LTD  
190C Station Road, Edgware.  
01 952 0451

## MID SUSSEX

ABBCO (SUSSEX) LTD  
41A The Broadway,  
Haywards Heath, West Sussex  
0444 450 103/450 521

## NORFOLK

VIKING COMPUTERS  
Ardney Rise, Catton Grove Road,  
Norwich.  
0603 425209

## NORTHAMPTONSHIRE

A-Z LEISURE  
23a Lower Mall, Weston Favell Centre,  
Northampton NN3 4JZ. 0604 414528  
SOFTSPOT  
42 High Street, Daventry.  
0327 79020

## NORTHUMBERLAND

COMTRAX COMPUTER SUPPLIES  
Teltech House, Bothal Terrace,  
Ashington, Northumberland,  
NE63 8PW.  
0670 856666

DEALERS - JUST £25 A MONTH PUTS YOUR SHOP IN FRONT OF 102, 401 SOFTWARE BUYERS.



## NOTTINGHAMSHIRE

LONG EATON SOFTWARE CENTRE  
Commerce House, West Gate,  
Long Eaton, Nottingham, NG10 1EG.  
0602 728555

## OXFORDSHIRE

SOFTSPOT  
5/6 Broad Street, Banbury.  
0295 68921

## STAFFORDSHIRE

FOSTERS  
59 Tamworth Street, Lichfield, Staffs.,  
WS13 6JW.  
0543 262341

## SUFFOLK

BITS & BYTES  
47 Upper Orwell Street, Ipswich.  
0473 219961  
BITS AND BYTES  
45 Orwell Road, Felixstowe.  
0394 279266

## WALES

MICROMAGIC  
110 Heolmaes-Y-Gelynen,  
Morristown, Swansea SA6 6JT.  
0792 798061, 0831 126181 (mobile sales)  
SOFTCENTRE  
28/30 The Parade, Cwmbran Town  
Centre, Cwmbran. 06333 68131  
SOFTWARE SHACK  
Unit 21, Aberon Market,  
Lower Floor, Aberon Centre,  
Port Talbot, West Glamorgan.  
0639 8828

## WARWICKSHIRE

SPA COMPUTER CENTRE  
68 Clarendon Street, Royal Leamington  
Spa, Warwickshire.  
0926 337 648  
0926 425 985 (Fax)

## WEST MIDLANDS

SOFTWARE EXPRESS  
212-213 Broad Street, Birmingham.  
021 643 9100  
COMTAZIA  
204 High Street, Dudley.  
0384 239259  
COMTAZIA  
Shopping Mall, Merryhill Shopping  
Centre, Brierley, Hill. 0384 261698

## WEST SUSSEX

WORTHING COMPUTERS  
7 Warwick Street, Worthing.  
0903 210861  
CRAWLEY COMPUTERS  
62 The Boulevard, Crawley.  
0293 37842



## Classified

### ATARI S. T.

Games for HIRE or PURCHASE  
TRY before you BUY  
At least 15% off all software  
Guaranteed Originals  
Top 30 Titles always available  
Public Domain Catalogue and Swapshop  
Please enclose LARGE S.A.E. to:-  
Cum-Com Software Library (DEPT CVG)  
Mermaid House, Norwood Street,  
Ashford, KENT TN23 1DG

### SEGA MEGADRIVE


All titles available for hire on the SEGA 16 BIT console.  
Why take chances? TRY BEFORE YOU BUY.  
Bored with the same old games? Then why not exchange  
or sell your cart's in the SWAP SHOP.  
Up to £24.00 trade-in for your used cartridges  
New cartridges from £23.95  
Used cartridges from £14.00  
Megadrive & Gameboy cart's wanted - up to £22.00 paid.  
Please send S.A.E. for more details to:  
MEGAWARE, 35 Cullercoats Road,  
Hylton Castle, Sunderland, SR5 3RZ

BLOODWYCH MAPS £5. Bloodwych Data  
Maps £5. SAE required. State game! 96  
St. Mary's St., Southampton SO1 1PB.  
AMIGA CHEAT DISK Issue Four packed with  
Tips, Hints and Cheats etc., etc., Price £3.50 or  
send Issue Three Disk and £1.50. Send to J. S.  
Smith, 45 Maplecroft Cres., Sheffield S9 1DN  
SEGA, LIGHT PHASER, joypads, control stick,  
6 games, spectrum games, joystick interface,  
Yamaha PSS 480, sell all for £470 will consider  
selling individually. Phone Toby 0883 341182  
NINTENDO ENTERTAINMENT CONSOLE  
(deluxe). Amazing condition (still-boxed).  
Complete with Zapper Gun, Robot,  
Controllers and £150 worth of games! Real  
bargain at £185! Phone Bagshot 76266 after  
6pm.

### CVLS 0742 884183

3.5" disks DSDD 48p-65p unbranded.  
TDK branded 3.5" DSDD disks £10.75 for 10.  
80 capacity box £6.25. Other sizes available.  
Printer ribbons, dust covers etc. also available.

ALL PRICES FULLY INCLUSIVE.  
Cheques/PO to: 92 Firtree Estate  
Thurgoland, Sheffield S30 7BG

C+VG makes   
War and Peace  
look like a note  
for the milkman

### ATARI ST AND AMIGA SOFTWARE

We have an all round selection of disks.  
FOR HIRE. Apply now and hire your first four games free. Around  
1,500 different original titles. For full details send a stamped  
addressed envelope or telephone Tuesday to Friday, 7pm-10pm.

#### LOW ATARI PRICES

Atari 520 STFM £299.90 post free + 15 disks.

Amiga A500 at only £379.00. Post free.

#### BEST QUALITY DISKS

Top quality unlabelled 3 1/2" double sided disks

10 for £9.90 50 for £39.90

25 for £21.90 100 for £75.90

Happy Discovery cartridges for the ST.

Only £149.90 or 289.90 for 2.

Uses include running Mac Software and backing up and ST software to date.  
Send SAE for details.

#### GAMES & SOFTWARE

Dept. C + VG, 35 Tilbury Road, Thorney Close,  
Sunderland SR3 4PD  
Tel: (091) 528 6351 Prop: P. Taylor

## Classified Coupon


£7.00 for 30 words. Lineage advertising is for personal  
advertisers only. No trade ads will be accepted.  
Trade enquiries please call 01-251 6222.

#### Warning

It is illegal to sell printed copies of computer games. The only software that can be  
sold is directly through the classified section and genuine tapes, disks and software  
bought from shops or by mail order from software houses. C + VG will pay for the  
maximum possible to be brought about, breaking these rules. We request  
that due to large scale swapping of pirated software we can no longer allow swaps of  
tapes, disks or cartridges in our classified section.

All classified ads are subject to space availability.  
The above advertising is pre-payable.

#### PLEASE PRINT CAPITALS

made payable to Emap Publications Ltd

I enclose cheque for £

Name

Address

Total number of words

Post to: AD DEPT, C + VG, 30-32 Farrington Lane, EC1R 3AU



► NINTENDO

# MEAN MACHINES

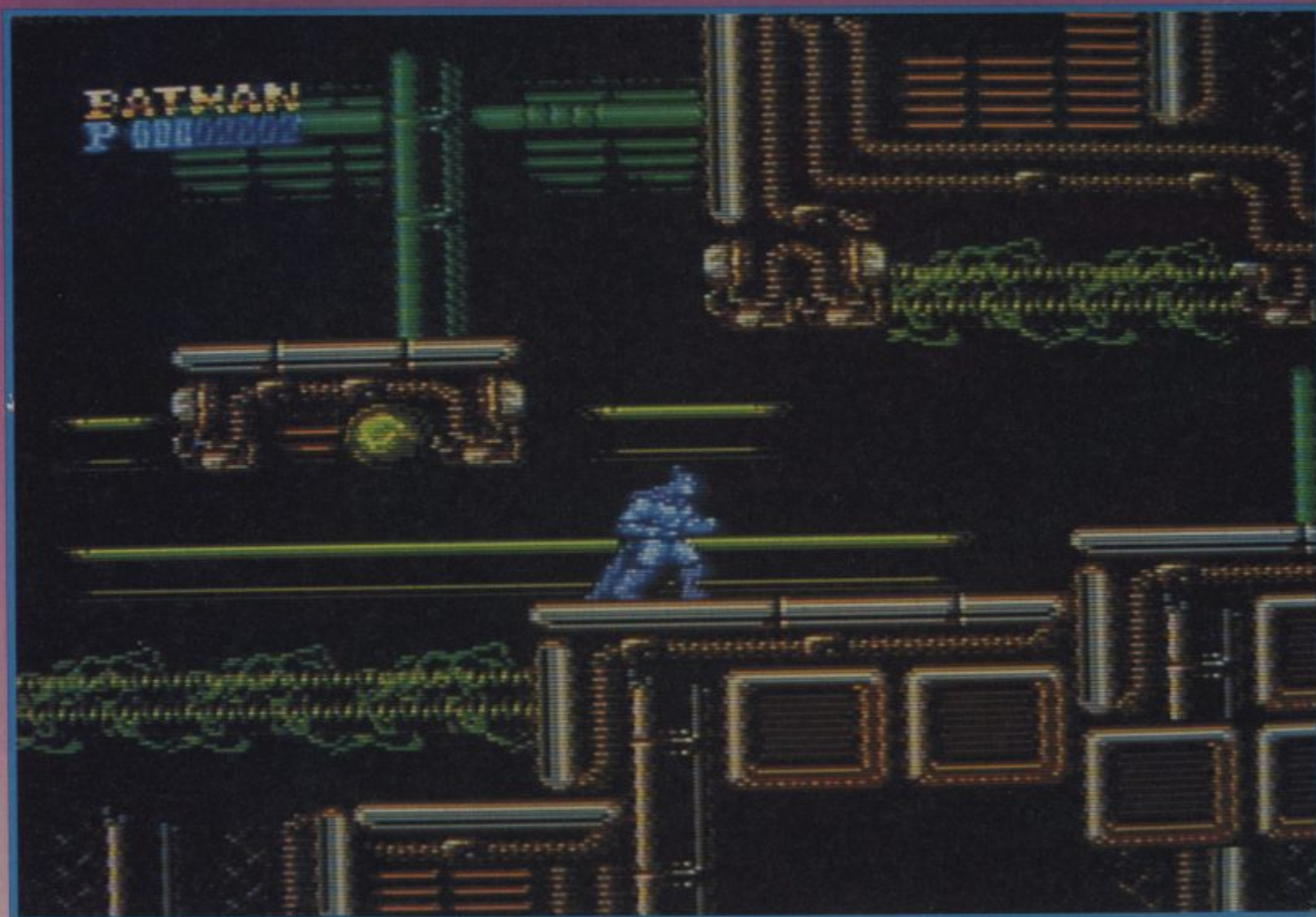
BY SUNSOFT

He's big. He's bad. And he wears a black, plastic bat-suit. By day he's millionaire Bruce Wayne, but by night he becomes the villain's worst nightmare: Batman.

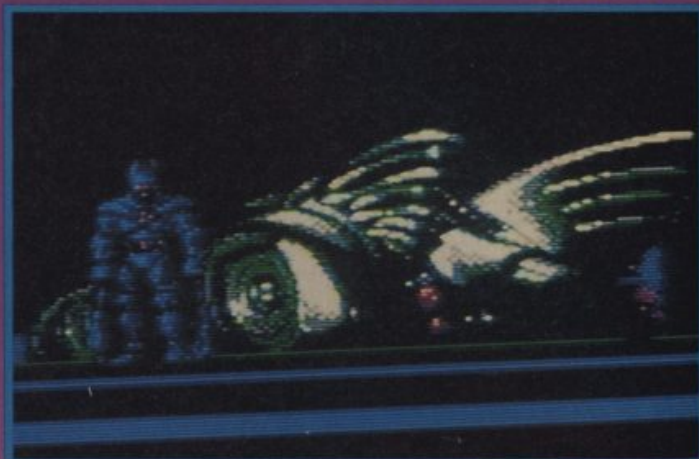
Batman, the game, is loosely based upon the smash hit movie which is currently doing the rounds on video. You control Batman through five areas of Gotham City, in the search for his arch-enemy, The Joker. Each area is made up of a number of eight-way scrolling stages, in which Batman can run,

leap from platform to platform and, of course, hurl weapons at The Joker's cronies. Three types of weaponry are available as well as good old fist power; the Batarang, mini-rockets and three-way shurikens all of which can be topped up along the way by collecting the power-pods which some baddies drop when killed. When all of the areas are completed you come face to face with the grinning Jack Napier himself - and he's got a little surprise up his sleeve!

▼ Watch out for that electric field!



# BAT



▲ The Batmobile screeches to a halt. Get ready for action!



# BATMAN

**C+VG  
HIT!**

**NINTENDO  
£29.95**

▼ It's one of Joker's henchmen! Quick, get your batarang out!

**BATMAN**  
P 00000000

HEAT R E

▼ Phew! Extra energy - that'll come in handy!

**BATMAN**  
P 00000000

As movie conversions go, Batman is a bit of a let-down, as it doesn't adhere to the plot of the film in many ways. As scrolling shoot and beat 'em ups go however, what we have here is one of the best, most playable and addictive games of the genre to hit the Nintendo for quite some time. On screen presentation is generally very atmospheric, using dark, forbidding backdrops to portray the depressing city of Gotham, and just wait until you see the main sprite himself - he's a walking, jumping, pistol-packing masterpiece of graphic design, I kid you not! Other notable aesthetic additions include the very attractive intro sequence which sets the scene with a background storyline backed by a scrolling view of Gotham, and the cut scenes of the Batmobile zooming to the next stage of the game. The sound effects and various ditties are also worthy of praise, as they add heaps of atmosphere to the game. But what really makes Batman the great piece of software it is must be the fast, action-packed blast-the-baddies gameplay, which never lets up and always keeps you enthralled.

**PAUL RAND**

GRAPHICS	94%
SOUND	83%
VALUE	89%
PLAYABILITY	91%

**OVERALL 92%**



► MEGADRIVE

# MEAW MACHINES



▲ Refuelling time!



▲ Prepare for take off.

# AFTERBURNER

BY SEGA

**R**oaring in from over the horizon comes Afterburner, Sega's own conversion of their smash hit hydraulic air combat coin-op.

The scene is set with

things looking grim for your air force. It only has three fighter aircraft left and an entire enemy air fleet is flying over the horizon. Guess who's got to save the day? Yeah - you.

The fighter is equipped with an infinite supply of bul-

lets, and a limited amount of homing missiles, which are best fired when your computer targetting system locks onto an enemy aircraft. If a missile is fired when no target is available, it's wasted.

The object is simply to take out as many planes as

possible - obviously, they're not sitting ducks, and fire missiles back at you. Dodge them by nifty flying, or try rolling the plane out of the way, but don't get hit. Collide with a missile and you lose a plane - lose all three and it's game over.

▼ The canyon run. Hit the tents for bonus points.



▲ A cruise missile gives chase.





▲ Uh oh! The F-15's about to stop a missile!



# ER

## C+VG HIT!



### MEGADRIIVE £40.00

To be perfectly honest, I'm not a great fan of the coin-op. The hydraulic version gives you a pretty good ride, but the trouble is that its massive joystick is so sluggish that when you react to a situation, the plane moves a half a second later - usually half a second too late. However, that criticism doesn't apply with this conversion since control is with the joypad, and response is instantaneous. So, the controls are alright, but what about the game itself? Well, it's marvellous - damn near arcade perfect. Enemy planes and missiles zoom in at supersonic speeds - the 3D is easily the fastest and smoothest I've ever seen in a game of this type. In fact it all seems too fast at first, and games tend to end quickly with you thinking "what the @\*#\$ hit me"! But although it's a very tough game (and I do mean VERY tough), practice makes perfect, and once you get used to the sheer speed of the action, you start dodging and a-weaving missiles, ducking and a-diving hails of lead and blasting squadrons of planes out of the sky! Brilliant! If you want to get a game not only to show your mates how completely amazing your Megadrive is (not only are the graphics superb, but the hard rock soundtrack and sampled coin-op effects are the best I've heard on the Megadrive) but also want to play one of the hottest, most addictive and definitely the most impressive coin-op conversions yet seen, get this.

**JULIAN RIGNALL**

GRAPHICS	95%
SOUND	97%
VALUE	90%
PLAYABILITY	96%
<b>OVERALL</b>	<b>95%</b>



► MEGADRIVE

# MEAN MACHINES

## AIR DIVER

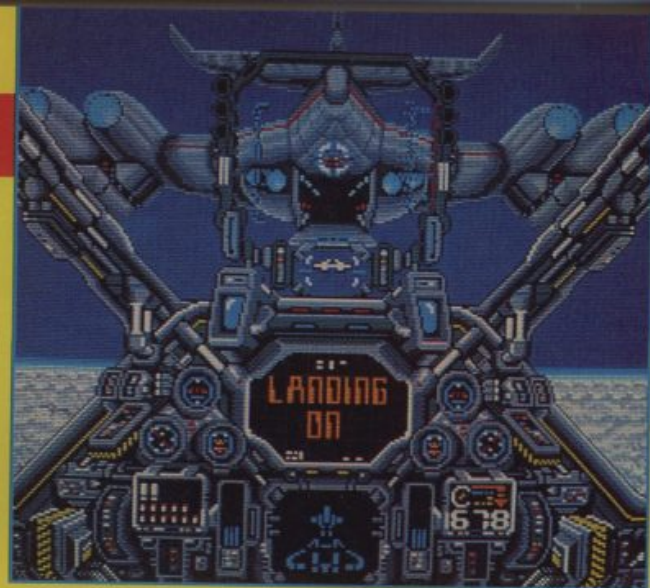
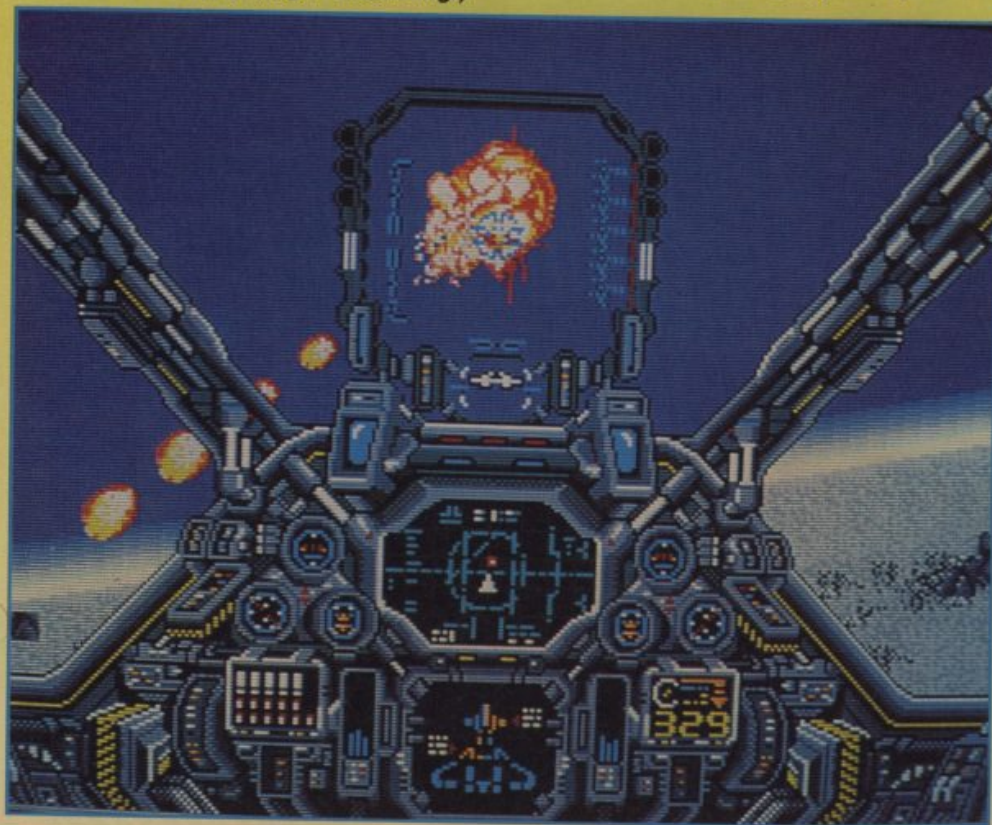
BY ASMIK

The world of the future is a war-torn place. Battles erupt at even the most minuscule provocation and, with the technology available, things can and do get pretty hairy out there. So it's a good job that you, brave pilot, have

just got your hands on the latest fighter plane available - the F-119.

It's the most potent killing machine ever produced, stacked with a plethora of weapons and guidance systems. Mind you, it's okay having a classy craft, but with the amount of enemies which you have to deal with, and the number of countries in need of your assistance (nine in all, from Australia to North America) you're going to need all your wits, skill and sheer determination if you fancy your chances at tackling the instigator of all this global violence! Good luck, and may God (and a nifty trigger finger) go with you.

▼ Splash one bogey! (urgh - disgusting!)



▲ End of level one - time to refuel.

MEGADRIVE  
£32.95

We saw the screenshots for this Afterburner derivative a couple of months ago, and were amazed. We read the blurb which came with the pics and were astounded. Now we've got the finished article and we're... pretty cheased off actually, because Air Diver isn't nearly as good as it's been made out to be. The problem doesn't lie with the graphics - no, they're very good indeed, with large, metallic enemy sprites and a great cockpit display. The trouble with Air Diver is the fact that everything moves far, far too quickly! It's very difficult to follow what's going on, making for frustrating and ultimately dull gameplay, as it's a real chore to get through even the early levels. And later on things just get virtually impossible, making it very frustrating and not enjoyable at all. One of the few Megadrive games to avoid, unfortunately - Afterburner blasts it out of the sky.

PAUL RAND

GRAPHICS	89%
SOUND	80%
VALUE	54%
PLAYABILITY	51%
OVERALL	56%





# OPERATION WOLF

£29.99 "The Best Light Phaser  
Game In Years"  
(89% C & VG COMPLETE GUIDE  
TO CONSOLES)



CHASE H.Q. "An Excellent Conversion"  
£29.99 (83% C & VG COMPLETE GUIDE  
TO CONSOLES)

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

SEGA<sup>®</sup> FROM

Virgin

24 VERNON YARD, PORTOBELLO ROAD, LONDON W11 2DX  
Prices are subject to change without notice



GOLDEN AXE  
£29.99



RC GRAND PRIX  
£29.99



WORLD GAMES  
£24.99



ASSAULT CITY  
£29.99

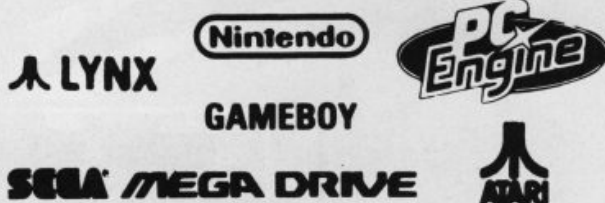


# SUPERGRAPHIC VIDEO GAME

★★★

SEGA MEGADRIE PAL (inc 1 Game)	£185.00
SEGA MEGADRIE SCART (inc 1 Game)	£185.00
PC ENGINE PAL (inc 1 Game)	£159.00
PC ENGINE SCART (inc 1 Game)	£149.00
CD ROM UNIT (inc 2 Game)	£350.00

PLUS THOUSANDS OF SOFTWARE  
PLEASE RING FOR DETAILS



WHOLESALE, EXPORT ORDERS WELCOME  
SPECIAL DISCOUNT AVAILABLE

TEL: 0602 484988 FAX: 0602 410451

27 MANSFIELD ROAD,  
NOTTINGHAM,  
ENGLAND NG1 3FB

# CONSOLE SUPPLIES, 13 SPENCER ROAD, ILFORD, ESSEX IG3 8PW

TEL: 081-597 0500 FAX: 081-598 1791

PC ENGINE PAL (inc 1 game)	£165.00
SEGA MEGADRIE (inc 1 game)	£184.95
ATARI LYNX (inc 1 game)	£175.95
NINTENDO GAMEBOY (inc 1 game)	£109.00

WE STOCK LARGE AMOUNTS OF  
SOFTWARE FOR ALL CONSOLES.

PLEASE RING FOR COMPLETE PRICE LIST

TO ORDER:  
EITHER CALL THE ORDERLINE OR  
MAKE A CHEQUE/P.O. PAYABLE TO:

**CONSOLE SUPPLIES,**  
AND SEND IT TO THE ABOVE ADDRESS.

CREDIT CARD ORDERLINE 081-597 0500

ALL PRICES INCLUDE VAT AND DELIVERY

MAIL ORDER ONLY



(MAIL ORDER)  
PC ENGINE SUPPLIES  
223B WATERLOO ROAD  
COBRIDGE, S-O-T  
STAFFS ST6 2HS

(SHOP)  
CONSOLE CONCEPTS  
THE VILLAGE  
NEWCASTLE-U-TYNE  
STAFFS ST5 1QB

TELEPHONE 0782 712759 (9.00AM TO 5.30PM) 0782 213993 (6PM TO 7.30PM)  
NOTE WE ARE NOT CONNECTED WITH PC ENGINE SERVICES OF LONDON  
ACCESS AND VISA NOW ACCEPTED

PC ENGINE PAL TV VERSION WITH FREE GAME	£175.00 INC P+P
PC ENGINE SCART VERSION WITH FREE GAME	£160.00 INC P+P
PC ENGINE CD ROM SYSTEM, INTERFACE AND FREE GAME	£350.00 INC P+P
SEGA 16 BIT MEGADRIE(TV VERSION)AND FREE GAME	£190.00 INC P+P
SEGA 16 BIT MEGADRIE(SCART)AND FREE GAME	£190.00 INC P+P

PC ENGINE SOFTWARE	SEGA MEGADRIE SOFTWARE
VOLLEYBALL	AIR DIVER
NEW ZEALAND STORY	AFTERBURNER II
SPACE INVADERS SPECIAL	NEW ZEALAND STORY
TIGER ROAD	FINAL BLOW BOXING
BLODIA	ASSAULT QUIT LEYNOS
CITY HUNTER	GOLDEN AXE
SAMURAI WARRIOR	SUPER SHINOBI
PARADIA	DARWIN 4081
ARMED FORMATION	ALTERED BEAST
PC KID	THUNDERFORCE II
SPLATTERHOUSE	SOKOBAN PUZZLE GAME
SHINOBI	ZOOM
VOLFIED	REAL SPORTS BASKETBALL
MOTO RADER	TATSUJIN
TATSUNOKO FIGHTER	FORGOTTEN WORLDS
POWERDRIFT	RAMBO III
CYBER CORE	MASTER GOLF
KNIGHT RIDER SPECIAL	GHOULS AND GHOSTS
DARIUS SPECIAL(CD)	KAJUA II
GOLDEN AXE(CD)	WHIPLASH
FINAL ZONE III(CD)	GHOSTBUSTERS
RED ALERT(CD)	D J KID
DODGEBALL	PHANTASY STAR II(6 MEG)
DROP ROCK	BATTERY BACKUP HINT BOOK
OPERATION WOLF	SUPER MONACO GP
FORMATION SOCCER	INSECTOR X

OTHER TITLES AVAILABLE CALL OUR HOTLINE ON 0782 712759

NINTENDO GAMEBOY WITH TETRIS, 2 PLAYER DATALINK, EARPHONE .....£105.00

NINTENDO GAMEBOY SOFTWARE	
QIX	£27.00
QUARTH	£27.00
TENNIS	£27.00
PENGUIN LAND	£27.00
DOUBLE DRAGON	£27.00
SOLAR STRIKER	£25.00
CASTLEVANIA	£27.00
BUGS BUNNY	£27.00
PENGUIN WARS	£27.00
BATMAN	£27.00
VOLLEYBALL	£27.00
BASEBALL	£27.00
ALLEYWAY	£27.00
PINBALL PARTY	£27.00
ALLIGATOR PINBALL	£27.00
MICKY MOUSE	£27.00
NEMESIS	£27.00
SPACE INVADERS	£27.00

SAME DAY DESPATCH ON ALL ACCESS AND VISA TELEPHONE ORDERS.  
WE HAVE SPECIALISED IN SEGA AND PC ENGINE HARDWARE AND SOFTWARE FOR OVER 12 MONTHS, AND PRIDE OURSELVES IN A FAST AND RELIABLE SERVICE, WHY NOT CHECK US OUT. NEW TITLES ARRIVING ALL THE TIME...

# RAVEN GAMES LONDON

66 Durham Road, Bromley, Kent BR2 0SW  
Tel: 081-464 2933 Ring now for latest releases



ATARI LYNX PC ENGINE II GAMEBOY  
SUPER GRAFX

PC ENGINE/GAMEBOY JAPANESE MAGAZINES AVAILABLE

Personal callers welcome

SAE for Full Price List

GUARANTEED FAST DELIVERY



## CLASSIC TRAINER SOCCER DIRECTOR CLASSIC PUNTER

Have you got what it takes to train a derby winner? The success of the stable depends on your skill and strategy!

A football game that really breaks the mould, with a completely new approach. Your aim is to own the top clubs, whatever the cost.

Pure entertainment in this game of chance. Enjoy a day at the races as you try to win a million £!

All three titles available on Spectrum, Commodore 64 & Amstrad.  
At only £2.99 each. (+ 30p p&p if order is under £5).  
Available from all good software stockists or direct from:

G.T.I. SOFTWARE, 5 NEW BRIDGE STREET,  
EXETER EX4 3JW TEL: 0392 52004

24 Hr Answerphone. Delivery by return post. Phone us for details of your nearest GTi stockists.



► PC ENGINE

# MEAN MACHINES

▼ BANZAI! Prepare to split some skulls!



# TIGER ROAD

BY VICTOR MUSICAL INDUSTRIES

Being the baldest man in town in the Ancient East is no fun, and whenever the local gang of ninjas turn up for a fight everyone expects you to be Yul Brynner and fight them off. Having beaten them off after a particularly

nasty raid, you've chased them back to their hideout on Tiger Road, and now you've got to get inside and see the whole lot of them off for good.

You start outside the base armed with a large axe, and once you've beaten the sentries, you can progress inside where you come face to face with spear-throwers, nasty bats, leaping axe men, Oriental ogres, Samurai and all

sorts of supernatural schlemiels.

Luckily, the place is full of boxes which, when smashed open, reveal one of three different weapons - the axe, a mace and a pointy stick - or a POW power up which extends the range of your weapon. There are also bonus points to be earned by collecting scriptures and sacred documents.



▲ Watch out for that spear!

PC ENGINE  
£34.99

I don't recall Tiger Road being a big hit, either in the arcade or on home computers, and this PC Engine version is unlikely to take its reputation any further. The graphics are fine and the music is okay, but the gameplay is just annoyingly difficult. The first level I can cope with without any problems at all, but from then on the computer gives itself all sorts of unfair advantages. In the second section, enemies off-screen hurl javelins at you from nowhere, then in the next bit you have to fly your baldy through very tight spiky gaps while guns in the walls shoot streams of fireballs at you. The fourth section is the most frustrating as it is played on a set of platforms suspended over a spiky floor. Each jump between platforms is a test of luck because vicious bats can appear out of thin air, knocking you on to the spikes. There's just nothing you can do to avoid them. Add suspect collision detection to these flaws and you have the sort of game that makes you want to take a flame thrower to the cartridge and incinerate it.

PAUL GLANCEY

GRAPHICS	77%
SOUND	70%
VALUE	35%
PLAYABILITY	39%
OVERALL	40%



# PREVIEW

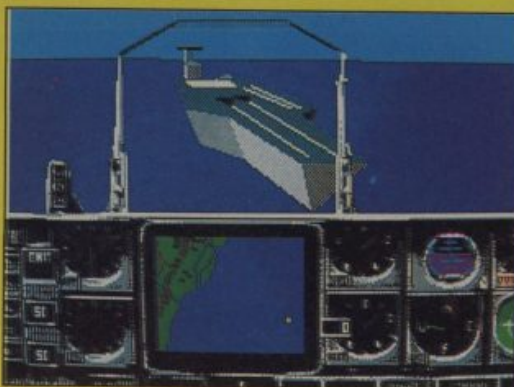
## FLIGHT OF THE IN- TRUDER

### SPECTRUM HOLOBYTE

This is the sequel to Spectrum Holobyte's original blockbuster flight sim, Falcon. The game is set in 1970s Vietnam during the US forces' Linebacker campaign and lets you fly one of two period war-

planes, either an A6 Intruder or an F4 Phantom, or take the mission controller's post, work out your plan of attack and direct planes on the field of combat. The other feature that sets Intruder apart from most other flight sims is that you can interact with

other US fighters already on the battlefield, so you can join in dog-fights between US and North Vietnamese planes and save the good guys from getting a bullet up the bot. **RELEASE: ST AMIGA PC, SPRING**  
**PRICES: £29.95**



## WONDER- LAND MAGNETIC SCROLLS/VIR- GIN

The product of Magnetic Scrolls' recently signed deal with Virgin is to be a graphic adventure following the plot of Lewis Carroll's Alice in Won-



## SCAVENGER

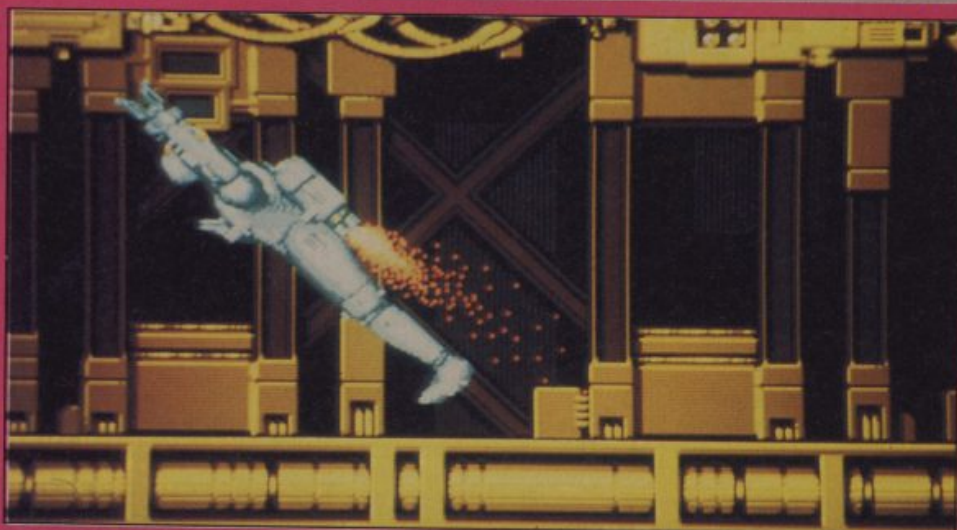


### HEWSON

From John Phillips, the man who brought you Nebulus and Eliminator, comes this time-travel-

ling shoot 'em up starring the eponymous Scavenger who has been shot back into the distant past and now

has to navigate his way back through the chronostreams to his starting point. The only way he can do this is to collect artifacts from each time zone, but not surprisingly these are guarded by the local uglies, and the only language they understand is some kind of missile through the brain. Is it good? We dunno, but cast your eyes over this early screenshot and admire the pretty graphics. **RELEASE: ST AMIGA LATE JULY OR EARLY AUGUST**  
**PRICE: TBA**



## ROTOX US GOLD

Bit of weirdo, this one. Mr Rotox has just been transformed into a cyborg soldier and to test his combat prowess his superiors have dumped him on a battle platform in deep space with orders to blast his way off it. The screen gives a scrolling overhead view of the platform's ten levels, each with nine sub-platforms designed around a particular



derland, which, according to MS MD, Anita Sinclair, will revive and revolutionise computer adventure games. The game does without keyboard input, being entirely mouse and menu controlled. To examine an object you can just click on it in one of the 100+ full screen pictures, some of which are animated. The command interface can be redefined to the nth degree, and the program takes care of the normally tedious jobs of mapping and getting help. We should be getting our hands on a copy of the game in May, so you'll more than likely see a review in the very next issue of C+VG. **RELEASE: ST AMIGA PC EARLY JUNE**  
**PRICE: TBA**

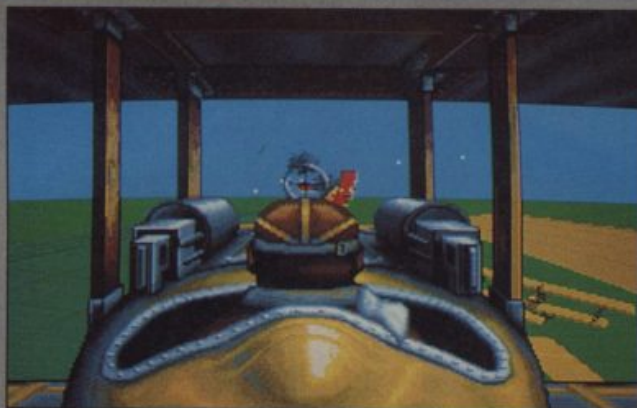
## FUTURE BASKETBALL HEWSON

You've probably noticed there are quite a few basketball games around these days, and Hewson are soon to release this futuristic variation on the theme which changes basketball from a non-contact sport into a game of thumping the man with the ball, then booting all his mates out of the way. Yep, fouling and weapons spice up



the gameplay in Future Basketball and further to that, there is a six-skill level management system, a league of two divisions and, of course, the

essential two player mode. Sounds like our sort of game!  
**RELEASE: ST AMIGA JUNE**  
**PRICE: BOTH £19.99**



## WINGS CINEMAWARE

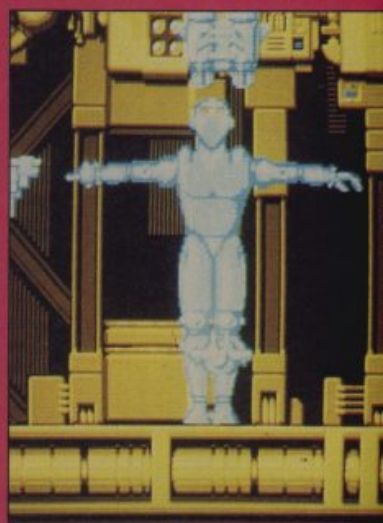
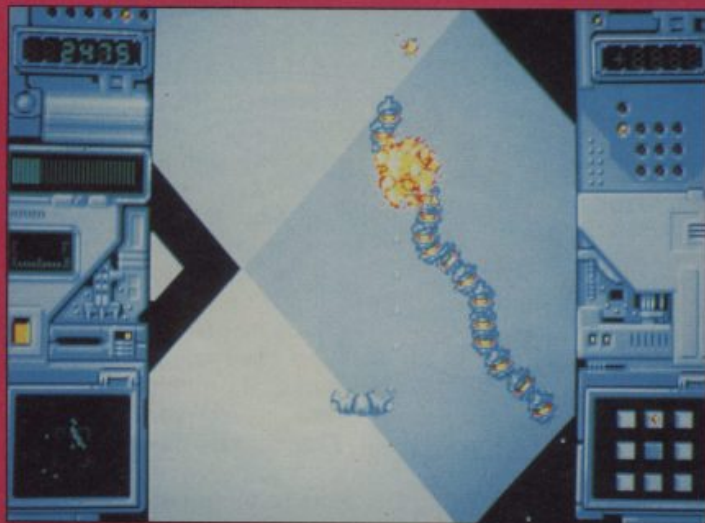
I say! Hallo Ginger! Time to get up the blue end

and bag some of those bally cabbage-crunching hun, what? Mirrorsoft are about to release this simply rrrripping aero-

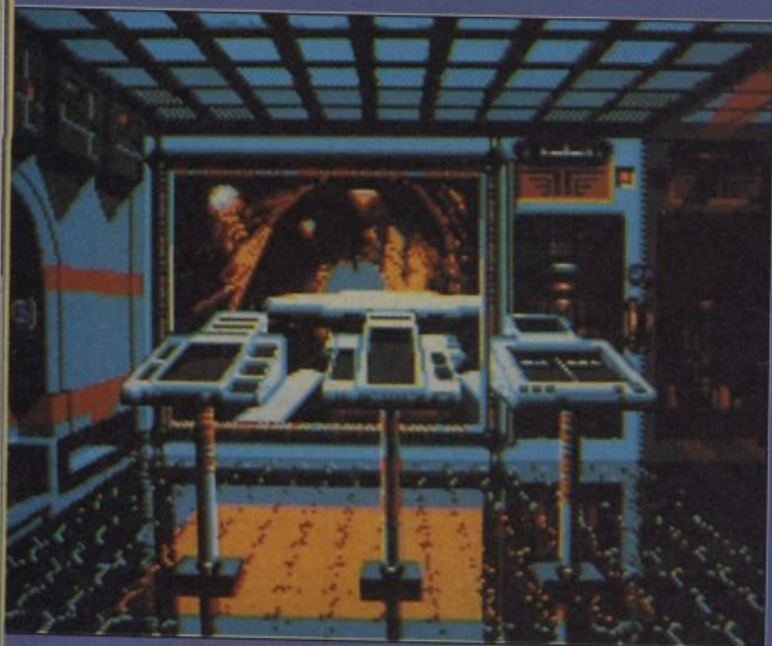
game, based on the jolly larks of our bally WW1 flying aces and those cads in the bally Red Baron's flying circus. The action is a mix of whizzo 3D dog-fighting and sooper, bird's eye-view, scrolly bombing missions. The bally C+VG chaps played a demo while they were on a recent recce mission and did they like it? Phew, rather!  
**RELEASE: AMIGA JUNE, ST PC SEPTEMBER**  
**PRICE: TBA (PROBABLY £29.99)**

theme. You have to get from subplatform to subplatform torching the test drones with a selection of extra weapons as you go. It promises an unusual brand of computer entertainment, and programmers Creative Materials have created a technique called Rotoscape, which rotates the whole screen around the player. Review on the way.

**RELEASE: ST AMIGA, END OF JUNE**  
**PRICE: TBA**







## DUSTER IMAGE WORKS

Realtime's (3D Starstrike, Carrier Command, Battle Command) latest is set on the agricultural world, Heaven, in 3800 AD. The planet's close proximity to the sun means its indigenous insect population is constantly mutating, and the mutants are devastating crops across the globe. Your job is to fix the insects but good, by

coming up with a suitable pesticide then flying over the planet dusting (hence the name - you didn't think it was about polishing the china horses on the fireplace did you?) the crops. A bit of role-playing and a lot of 3D vector graphic blasting is what it all boils down to, and Realtime are never ones to disappoint in that department.

**RELEASE:** AMIGA, ST, PC **JUNE**  
**PRICES:** TBA

## SLY SPY OCEAN

Ocean's next game after Shadow Warriors is this conversion of Konami's enjoyable secret agent coin-op. Casting you the eponymous sly spy you must parachute into enemy territory, fight sharks, ride a machine gun-equipped bike and fight an entire army of baddies armed only with your trusty pistol and

your fists. Ah well, it's all in a day's work for your average spy. The Spectrum version, pictured here, looks good - we'll bring you more news on the other versions (and maybe even a review).

**RELEASE:** SPECTRUM AMSTRAD C64  
**AMIGA ST, JUNE**  
**PRICE:** SPECTRUM AMSTRAD C64 £9.99, ST £19.99, AMIGA £24.99

## TV SPORTS BASE- BALL

### CINEMAWARE

Yes indeedy, Baseball follows American Football and Basketball as the next Cinemaware sport. As with the other two games, TV Sports Baseball lets one or two players control the tactics and the action of their choice of US teams. The graphics, as

you can hopefully see from the screenshot, are pretty marvy, and it'd be no surprise if the gameplay was of a similarly high standard.



## KILLING CLOUD

### MIRRORSOFT

Vektor Grafix, the programmers of Bomber, are behind this game, which is a bit of a departure from their previous flight sim games. You play a futuristic crime fighter on the trail of the Black Angels, a gang who have released a cloud of poisoned gas into the air over San Francisco. There are fast cars to be driven, fast jets to be flown and

some moderately-paced clue-finding to be done before you can bring the villains to justice. Sounds exciting doesn't





# PREVIEW

## KICK OFF 2

### ANCO

The follow-up to what is surely the best computer football game yet seen (on 16 bit - the 8 bit versions smell of poo). This new 'n' improved version features a referee (who even runs over and books you for dirty play!), proper walls for free kicks, the ability to bend the ball, selectable strips and a host of new gameplay tweaks. Could this be the footy game to end all footy games?

We're leaping up and down in anticipation and will give you a full match report as soon as we get hold of a finished copy.

RELEASE: SPEC, AMS, C64, ST, AMIGA, PC JUNE  
PRICES: TBA

RELEASE: AMIGA LATE THIS YEAR, ST PC LATER  
PRICES: TBA (£29.99 IS THE CINEMAWARE STANDARD)



It? We certainly think so.  
RELEASE: AMIGA ST PC SUMMER  
PRICE: TBA



## PROJEC- TYLE ELECTRONIC ARTS

Another weirdo. Projectyle is a futuresport which plays almost like ice hockey, but with

three teams of robots. It's played on a pitch with five quarters over three timed halves (five quarters? three halves?) and the idea is just to score as many goals as possible. You get a choice of eight team members and can hone their sliding and jump-

ing skills to suit their positions on field. There's no doubt about it, it all sounds a bit odd, but then who are we to cast aspersions without seeing the game. Reviews soon.

RELEASE: AMIGA ST, END OF MAY  
PRICE: AMIGA ST, £24.99



# NEXT MONTH

**C+VG GETS TOGETHER  
WITH THE**

## **TEENAGE MUTANT HERO TURTLES**

**FEATURING**

**A SPECIAL REPORT ON THE  
TEENAGE MUTANT HERO TURTLES.**

**MEGA TEENAGE MUTANT HEROES COMP, WITH  
AMAZING MUTANT HERO GOODIES ON OFFER  
UNAVAILABLE IN THIS COUNTRY!!**

**PLUS**

**WE'LL BE REVIEWING THE  
TEENAGE MUTANT HERO TURTLES  
COMPUTER GAME!!!**

**AND**

**THERE'LL BE THE USUAL HEAP OF  
EXCLUSIVE COMPUTER AND CONSOLES  
REVIEWS, NEWS AND PREVIEWS, ARCADE  
ACTION AND AN ENORMOUS TIPS SECTION**

**IT'S OUT ON JUNE 16TH. IF YOU MISS IT,  
WE'LL TURN YOU INTO TURTLE SOUP.**



**Your dates:**

13th-16th  
September

**Your venue:**

Earls  
Court

**Your show!**



**Continuing the tradition  
but dedicated to leisure.**

Sponsored by C&VG, SINCLAIR USER, CU, ACE and THE ONE.

Contact: Sally Buller at EMAP International Exhibitions: 01-251 6222 ext: 2406  
or Gary Williams ext 2518



# CRIME...

## BATMAN

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

## BATMAN

A LEGEND HAS RETURNED

## THE FASTEST, MOST THRILLING 3D DRIVING GAME YET!

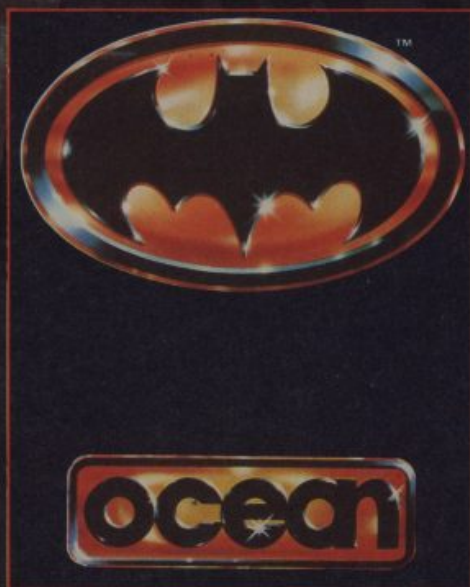
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

## TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

## BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide ...



TM & © 1994 DC Comics Inc.

"a superb game, and captures the atmosphere and excitement of the movie perfectly... the most effective sprite-based 3D gamery I've seen... definitely the best film tie-in yet – make sure you don't miss the game." C & VG





# FIGHT IT YOURSELF

**TWICE** THE ACTION  
THE FUN  
THE CHALLENGE

## ROY ADAM IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston - Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

## USE THE LASERSIGHT

or the bulletproof vest, but watch out for

## AIR-TO-GROUND MISSILES

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

## SIX INSPIRED

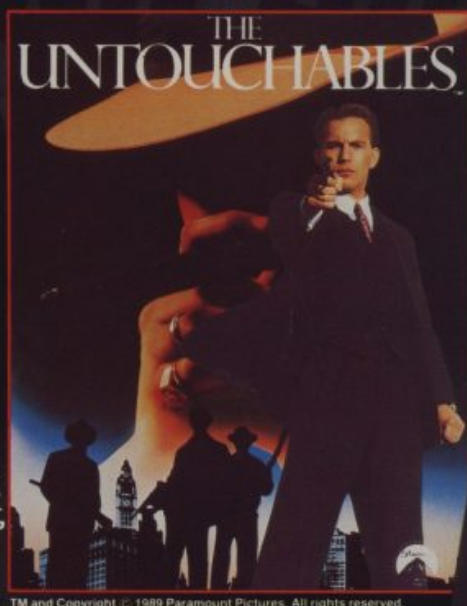
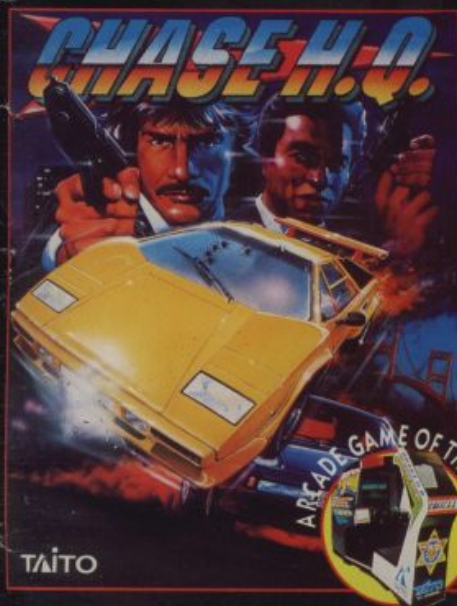
action sequences put you in control of Elliot Ness's elite squad of crime-busters.

## ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

## ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!



TM and Copyright © 1989 Paramount Pictures. All rights reserved.

"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User

**NOW FOR YOUR  
SPECTRUM ATARI ST  
AMSTRAD AMIGA  
COMMODORE**





WELCOME TO THE FIRST NEW AGE COMPUTER GAME...

# E-motion



"An astonishing game that no self-respecting gamer should be without"  
Paul Rand.



"E-motion is a work of genius—simply un-bellievable!" Gary Penn.

Take it easy.  
E-MOTION is  
here to enter-  
tain not enrage, to  
expand your mind,  
not to explode it.  
E-MOTION (E is for  
Einstein) takes you to a  
world outside the stress  
and tension of the 1990's,  
a New Age. Here you can play  
to win or simply to enjoy  
the ever-changing kaleido-  
scope of multi-coloured  
puzzles and infinite  
patterns. E-MOTION  
is for everyone who  
likes to win, but  
also wants to  
see the 21st  
Century!

- 50 levels  
including 3  
types of  
bonus level.
- Unique ray-  
traced graphics  
(16 bit only).
- 4 channel sampled  
sound (16 bit only). Ad lib  
card compatible.
- Simultaneous  
2 player option.
- Realistic elastic  
moulding of motion.
- 32 colours  
(Amiga).
- Hidden  
secret  
bonus.

CBM 64/128  
& AMSTRAD  
CASSETTE & DISK  
SPECTRUM 48/128K  
CASSETTE

ATARI ST  
AMIGA  
IBM PC  
+100% COMPATIBLES

THE GAME THAT DOES FOR COMPUTERS  
WHAT EINSTEIN DID FOR PARTICLE PHYSICS!

U.S. GOLD®