

# ZERO



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AUGUST  
ISSUE

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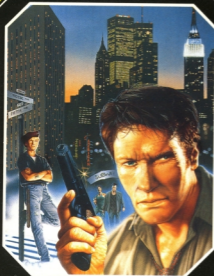
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# ZERO

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**74 CRYSTAL TIPS\***  
\*And Alistair. The complete solution to Secret Of Monkey Island, big tips for Super Cars II, Gyles Brandreth's Hex life

plus a whole lot more besides.

**82 COMPETITION**  
Win a Gyles Brandreth carboard cut-out! Plus a trip in a helicopter and 10 copies of Core's Thunderhawk.

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**86 ADVENTURES**  
Gyles Brandreth grows a beard and plays lots of really weird games.

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ZERO's own little Jumble Sale (complete with Gyles Brandreth lunch boxes).

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Lords Of Chaos exclusive ZERO mission. Frantic playable demo, the most er... frantic shoot 'em up ever! Plus mystery Gyles Brandreth simulation.

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David Wilson jets to Chicago and returns with a nodding dog, a bottle of Blue Stratos (as worn by Gyles Brandreth) plus a few bits of news from the US of A.

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Can we get past this bit without making any underpants jokes? Jockeys! Skids! Gyles Brandreth. Erm... no.

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It's soft, strong and very, very long!

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## ZERO

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# ARCADE



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# TWO INTO ONE

It's true - two into one does go! Bung your freebie disk into your ST or Amiga and you'll discover two playable demos. *Escape From Zol* is a brand new ZERO-exclusive mission from Target's *Lords Of Chaos*. It's coupled with a complete level from *Frenetic*, Core Design's new outer space shoot 'em up. ZERO - the best cover disks in the world! (Probably.)



## ESCAPE FROM ZOL A 'LORDS OF CHAOS' GAME

**E**scape From Zol is about escaping from... er... Zol, funnily enough. "But what or who is Zol and why should I want to escape from him/her/it?" Well, read on and find out...

Zol, or The Mighty Zol to give him his kenneled name, is evil, power-hungry and generally unlikable. He is also a very powerful sorcerer. He's clearly a lot more powerful than you (Merlin) 'cos he's managed to lock you up and throw away the key. Just to prove his mightiness, he's also imprisoned many other unfortunate creatures. There's no honour amongst prisoners, though - none of your *Great Escape*-style camaraderie with Steve McQueen going over the wire to map out the land. Oh no - rather than offer you a cup of tea, your enemies are more likely to rig your arms off and use them to stir the pot.

As well as avoiding being used as a natural tea-stirrer, you must try to defeat Zol and then escape through the portal carrying as much treasure as your stumpy little arms can carry. So what's the catch? Well, the portal might turn up anytime, anyplace and if you don't get through it before it closes, you're stuck.

Right, that's the bad news. The good news is that you've got plenty of stuff to help you in your escape.

Not the usual sort of escaping gear like knotted sheets and files, but an impressive range of spells. Less romantic, but a lot more useful.

### PLAYING THE GAME

*Escape From Zol* is mouse controlled. Clicking on the mouse will scroll you through the instructions. Having read them, click on the "button" to start the game. Your first task is to summon some creatures to do your dirty work.

Highlight Merlin with the cursor and click the left mouse button. Then click the right mouse button. This will call up the icons. As you pass the cursor over each icon its title will be displayed. Click the left mouse button on the 'cast at ground' icon. This will summon up the spell icons. Icons surrounded by a square are the spells you know. Click the left mouse button on the 'summon spells' icon. All the creature spell icons will be displayed. Click the left mouse button on the creature which takes your fancy and it will be summoned.

You can only summon up a certain amount of creatures before you run out of 'action points'. All action costs points and each creature has a limited number of action points per go. Highlight Merlin, click the right mouse button twice and click on the 'Stop' sign to end your turn.

### MOVEMENT AND COMBAT

Here's how it's done...

**Select Creature:** Click on it with left mouse button.

**Move Creature:** Click on destination with left mouse button.

**Delect Creature:** Double click with right mouse button.



## SCREEN

Here, in brief, is your guide to where it is, what it is and what you should do with it in the chaotic world of *Escape From Zol*. (Not to mention why?! Ed.)



# ONE...

**Attack Creatures:** Select your own creature and then select target with left mouse button. In combat, the amount of damage depends on the attacking creature's combat strength (white bar) and the defending creature's defence strength (blue bar). If a creature is hurt its constitution (red bar) is reduced.

## OPENING THINGS

"You need hands to hold a little baby/ You need hands to brush away a tear..." You also need hands to open doors and chests. Having chosen a creature with these useful appendages, position him next to a door or chest. Then position the cursor over the door (or chest) and press the right mouse button to display the action icons. Click the left button on the 'use' icon. If the chest or door is locked (and, let's face it, it probably will be) then the creature must have the correct key in its 'in use' panel.

## SCROLLS

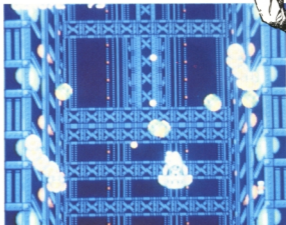
Scrolls are full of learning and wisdom and are not to be confused with trolls, who are full of hamburgers and strange ideas about body building. Picking up these scrolls and reading them (using the 'read' icon) is a good way to learn what's going on. As opposed to picking up trolls, which is a good way to get a lousy date.

## IN THE END

When you've selected the 'end of turn' icon, Zol will make his moves. You will only see enemy creatures moving if you have a line of sight on them. Failing that, the first you'll know about their appearance is when you feel your arm being immersed in a pot of luke-warm tea. Then you realise that it's not attached to your body...

## SCENE...

- 1 This is you, Merlin, the man with the pointy hat and an interesting range of party tricks.
- 2 This is one of your party tricks, the mysterious appearing bear.
- 3 Not sure what this is or does, but they always seem to crop up in *Dr Who* and horror films.
- 4 The objects that you've actually got in your hot and sweaty little hands.
- 5 Graphs indicating your strength, magical prowess and batting average.
- 6 Loads of control icons. Try shaking a stick at them.



Sigh. If I had a friend I could have played the two-player version...

## FRENETIC

**F**renetic is certainly the best way to describe this frantic... sorry, frenetic... joystick-controlled shoot 'em up from Core. Basic is the way to describe the type of scenario and instructions necessary for you to play it. So let's keep it short and sweet...

You take the helm of a spaceship, with the express purpose of shooting as many aliens as possible, while simultaneously (and at the same time) trying to avoid making any form of contact with their lasers or missiles.

The two player option is highly recommended. Invite a friend round (the more psychotic the better), bung two joysticks into your set-up and blast away at the alien hordes together. Great fun!

Various bonuses may be picked up by the simple method of flying into them. If they are not bonuses but are enemy ships, you will explode, er... and... well, that would be the end of you, really. Now without further ado, here are the crafty controls...

### JOYSTICK CONTROLS

**Left:** Move left.

**Right:** Move right.

**Fire:** Fire. (Complex, huh?)

To select two player option press fire on second joystick when loading game.

### KEYBOARD CONTROLS

**Esc:** Quit.

**G:** Go faster.

**S:** Slow down.

**P:** Pause.



So pretty and no-one to share it with.

## DISKREDITED

So your disk doesn't load. Well, try not to be too upset. Look, life is full of disappointments and if the worst thing that happens to you in 1991 is that your free ZERO disk doesn't work, you can count yourself a lucky person - this trauma is easily resolved. There are three steps to heaven.

**STEP 1:** Put the disk, a note explaining the problem and an sae into a bigger envelope.

**STEP 2:** Send the whole wack off to: ZERO Disk Returns, PC Wise, Unit 3, Merthyr Industrial Park, Pentrebach, Merthyr Tydfil, Mid Glamorgan, CF48 4DR.

**Step 3:** Wait. Why not pass the time by learning a language or discovering an eastern religion.





# CES SHOW SPECIAL REPORT



As the Roman philosopher Sinatrus once said, "Chicago, Chicago, it's my kind of town". Funnily enough the 'consumer electronics industry' agrees with this sentiment and chooses the Windy City as the venue for its Summer Trade show. David Wilson brings you this stateside report from the Summer CES.



## HARDWARE NEWS

### AD LIB



Sound board specialist Ad Lib was showing its new Ad Lib Gold Stereo Sound Adaptor, with "more features, more voices, more flexibility, and dramatically better sound quality than any other product in its price range". Ad Lib is anticipating strong software support from major developers and will be releasing the 'Gold Card' in the autumn in three different versions tailored for different applications.

### BEESHU

Joystick manufacturer Beeshu introduced a new line of 'Power Ports' offering AC/DC and car adapters for Gameboy, Game Gear, Turbo Express and Lynx.

### BONDWELL

Joystick manufacturer Bondwell hopped straight onto the newly launched Super NES (Famicom) bandwagon with its SuperCom 2 controller.

### COMMODORE

Commodore had its new(ish) CDTV on display for the US market. Incidentally, fact fans, did you know that CDTV stands for Commodore Dynamic Total Vision. Wow!

### GREER & ASSOC

These guys had a rival to the GameLight (Game Boy illuminating device) called the Illuminator. They also had a Gameboy cartridge carrier and system holster.

### GAMETEK

Gametek is another Nintendo licensee, but its InfoGenius division make serious 'productivity paks' for the Game Boy. There are translation packages for French and Spanish, a spell checker and calculator, a travel guide (descriptions of the 15 most-travelled-to cities listing hotels, restaurants,



attractions, arts and nightlife) and a personal organiser (with space for over 90 names and phone numbers, a day planner, a calculator and calendar).

## NEC

Poor old NEC, it does seem to be losing out in the American console war – in spite of having a damn fine console and probably the best hand-held on the market. In a bid to redress the balance, NEC announced a price cut for its TurboGrafx 16 (the 16-Bit PC Engine) to just \$99.99, and its TurboGrafx-CD player from \$399 to \$299 (this is a TurboGrafx with CD-Rom. NEC was the first to introduce a CD player for video games 18 months ago. The CD player also doubles up as a normal NEC portable audio CD



# THE 'FLY BY BOTTOM' CONCEPT

Two companies at CES were exhibiting a new concept in game control. Unlike the hydraulic chairs touted by the likes of Konix, which hydraulically tilt in the direction of joystick movement, Simulator Technology Inc's Simulator II Action Chair and Power 10 Inc's Hot Seat both incorporate the joystick into the chair itself! There is a token fixed joystick with fire buttons incorporated into the armrest, but the directional control of the joystick is in the chair's base. The chair swivels on the base so that leaning it over to the left equates to pushing the joystick to the left. In effect you're flying by buttock! Both chairs currently work in conjunction with consoles. The Action Chair works with an impressive range of console titles, including *AfterBurner*, *Top Gun*, *Rad Racer*, *Tetris* (17) and *Road Blasters* on the NES; *Super Thunder Blade*, *Super Monaco GP*, *Super Hang On*, *Rad Burner II* and *Space Harrier II* on the Mega Drive. In the pipeline are 'flavor card/cards' to make the chair compatible with the Amiga, PC and PC Engine! Virgin is to market the Action Chair in the UK, but no concrete details about price or release were available at the time of writing...



TV Sports Hockey

player). The hand-held Turbo Express is to remain priced at \$299.

On the CD side there were some rather neat examples on show, including Cinemaware's *It Came From The Desert* (basically the same arcade sub-games, but



The Addams Family

with live actor and digitised speech in place of the character interaction graphics), *J.B. Harold Murder Club* and *Sherlock Holmes, Consulting Detective* (these latter two being murder mysteries featuring digitised footage of live actors and

human voices). Latest release on CD will be *The Addams Family*, licensed by NEC from Paramount pictures.

Several titles are lined up to make use of NEC's new TurboTap (an add-on allowing five players to play head to head). These include Cinemaware's TV Sports series, *Bomberman* – a neat multiplayer maze game where you drop fused bombs to eliminate opponents, and Loriciel's excellent *Panza Kick Boxing*. Finally NEC has launched a TV Tuner for its hand-held Turbo Express.

## NINTENDO



Well, quite obviously the biggest news for Nintendo was the official launch of the Super Famicom, dubbed the Super NES for American consumption. The new (ish) console (the Japs have had them since the '80's and can pick one up for about 35 quid!) is packaged with the rather skill *Super Mario World* and 'average retail price' is \$199.95. For the more conservative US market, the Super NES no longer sports the rather fab 'Smartie' coloured control pad buttons, plumping instead for rather drab blue ones. Ho hum. In spite of this, Nintendo is confidently predicting Super NES sales to reach two million by the year end (all the more remarkable when you consider that it won't hit the shelves until September!).

In terms of software, Nintendo is claiming there'll be 18 titles available by December (which, judging by the number of games on



NEC bring *YS: Book I and II* to its CD-ROM.



Turbo Express anyone?

# FONE FUN AT THE CES



**D**o you have a penchant for perch? A taste for trout? Or a bias for bass? In short, do you have a fetish for fish? Then you'll be delighted to hear about the Fish Phone. From the humble relief depiction of your favourite poisson (shown here) to a full blown Bass-o-

phone - a life size replica of an actual fish caught in Canada! On the other hand, if you're into American football, maybe a Team Fone will be more your style. Incorporating a genuine helmet in colour, it'll set you back a cool \$250! (The phrase 'only in America' springs to mind for some reason)



the Genesis for Spring '92 (it was announced) will be a CD-ROM capability. The new unit designed to stack under the console unit will make its debut in Japan at the end of this year before an early 1992 US release backed by a 'full library of state of the art titles'. More details will be announced as and when they are available.

Meanwhile, this year will see the number of Genesis games available rise to 100, with the newest hits including the brilliant *Toe Jam And Earl* (the next mega hit after *Sonic*,



you see if I'm wrong), two neat Disney licenses:

*Fantasia* and *Quackshot* Starring Donald Duck; plus *Spider-Man*, *Alien Storm*,

*Golden Axe II*, *Midnight Resistance*, *Merces*, *Phantom Star III* and *688 Attack Sub*.

New for the Game Gear will be a plug-in TV tuner to be available 'in the fall' which'll allow the Game Gear to be used as a TV (of course). Up to 20 software titles will be available this year, including *Joe Montana Football*, *G-Loc* and *Leaderboard Golf*.



show including third party developers would seem easily attainable). Most software support for the Super NES we've already seen and raved about on grey import (*Super Mario World*, *F-Zero*, *Capcom's Final Fight* etcetera) so there were no memorable new carts for the new console. Irem's *Super R-Type* was one exception (though maybe a bit passé) as was Data East's *Caveman Ninja*. Some third party carts were well below par (like *Future Basketball*) or just plain unimaginative (like *Hal America's Hyper Zone*).

Meanwhile, the NES and Game Boy continue to develop apace - their software dominated the show. 1991 sales projections for the Game Boy talk of 25 million

(count 'em) units. New for the hot hand-held was a four-player adaptor for four player head to head gaming. Today the US, tomorrow the world?

## SEGA

Meanwhile, over on the Sega stand, the attitude was one of bullish determination.

Understandably choosing to ignore the 8-Bit market, Sega bragged about its 16-Bit market domination (the Mega Drive, or Genesis as it's called in the US, has been on sale since 1989 and has thus had a two year head start to build up a user base). With titles like the brilliant *Sonic The Hedgehog* (reviewed on page 64) Sega was so inspired with confidence it even had a Genesis running *Sonic*, next to a Super NES running *Super Mario World* with the message "Compare For Yourself" - Blimey! Sega was also keen to extol the merits of its Game Gear over the monochrome Game Boy. New for

## SOFTWARE NEWS

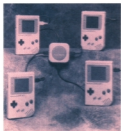


### ACCOLADE *Crusty and Musty (Christy and Misty, Ed.)*

Despite having been rather quiet of late, Accolade had some rather promising titles on show at the er... show. Kicking off with the follow-up to one of last year's hits (and a ZERO cover game), *Elvira II: The Jaws Of Cerberus* will feature refined graphics, more use of magic, and... wait for it... more *Elvira*! Another sequel on display was the graphic adventure *Lost In LA* (the follow up to *Search For The King*, also starring the unlikely hero,

ing of the central sprite and a mouse-driven interface. Many of the characters have been digitised from professional actors and models, some of which 'have appeared in *Playboy Magazine*' it sez here. Last but not least was an American Football title purporting to rival the mighty *Joe Montana* and *John Madden* themselves. *Mike Ditka Power Football* will feature most *Montana* style add-ons including goal kicking power/accuracy meters, team strip designers and replays.

Accolade also announced it will be converting its classic *Jack Nicklaus Golf* for the new Commodore CDTV. The game is set on the Muirfield Village Golf Club in Dublin, Ohio - over 8,000 digitised stills have been used to recreate the course on-screen. The programmers have even digitised Jack's swing and putting strokes! Expect it in the third quarter of this year.



Les Manley). Taking a leaf out of Sierra's book, Accolade has produced a title with very rich graphics, including digitised pictures, scal-

**Blimey! That's a rather large hand-held!**

## BRÖDERBUND

California based Bröderbund, (marketed in the UK by Domark) was previewing the latest in its *Carmen Sandiego* series - *Where In America's Past Is Carmen Sandiego?* as well as an American football sim, *Playmaker Football* and an educational title called *The Treehouse* (aww!) all on the PC. *Ancient Art Of War In The Skies* is now scheduled for completion in the Summer for PC with other formats to follow. While we're still in a strategy vein, you may be pleased to hear that Chris 'Balance Of Power' Crawford is also working on a new Bröderbund title to be completed this Autumn. It's called *Patton Strikes Back*, and it's a strategy game recreating the Battle Of The Bulge. Also being showcased was Bröderbund's first CD-Rom entertainment title, *Where In The World Is Carmen Sandiego?*

## CALIFORNIA DREAMS

Still in the offing (though first on show at the Winter CES), Cal Dreams had *Solidarity*, the Polish trade union sim available for Amiga and PC. Also in the offing was an underwater role playing game by the name of *Wreck Out*, also for PC and Amiga.

## CAPSTONE

Capstone had the PC licence of the hit film *Home Alone* on display plus *Exotic Car Showroom*, *Super Car Pak*, and *Lotto Gold: The Ultimate Lottery Analysis Program* (not too much use for UK residents). For the Amiga there was *Cardinal Of The Kremlin* and *Bill And Ted's Excellent Adventure*. Accolade markets Capstone products over here and you can expect to see them all (except *Lotto Gold*) over the coming months.

## DISNEY

Four Disney PC titles were being showcased in Chicago and they were all of a significantly higher quality than their predecessors. *Dick Tracy* is the licence of the Touchstone movie featuring arcade action and crime solving adventure. *Here*



The Star Trek team beam down for a pot of tea with the locals.

*Raising Havoc* is an interactive cartoon based upon the cartoon sequence in *Roger Rabbit*. HRH stars Roger Rabbit and Baby Herman complete with impressive sound, including digitised voices of Roger, Baby Herman, Mommy and

Jessica. An Amiga version is also in the offing. Subject of a big promotional at the moment is the

new Disney movie release, *The Rocketeer*. Sounds and looks similar to Cinemaware's *Rocket Ranger* but in fact that character was taken from *The Rocketeer*, a forties comic-book figure created by Dave Stevens. The game will feature comic book graphics as well as digitised pictures of actors and will fall into the arcade/strategy game mould. Again an Amiga version is in the pipeline.

Finally, *Stunt Island* is a sim with a difference. Based around a purpose-built 3D island world, you get to fly a P-51 Mustang or Pitts Special amongst others to perform various acrobatic stunts. Combined with this will be the film-making aspect, where you get to place cameras in the most opportune places in order to make the most out of the aerial activity.

**Rocketeer takes to the air.**



## DYNAMIX

Dynamix (who'd like to point out that it has nothing to do with American food processor company Dyna-mix) had a couple of new PC titles in the pipeline, including the cartoon adventure *Willie Beamish*, and the sequel to space shoot 'em up *Stellar 7*, er... *Nova 9* (Amiga versions of both games are planned). There was also a souped-up version of its tank killer sim, called *A-10 Enhanced* which features 21 missions (the original *Mission Disk* and seven new Persian Gulf missions), revamped graphics and animation, 'floating camera' external views (à la *Red Baron*) and Ad Lib/Roland soundtrack support.



*Nova 9* from Dynamix.

## ELECTRONIC ARTS

Well, little new here for ZERO readers, eh? The brilliant *Chuck Yeager*, *Mario Andretti* (both on PC) and *Powermonger* on the Amiga were all turning heads. New title *Earl Weaver Baseball II* looked a bit of a corker if you're into baseball. EA also announced a 1 Meg Amiga first-person dungeon exploring title, *The Black Crypt*.

## EPYX

Not much going down on the Epyx stand, but the Ad Lib PC version of *California Games II* was announced (we haven't even seen the non-Ad Lib version over here yet, of course). The new *Cal Games* comprise skateboarding, bodyboarding, jet surfing, snow boarding (surely it doesn't snow in California!) and hang gliding. Radical Conversion to other computer formats is planned.

## INTERPLAY

Marketed in the UK by Electronic Arts, Interplay had a host of rather exciting PC titles on display. Apart from the former ZERO cover game, *Castles* (now at the interactive demo stage and still looking fab), there were *Lord Of The Rings Volume II: The Two Towers* and the long awaited (by folk of the bearded variety) *Baro's Tale Construction Set*. Given pole position on the Interplay stand was a large monitor displaying its licensed *Star Trek* game. Take the slick, animated, graphic adventure style of a Sierra/Lucasfilm title, add a dash of graphically rich shoot 'em up à la the Origin's *Wing Commander*, then season with a cult TV show theme and you've got the recipe for a bit of a corker! Set your Phasers to stun, and stay tuned to ZERO for more info as soon as it's available.



## CHART

- ★ JET FIGHTER II Velocity/US Gold
- 2 LEMMINGS Pygnosis
- 3 SIM EARTH Maxis/Ocean
- 4 KING'S QUEST V Sierra
- 5 SPACE QUEST IV Sierra
- 6 WING COMMANDER Origin/Mindscape
- 7 3D CONSTRUCTION KIT Incentive/Domark
- 8 LINKS Access/US Gold
- 9 RED BARON Dynamix/Sierra
- 10 HEART OF CHINA Dynamix/Sierra

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## KOEI

The strategy dudes behind *Ghengis Khan* and *Bandit Kings Of Ancient China* (distributed in the UK by Infogrames) had three new PC titles of a similar nature on show. *Romance Of The Three Kingdoms II: Liberty Or Death* – an American Revolution sim, *L'Emperur* – a Napoleonic sim, and *Uncharted Waters* – a swashbuckling adventure. NES versions of all three titles were also on view.

## KONAMI

Although the Konami stand (and indeed the whole show!) was predominated by console software, Konami also had some PC titles on display. These included the long awaited *Lord Of The Rings* arcade strategy game, *Riders Of Rohan*, and *The Simpsons* licence, *Bart Simpson – Adventures In The Radical Zone*.

## LEGEND



### Shh!! Dece, It's The Archers.

From the guys behind the really rather good *Spellcasting 101: Sorcerers Get All The Girls*, comes *Timequest*, another graphic adventure using the same user-friendly interface, this time based around adventures in three time zones. Fancy trying to fool Hitler and Mussolini into thinking Churchill has surrendered in Rome 1940? Want to cross swords with King Arthur in 452 AD? Are you into entering ancient tombs in 1361 BC Peking? Well, *Timequest* is your title. The only problem is that MicroProse UK hasn't decided whether it'll be releasing it over here yet. Write to your MP now!

## LUCASFILMS

Well, I don't think I'll tell you anything about Lucasfilm 'cos I don't feel like it... Oh, alright you talked me into it. But I won't go into detail – just turn to our *Lucasfilm Underwraps* on page 58. In a nutshell then, Lucasfilm were showing the

latest on *Secret Weapons Of The Luftwaffe* (expect the full review next month), *Monkey Island II: LeChuck's Revenge* and *Indy IV – Indiana Jones And The Fate Of Atlantis*, both of which look brilliant.

## MAXIS

Maxis has continued in the tradition of the *Sim City* Graphics disks by creating add-on disks for *Sim Earth*, entitled *Sim Earth, The Living Sets*. Stay tuned for release details. Also from Maxis comes *Sim Ant*, an ant colony simulation(!) and *Robosport*.

## MERIT

Merit Software is amongst the new developers working for Commodore's CDTV. Hardly surprising then to find CDTV versions of *All Dogs Go To Heaven* and *Classic Board Games* on its stand. For PC there was *Inspector Gadget*, *Medieval Warriors* and *Super Mario Brothers And Friends*. *Medieval Warriors* will also be available on the Amiga.

## MICROPROSE

MicroProse fronted its stand with a new MicroProse Games arcade cabinet called *BOTSS* (loo-er!). It stands for *Battle Of The Solar System*, and gives you the opportunity of controlling a *Star Wars* style, mechanised 'Walker' shooting similar 3D-filled vector mechaoids. On the home computer front there was *Codename: White Shadow*, a drug-busting, strategy game involving up to

### Sid Meier's Civilization.



four F-22's and full 3D graphic combat sequences. Still on a flying theme MicroProse has announced its new scenario disk for *F-15 Strike Eagle II* etc... *Operation Desert Storm*. Passing swiftly on to Sid 'Railroad Tycoon' Meier's latest project, we actually managed to get you some screen shots for this culture creation title.

*Civilisation* is a *Sim City* style game with political, economic and military aspects.

## MINDCRAFT

Two new titles on offer from Mindcraft, including *Magic Candle 2: The Four And Forty* (the first *Magic Candle* title is just being imported to these shores as we speak, courtesy of Electronic Arts). You probably won't be too surprised to hear it's a PC sword and sorcery role player. *Rules Of Engagement: Spacecraft Combat In The 24th Century*, on the other hand, falls into the strategy wargame category and will be available on PC, Amiga and ST formats.

## NEW WORLD COMPUTING

Two new titles from RPG buffs New Worlds Computing Inc, namely *Might And Magic III: Isle Of Terra* and *Planer's Edge* (a galactic role player) both for the PC. US Gold will be shipping these fellows by the end of the year.

## OCEAN

Had only a mini-stand on the software side, but showing some pretty maxie titles. DID (the chaps behind F-29) seem to be doing a cracking job on

### 23rd Century seat belt legislation.

*Robocop 3*. Just when you're getting hacked off with Ocean churning out every licence as a view from the side shoot 'em up, *Robocop 3* is a stunning, full 3D vector, drive jet pack and blast 'em up with atmospheric cinematic bits. It looks well promising. Ocean also announced its forthcoming line-up, which is set to include *Terminator 2: Judgement Day*, *The Addams Family* (the licence of the forthcoming movie), *The Simpsons: Bart Vs. The Space Mutants*, *Space Gun* (the Taito coin-op), and *WWF* (absolutely nothing to do with the World Wildlife Fund, but in fact standing for World Wrestling Federation).

## ORIGIN



### Time files in Ultima VII.

Lord British and his Origin chums invited us to a cinema in the CES complex to show us a dramatic video of their latest projects. Owners of *Cross-Fandango-Take-No-Prisoners-Mutha PC* set-ups (Origin recommends VGA 16mb+ 386 or better) will be delighted to hear about the progress being made from *Wing Commander 2*, with its five new ships, stunning new graphics, replay facilities, chaff, tractor beams and tail gunners! Most newsworthy was the launch of the next *Origin FX* Chris Roberts title, *Strike Commander*. Set in the year 2003, you play the second in command of Stern's Wildcats, a squadron of mercenary F-16 pilots. With a fully orchestrated soundtrack and stunning graphics, *Strike Commander* is shaping up as one stunning program.



Fly with the mercenary 'Wildcats' in *Strike Commander*.

The texture-mapped terrain was breathtaking, with jagged coastlines, ocean waves and snow-capped peaks. At the horizon there was an atmospheric hazing, and aircraft shapes too featured burn marks, panelling and insignia. Chris Roberts describes it as follows:

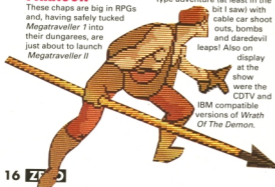
"a combination of 3D bit mapping, texture-mapped *gouraud* terrain & polygon objects, we create a three dimensional world that is far more realistic

than anything seen on the PC before!". The US market will be treated to *Strike Commander* this Christmas.

Origin also announced the release of the next *Ultima* game, *Ultima VII The Black Gate* - the first chapter in *Book Three* in the *Ultima* saga. Once again you'll take the role of the Avatar seeking to save Britannia from a malevolent alien entity (that bore a remarkable resemblance to an orange Erol Dunkle from *Hot Chocolate*). *Ultima VII* should be released in the US in the Autumn.

## PARAGON

These chaps are big in RPGs and, having safely tucked *Megatraveller 1* into their dungarees, are just about to launch *Megatraveller II*



(and announced the PC version of *Megatraveller III*). *Space 1889* is a *Martian Dreams* style Victorians in space role playing game, and *Twilight 2000* is a post-apocalyptic RPG. Look to Entertainments International to market these products in the UK.



No time to admire the view in *Guy Spy*.

## READYSOFT

There are two new titles from Canadian based Readysoft, one being the sequel to Don Bluth's *Space Ace*, called *Space Ace II: Borf's Revenge* and the other, an original title called *Guy Spy*. Just as Readysoft used the skills it acquired producing Don Bluth titles to create its own *Wrath Of The Demon*, so too *Guy Spy* will have a very "Bluthesque feel". The scenario is very different with the Spy hero embarking on a sort of *Where Eagles Dare* type adventure (at least in the

bit I saw) with cable car shoot outs, bombs and daredevil leaps! Also on display at the show were the CDTV and IBM compatible versions of *Wrath Of The Demon*.

## SIERRA

A veritable host of sequels filled Sierra's CES stand including *Hoyle's Book Of Games Vol 3*, *Police Quest III* (look out for the full review next month), *Conquest Of The Longbow*, *The Legend Of*



### Leisure Suit Larry V.

*Robin Hood* and *Leisure Suit Larry 5* - all on PC. Larry fans may also be pleased to hear about *Laffer Utilities*, a PC tutorial package on "how to waste time more efficiently" (sounds like an absolute must for the ZERO office!). Incidentally, here's some format update info for you: Sierra is already bragging that the biggest selling Amiga release of 1991 will be *Space Quest V!* (The American release date was June.) King's



### Robin Hood, Robin Hood, tum ti tum ti tum...

*Quest V* is also scheduled for ST release, as is *Roger Wilco And The Time Rippers* (*Space Quest IV*). There's also to be two 're-illustrated re-releases', namely *King's Quest I* and *Mixed Up Mother Goose*.

## SOFTWARE TOOLWORKS

Most notable on the 'Works stand was the rather impressive *The Miracle Piano Teaching System*, which promises to turn all Amiga owners into budding Richard Claydermans (perish the thought). The only new item (for ZERO readers) was *Paperboy II*. Both items will wind their merry way to Blighty via Mindscape.

# UNCLE DM SOFTWARE

Console titles that tickled my woss-name included *Sonic* (again), *Fantasia*, *Quackshot* featuring Donald Duck, and *Toe Jam And Earl* on the Sega Mega Drive. *Toe Jam And Earl*, incidentally, are two spaced-out, hip hop aliens who find themselves stranded on Earth and need to find the component parts of their Righteous Rockmaster Rocket Ship.

As well as reassembling the ship, players try to improve their rating on the coolness meter, progressing from 'Weiner' to 'Supreme Funk Lord'.

On the Nintendo front, one of my favourite NES games of the show was *Tradewest's Battle Toads* (look out for news of the Sales Curve's computer conversions). The



## CHART

### ★ LEMMINGS

Pygnosis

2 ELVIRA

Accolade

3 WONDERLAND

Virgin

4 GODS

Bitmaps/Renegade

5 ARMOUR GEDDON

Pygnosis

6 LIFE OR DEATH

Mindscape

7 MONKEY ISLAND

Lucasfilm/US Gold

8 3D CONSTRUCTION KIT

Incentive/Damark

9 MEGATRAVELLER 1

Empire

10 THE DUEL

Accolade

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# DAVY'S TOP SOFTWARE TIPS

Famicom's *Final Fight*, *F-Zero* and *Super Mario World* were all skill but not very newsworthy. I liked Irem's Famicom *Super R-Type* and Data East's *Caveman Ninja* as close to its arcade counterpart without being in an arcade cabinet. And watch out for *Star Trek, Faceball 2000* and *Prince Of Persia* on the Game Boy.

On the software front, provided you've got the hardware to support it, Origin's *Strike Commander* looked well impressive. Lucasfilm's *Indiana IV* and *Monkey Island II* looked well up to the high standard set by both prequels. Interplay's *Castles* looks set to fulfil its promise and the new *Star Trek* game looks very interesting. Er... I'm running out of room... *Falcon 3.0*, *Reach For The Skies*, *The Rocketeer*, *Sim Ant*, *Blues Brothers*, *Guy Spy*, *Robocop 3*... Mumble, mumble...

## SPECTRUM HOLOBYTE

A rather spiffing rolling demo of the all new *Falcon 3.0* for the PC took pride of place on the Speccy HoloByte stand. You'll know all about this, of course, from our exclusive *Under Wraps* back in March, but suffice to say it features 3D contoured terrain, accurate mapping, a detailed campaign structure and a 'high fidelity' flight model. The US PC version is to ship this August, with the UK version hot on its heels. Speccy HoloByte was also showcasing three Soviet mindteasers *Faces*, *Wordtris* and *Super Tetris* from Tetris creator Alexey Pajitnov, and a global power simulation from another Russian programmer, Vladimir Baculyn, called *Crisis In The Kremlin* (a September PC US release). Finally, there



A rather hilly *Falcon 3.0*.

was the latest interactive demo of *Reach For The Skies* (Speccy HoloByte's answer to *Their Finest Hour*, originally titled *Battle Of Britain Jubilee* - which was last year - and exclusively *Under Wrapped* back in October). Some rather hot stuff this way comes, by all accounts.

## SSI

New from SSI (UK marketing courtesy of US Gold) was the latest AD&D title, *Volume 1: Gateway To The Savage Frontier*, described as an epic role playing game and *Ultimate Baseball*. Both were PC versions.

## THREE SIXTY

Three Sixty had a couple of newbies, including the *Harpoon Challenger Pak* - a special limited edition pack containing the original *Harpoon* game plus the *North Atlantic Convoy Battleset 2*, a scenario editor and a 325 page *Harpoon* Battle Book. *Theatre Of War* was a weird combination of chess and

war-game in an 'action/thinking' title. *Patriot* was another modern, land-based strategy war-game including *Battlest One: The Gulf War* (hem). Finally, 1992 *Winter Olympics* was a 3D, first person perspective sim of the winter games featuring six or so events and topographical maps from the Olympics course architects. All these Three Sixty titles are destined for PC and Amiga.

## TITUS



The Blues Brothers.



French developer/publisher Titus didn't have a stand at the CES show itself, but plumped instead for the 'toff' option. It hired a suite in the nearby Chicago Hilton and ferried people back and forth from the show in a white

stretched limo. Ho hum. On show Titus had its latest CDTV developments, including versions of *Prehistrorik* and *Battlestorm*. Also in evidence was the latest on *Crazy Cars III* and an early playable version of the Christmas title *The Blues Brothers*. Jake and Elwood have been given the *Mario Brothers* treatment for this 'cutesy' platform romp but don't be put off by this. The game is shaping up as quite a corker. A Game Boy version was also in evidence complete with the digitised version of *The Theme From Peter Gunn!*

## UBISOFT

The only newbie from the Ubi's was the strategy title *Battle Isle*, an all format romp where players try to conquer loads of islands in an archipelago.

## VIRGIN

Mainly console stuff on the US Virgin stand, but one or two items caught my eye. Well, two, actually, and both scheduled for US release this Summer. *Conan The Cimmerian*, on PC and Amiga, is based on the exploits of said barbarous person. *Revenge Of Excalibur* is the sequel to *Synergistic's Spirit Of Excalibur* and will appear on PC, Amiga and ST.

Three Sixty's Theatre Of War.



## CHART

- ★ EYE OF THE BEHOLDER  
SSI/US Gold
- 2 ELVIRA  
Accolade
- 3 WONDERLAND  
Virgin
- 4 GODS  
Ultimate/Regegade
- 5 ARMOUR GEDDON  
Pygnosis
- 6 LIFE OR DEATH  
Mindscope
- 7 MONKEY ISLAND  
Lucasfilm/US Gold
- 8 3D CONSTRUCTION KIT  
Incentive/Danmark
- 9 MEGATRAVELLER 1  
Empire
- 10 THE DUEL  
Accolade

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## CES AT A GLIMPSE

Like it or not, consoles are taking over the world; America has fallen and no doubt we'll be following. The Nintendo stand at CES was massive, occupying an area roughly the size of two blinkin' football pitches! Also of the 40 or so companies exhibiting, only about two were sporting ST software! (Okay so the ST has never been a prime mover in the US, but nevertheless each year the commitment to Atari's baby seems to dwindle and this was an all time low.) CD-ROM is shaping up as a format to watch out for, with CDTV already launched, Sega announcing a 1992 release of a Mega Drive CD-ROM unit, NEC displaying games on its TurboGrafx CD-ROM (launched 18 months ago) and with Sierra, Lucasfilm, Merit, Readysoft, Origin, Broderbund and the like already developing CD software.

And that's it really until next month, when we'll be bringing you a comprehensive A-Z by company of Console games news. Got that? Good.



# DEUTEROS

Actual 16 Bit Screens

## THE NEXT MILLENIUM

It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.

Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.

Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.

You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.

Available in August on Amiga & Atari ST

ACTIVISION



**Letters (let us - ho, ho... oh, please yourselves) pray that this month we don't get a letter from Ludwig or any mention of the dreaded RS232 connector. Some hope!**

## SIX POINT TURNS

As an avid reader of your magazine since issue minus one I have been well impressed with its quality and style, but I feel that it is lacking in a few areas. Me and a group of about 50 Amiga owners have come up with these ideas:

- 1) A Next Issue column in which the release date of the next issue is included.
- 2) Bigger Letters page.
- 3) More Crystal Tips.
- 4) Less Shorts. They're a load of old smeg.
- 5) Less PC reviews because nobody I know owns a PC.
- 6) And finally... appointment of Ludwig Ledbury as chief staff writer.

**Mark Cox, Warley, West Midlands.**

1) We haven't got a clue what's going into the current issue let alone the next one. 2), 3) and 4) Look out for some changes soon. 5) That's a bit like the Conservatives closing down the NHS 'cos no one they know uses it. 6) You're either mad or related. **Ed.**

## WART(HOGS) & ALL

Farty's meant to be dead! I refer, of course, to Jonathan Davies' pet, vicious, killer, tank-like and 'cute' warthog who could mug Macca in a single grunt/fart. So has Farty been reincarnated or what?

Did you know that there is a Hungarian town called Zug?  
**Chris Dewar, Dunblane, Scotland.**  
Farty is in fact alive and well and living on a warthog farm in the Hortobagy plains which, as I'm sure you're aware, are also in Hungary. **Ed.**

## ALL STEAMED UP

I would like to draw your attention to what is, as far as I can see, a growing trend among some software companies. Namely, not releasing material for the Atari ST.

Having worked my way through *Bard's Tale* on the Spectrum, I was pleased to see a mail order company offering *BT 2*. However, on contacting them, I was told the program wasn't

available for the ST.

On contacting Electronic Arts, I was told neither *BT 2* or *BT 3* would be released on ST because "it would be too expensive to develop Atari versions for the European market".

If the situation was restricted to just one company, I wouldn't mind so much. However, it seems that US Gold has jumped on the same bandwagon. Its excellent-looking program *Eye Of The Beholder* isn't going to be produced for the Atari either.

I would like to see the above programs available for the Atari, but what can I do myself? How many other software companies aren't producing material for the Atari ST simply because it "isn't a popular selling computer in the United States".

**A. Hagen, Bonnybridge.**

*Sad to say, ST owners have got a bit of a fight on their hands. With sales of ST product falling (even in France where the ST is most popular), companies are becoming increasingly disinterested in releasing ST versions of their games. This is particularly (though not exclusively) true of companies based in the States where the ST is something of a non-starter. Ed.*

## DOUBLE DUTCH

After having solved all my problems with RS232 connectors I decided to write you this letter to thank you for something.

Whenever I buy your magazine I get such a nice flat thing with it. Well, two nice flat things actually but the plastic one on the cover doesn't interest me so I give it to the dog to play with. No it's the little carton (thick paper) in the centre of your mag. It is made of exactly the right stuff. Yes it is! Here in the Netherlands (don't ever call it Holland - Holland is just the Western part) you cannot get the right carton. I suggest you raise the price of the magazine by a few pounds. It won't bother me at all. Maybe you could get rid of that funny blue thingy that you stick on the cover as well.

**Nylz Folmer, The Netherlands.**

*Streetwise linguists might have an idea what Nylz is going on about. Or is it simply a cunning Dutch attempt to deprive the French of the title Europe's Weirdest Nation. Ed.*



## INEVITABLY

I've just been to Belgium. The only good thing was the choccy, including the bar enclosed. Oh - I just ate it. Oh well. Have the wrapper of the ZERO choc bar. Mmm. **Ludwig Ledbury, Wantage, Oxon.**  
*Ledbury you're not only irritating, you're bloomin' greedy too. Ed.*

## SWEDISH HIT



I'm glad to see that David has finally got the seniority of position that his seniority in years deserves.

Would you also join me in congratulating Sweden on winning the Eurovision Song Contest? Such beacons of quality shining out over a sea of waste matter deserve critical acclamation.

I have not included an address as I am not motivated by the acquisitive drive that seems to obsess so many of your readers. Ah me, remember the early days of computer gaming? When all you needed was a digital watch and a torch to provide an entire family's entertainment?

Please donate my star letter T-shirt to the families of those connected with the Conservative local election disaster: **Ephram B. Zimbalist jr, London.**

*Yes, well done Sweden, the only country to treat Eurovision with the respect and reverence it deserves. The same goes for their approach to the elderly. I might emigrate. Ed.*

## SPLIT EDS

As a lifelong reader of your magazine, I'm afraid I've got some rather upsetting news for you lot. Your Editor is schizophrenic. Evidence? Well, my laconic chums, in the *Joe Montana* review in issue 20, Mr Wilson interrupts his review with the statement "(Sounds painful. Ed.)" Since Dave appears to be the Ed, I suggest he applies for immediate psychiatric treatment, or um... sends me a T-shirt. Or, quite possibly, both.

**Kevin Davis, Burton-On-Trent, Staffs.**

*Thanks for your concern about my mental health. However, I can assure you that I'm not schizophrenic. Ed. (And nor am I. Ed.)*

## OH DEAR

What a con this computer game instruction manuals are. Only the other day I was trying to load a game. The manual said "Place disc in drive". I put it there and waited... and waited until finally my Dad came home and ran the disk over. I said to him "You've run my disk over." He said "So I have!" We both laughed heartily after he'd explained what I'd done wrong. "What a silly boy I am," I remarked.

**Daniel Pemberton, East Molesey, Surrey.**

*Come on, Daniel, this is ZERO you're writing to. I think the address you wanted was Viz, P.O. Box 1PT, Newcastle Upon Tyne, NE99 1PT. Ed.*

**WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.**

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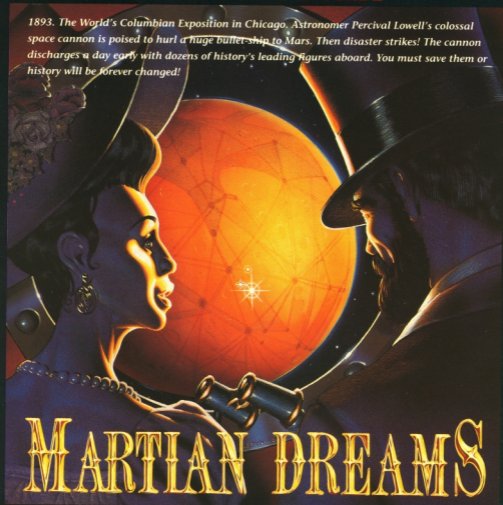
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MINDSCAPE



# CURVY CONVERSIONS



Hmm... things are looking tough, but at least there's no sign of any dragons yet.

## DOUBLE DRAGON III



Unlike its predecessors, *DDIII* doesn't have cartoon-style graphics - it has more traditional beat 'em up realism. Hell, you've seen it in the arcades and probably know the scenario backwards. But I'll tell it to you anyway. You and your optional chum must travel through five countries, beating up all and sundry on your way, collect the three Rosetta Stones and then do battle with the most dangerous opponent in the world. So who do you think the most dangerous opponent in the world is? A large Pit Bull terrier fed on nothing but water for a month? No - it's Cleopatra. Look, I don't write these scenarios you know!

Along your perilous route there are many opportunities to buy weapons, fighting tricks and even a slightly butch alter-ego. Fighting in two player mode, you can co-operate with your partner by linking arms (stop giggling at the back) to demolish all your foes with a spinning kick.

The graphics have been lifted straight off the original arcade version, except the backgrounds, which have been redrawn and improved. More importantly, you can still interact with much of the split-level 3D scenery.

As well as having more memory than your average home computer, an arcade machine has more knobs (as my old Auntie Ethel would say). Fortunately, the programmers have produced a simple control system that enables you to access all the fighting from the joystick, rather than having to perform simultaneous contortions with the mouse, joystick and keyboard just to make your character scratch his nose.

One problem still facing the programmers is what to do about the extra credits. In the arcade machine these are bought by shaving in extra money. Since neither the ST or Amiga has a coin slot, it's going to have to be a case of picking them up at various stages of the game or buying them in the shop. I suggested that, to retain the sense of realism, players could just send their money to me. No-one took any notice.

### WHAT'S WHAT

TITLE	Double Dragon III: The Rosetta Stones
PUBLISHER	The Sales Curve
FORMAT	Amiga/ST
PRICE	£24.99
RELEASED	November/January

Always keen to help his staff lose weight, David waited until *Lord Paul Lakin* had started his lunch before sending him half-way across London to check out The Sales Curve's treasure trove of arcade conversions.

## ROD-LAND



How shall I describe *Rod-Land*? Somehow, the word 'cute' isn't strong enough. Look, we are talking little sharks that cry when you hit them. We are talking cute as puke. We are also talking devilishly addictive platform action, where Rit and Tan go off in search of their dear, but captive, mummy (pass the sick bag, Mavis).

Using their Magical Rod to bash things and their Magical Shoes to (wait for it) build ladders, they have to climb up a seemingly never-ending tower. At the top of this tower their mum (or "mom" as the screen insists) awaits.

There are also some irritating blocks to puzzle your way round. Get it wrong and you could find yourself trapped.

The arcade version of *Rod-Land* consisted of 31 levels, the conversion promises even more. So don't expect to see much of the sun this August.



Aah, coochee-coochee-coo. (Bleh!)

### WHAT'S WHAT

TITLE	Rod-land
PUBLISHER	The Sales Curve
FORMAT	Amiga/ST
PRICE	£24.99
RELEASED	August/September

# FINAL BLOW



In the good old days of the Roman Empire, gladiators used to knock each other about with iron-encrusted gloves. It was all good clean fun and no one got hurt. (Well... some of them got quite dead actually, but that's not important right now.) In the nineteenth century boxing went still pretty tough – bare-knuckled pugilists belted each other until someone fell over or died (or both). Then along came the Marquis of Queensbury, who didn't like people getting hurt (unless they were called

Oscar Wilde). He instituted the Queensbury Rules and boxers started wearing gloves. It was downhill from then on, really. However, boxing is still good for a laugh – what better way to spend an evening than watching two idiots in silk shorts hopping round a ring beating the chipolatas out of each other? It's also, as they say, 'big in the arcades'.

This probably explains why The Sales Curve was very happy to pick up the licence to convert Taito's *Final Blow*, while the *J.R. Hartley Fly Fishing Simulator* continues to gather dust in a corner of the Batley Amusement Arcade, unloved, unlicensed and largely unplayed.

After three months working on the conversion, The Sales Curve probably wish it'd gone for the fishing option. Especially when the



You scratch my back - I'll break yours!

program of arcade graphics decided to throw a wobbly, leaving them to redraw the whole flippin' lot. Laugh? They bleached their shirts!

program of arcade graphics decided to throw a wobbly, leaving them to redraw the whole flippin' lot. Laugh? They bleached their shirts!

Converting an arcade game down to half a Meg normally means losing more than just your mind – graphics and animation often suffer, to say nothing of speed. It didn't show on what I saw of *Final Blow*, despite the fact that there are 400K of graphics crammed into the game. Boxers and referee have been copied directly from the arcade, although the crowd has been redrawn because... well, because the original was crap.

The boxers not only look good, they're great little movers too – with fully independent limbs and body parts (oo-er) and six types of punch. There are more of them too – in the arcade version there were five boxers, whereas in the Sales Curve version you have not five, not six, not seven... (alright, get on with it.Ed.)... but ten boxers. Each boxer has his own

characteristics, and they range from a lethal punk to a shandy-swilling "Crusha Kev". None of these boxers are in any way named after (or resemble, in any shape or form) any employee of The Sales Curve. Oh dear me no.

As for the referee, he's not only fat and ugly, he's intelligent and fully-animated – he breaks up fights, counts out players and allocates points in the event of both boxers going the distance. Whether his intelligence runs as far as accepting substantial back-handers... well, I was too polite to ask.

Finally, a little tip. Always close your eyes when sneezing, lest they fly out. Better still, look out for some fairly... er... gory cheats in *Final Blow*. Find them and your opponent might lose his head!



## BIG RUN

The Paris-Dakar Rally is a race of danger, violence and endurance – and that's before you've even got out of Paris! Luckily, this conversion of the Jaleco coin-op starts you in Tunisia. From there you have to cross six stages, qualifying against the clock and eight other cars in each one, before finally rolling up in sunny Dakar.

Although *Big Run* is basically standard into-the-screen racing, it's fast, crammed with oodles of trackside scenery and littered with some neat touches – bumping over a rock tips your car into two-wheel driving, for instance. The conversion is still in its early days, but it's looking good. Some of the scenery will have to be ditched to maintain



the speed, but who wants trees and hedges when they can have mph?

(Except the Green Party, of course.) Everything else about the game (including the legless bimbo) will be there. There was even some talk of two player options, but it's early days yet and careless talk costs lives. You'll have to wait until autumn to see how it turns out. So there!

### WHAT'S WHAT

TITLE	Final Blow
PUBLISHER	The Sales Curve
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	August/September

### WHAT'S WHAT

TITLE	Big Run
PUBLISHER	The Sales Curve
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	October/December

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# DOSH EATERS



"These coin-ops are a bit crap. There's not even a slot to put your money in," thought Duncan MacDonald, frantically pressing the buttons in front of him. He finally realised he was attempting to play a cashpoint machine and sloped into the Electrocoin arcade next door...

## THE SCORE



Dead simple, our scoring system. Five aliens mean it's a mega game, while just one - well, er, it's a bit naff...

## SPIRIT



Yahay! This new Jaleco jobbie looks like a sort of Wonderboy without the nappies. Oh look - there's a story scenario coming up. Let's see if we can guess what's happened. Blimey, someones 'chick' has been captured. Oh no - it's my chick, and I've got to rescue her. Now where have I heard that before? Couldn't she just

# THE SIMPSONS

Just like the Turtles, Bart & co. have made it onto the stand-ups. Konami has come up trumps again (as it did with the Turtles) with a great conversion from cartoon to cabinet. It's a big 'four joystick' cabinet where you (and a friend, if you like) get to control one (or two) of the four Simpsons characters on offer. There's Bart, who's got a weapon in the guise of a skateboard; Homer who's got a catapult and... er, I've forgotten the other names... you know - the old bag with the broly and the horrible baby with the dummy.

The action in The Simpsons arcade game is frantic from the word go, with most of the game playing over a right to left scrolling backdrop (with an occasional uppy or downy). In fact, let's face it - it's beat 'em up time again, only this time with cartoon characters we all 'know and love'. The animation's fluid and all the nasties are very nasty indeed as you kick, whack and thump your way through them in the various scenarios. From the schoolyard and the city streets to the pool joints, all the scenes are beautifully detailed and true to the series. Scattered about on the ground are loads of pick-uppables such as stones, coke cans, litterbins, bottles etc, which can all be used as weapons.

The end of level monsters are real muthas - enormous in some cases, but still animated smoothly as well as being both difficult to kill and humorous. Yup, The Simpsons is fun, fun, fun. I could quite easily stay on this game all night. In fact I may well come back after I've checked out the other machines. Hmmm... what's next then?



## THUNDERZONE

Oh dear. Only one 50p left. I'd better do well first go then. Okay, it's left-to-right action all the way in this new arrival from Data East, with an average sized gun-totin' sprite at my disposal. Shoot! Kill! Let's try button C. Kaboom! Great - it's a hyper-bomb and I can run 'into' the screen for a few seconds blasting as I go. Oh - more horizontally scrolling-ish stuff.



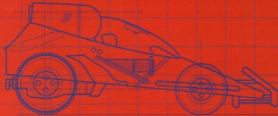
Kill! Kill! Kill! Pick up an even BIGGER weapon. Kill! Kill! Aaagh! I'm dead! Hmmm... that was quite good. I'll just have one more go on The Simpsons. (You can't - you're broke. Ha, ha. Ed.)

have divorced me after an argument and taken my video recorder with her which I had to get back? Oh well, never mind, I'll plop in a 50p piece. Hey, the graphics are peachy, the animation's smooth and the whole thing plays like a dream. Just like my original assumption - Wonderboy without the nappies.

It's slightly Japanesey 'cutesey' to my western eye, although the weapons available promise general mayhem in store. Yes - it's blast from the word go and keep on blasting. There's power-ups galore and end of level guardians (naturally). But there are a few "er, do I go uppy or downy" bits and some secret doors thrown in for good measure. This is highly addictive. It's also highly unoriginal, of course, but guaranteed to have you begging on the streets for more cash once your pockets are empty. Just one more quick go... (Careful, you haven't got too much dosh left. Ed.)



STOP



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My head is thumping and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into it's holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.

"Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! Our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' in which many of

us will experience our last, and final, blinding flash. In the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanical beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!" But that's just half the game story. Now YOU enter the arena...

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# AIR

It's a brilliant flight sim from Electronic Arts. Right now it's only available on the PC.

But if you're not a PC person, don't turn over 'cos this game will be a winner on any format it gets converted to. So says our man in the air, Duncan 'PC Hog' MacDonald.

## DUNCAN MACDONALD'S AIR COCK-UP



There I was in my P-51 at 20,000 feet when I was jumped by five Mig 17s, five Mig 21s and five F-4 Phantoms. The guys in these planes were excellent.



Er... there I was in my P-51 at 9,000 feet and dropping like a lead balloon. My wings had been blown right off and I had a bullet lodged in my brain. Those guys were a right bunch of basts.

# CHUCK YEAGER'S COMBAT



In a nutshell, *Chuck Yeager's Air Combat* is a rather nifty 'shoot things until they explode unless you explode first' game, which allows you to fly in some real-life 'historic

scenarios' from World War II, Korea and Vietnam. You're not confined to these scenarios though - if you feel so inclined you can easily create a scenario of your own! Picking any one of the six aircraft available, you're able to set it up against as many as 15 computer controlled aircraft (which can all be in the air at the same time - phew!). Once you've completed/failed a pre-set mission or one of your own, you can then move to the now obligatory video replay session, which is fully comprehensive and allows you to watch yourself bailing out again (and again). The sound (with the right hardware), frame update and graphics (ditto) are excellent throughout. There. End of nutshell.

## PLANES ON OFFER

★ Okay, let's get a bit more in-depth here. If you're playing one of the historic missions which, according to Chuck, really happened, you don't get a choice of aircraft - you take what you're given, for obvious reasons. However, if you're making a mission of your own

A P-51 - the Porky Pig of fighters.



you do get a choice. The six wizard kites available are: P-51 Mustang, Focke-Wulf FW-190, F-86E Sabre, MiG-15 Fagot, F-4E Phantom and MiG-21 Fishbed.

If you want to get the hang of the controls of any of these before entering combat, that's fine - there's a free flight option. Take off, do spins, shoot the clouds, shoot the sun, shoot the ground, shoot your imaginary playfriend called Plooky who lived under your bed when you were four... actually, shoot and do whatever you want, because you're the only pilot in the air. In fact, this is a pretty good place for the old Biggin Hill Airshow stunt time. Do heaps of breathtaking low level spins, loops and 'circuits and bumps' and then watch yourself nearly crash using the action



Achtung! You are being attacked - time to change so loidorhoson!

replay facilities: "Cor, I nearly bought it there! Look - I'll rewind and show you again in slow-motion!" (Yawn. Ed.) And then it's time for the Construct Your Own Mission bit. Er... except it isn't, because I've decided to look at the real historic scenarios first...

## HISTORIC SCENARIOS

★ Each of the three scenarios offers about 20 missions - making high on 60 in total, split roughly 50/50 into 'Americans versus non-Americans' and 'non-Americans versus Americans'. (So you can take up a MiG, beat the crap out of a Phantom and teach the Yanks a lesson for selling us Baywatch.) There are token ground targets to take out as well, but this game is really a pure and unadulterated 100% 'high in the sky simulator'. Whichever way you look at it, most of your time is spent at over 1,000 feet - the



### MORTALLY WOUNDED, MAJOR 'BUZZ' BURGER REFLECTS ON THE COCKPIT OF HIS BULLET-RIDDEN MUSTANG...

- 1 A great bullet-hole (rockets it's a 20mm, judging by the blood spurting onto m'flying jacket).
- 2 Check that shine on the ejection lever... A Damn fine American shine... Yes sweet (Cough.)
- 3 Well, whaddya know, m'clocks busted. Figure I'm gonna be late for Thanksgiving. (Eh? Ed.)
- 4 Yes ma'am, I'm flying low at 6,000 inches. (He's becoming delirious. It's 6,000 feet. Ed.)
- 5 M'landing gear 'n' break lights are red 'n' green like blueberry pie. God bless raspberries!
- 6 And God bless America, the top bit of Canada, Pearl Harbor and my vertical speed.
- 7 I'll be darned if I ever did know what RVD stood for, but it's still full, whatever it is.
- 8 I never noticed those gauges before, pa. (Oil/Fuel levels, Thrust and Temperature. Ed.)
- 9 Guess it's time to turn on the windshield wipers 'n' head 'n' horns. (I don't think so. Ed.)
- 10 Hey, I can't see I'll roll the red over m'eyes. Feeling cold... Gasp... (Oh good, he's dead. Ed.)

only real hazard the ground provides is that you can crash into it (like when you try to pull off an inverted loop and fall miserably). (Or when you try to land and forget to lower your undercarriage. Ed.)

## WORLD WAR TWO

★ The most famous war in history. Wannabe a Yank? Then you'll be flying a P-51 Mustang. Wannabe a Bosch? Then it's a Focke-Wulf 190 for you. Wanna be a Brit? Sorry, old chap – no Spitfires in this game (boo, hiss!). But there are other planes involved – the computer controlled ones you're going to be fighting. You might find yourself up against a crack squadron of Me 109s. Or a handful of Me 262s. Or maybe you'll be on a 'duck shoot', taking out some cumbersome bombers (er, with their rather dangerous tail gunners and fighter-plane

escorts). All in all the computer's got a library of 17 aircraft at its disposal, but as the missions are taken from real life you'll only be up against opposing aircraft from the chosen period. (In this case WWII.) (Obviously. Ed.)

## THE KOREAN WAR

★ Ah. The war M.A.S.H. was set in, and the war which witnessed the dawn of the age of jet-fighter combat. Fancy going up in a MiG-15 for 'The Reds'? Or how about a Sabre for the Americans? They're pretty evenly matched head-to-head, but straight head-to-head

situations are few and far between in these historic scenarios. Here's one of the many missions on offer from the Korean War menu – "B-29 Intercept". "Protect your homeland against Yankee bombers," it says. So, as you'll have guessed, you're a "Red" in a MiG-15, which has a jet engine. And Yankee bombers have got propellers at this

A P-47 – um... another 'stout' airplane.



stage in history (hoorah!). But have they got a fighter escort? And if so, what sort of planes are they? Jet-powered Sabres or the older and slower Mustangs? Clicking on a mission will reveal a full text page, telling you exactly what'll be going down, and at this point you often find that it'll be you. (Unless you exit and choose another mission or use the shandy-drinkers invulnerability option.) (Shame on you. Ed.)

## VICTIM

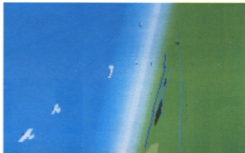
★ This is the war that everyone remembers (although the Americans wish everyone wouldn't). Here's a sample mission from the 18 available. It's called, spookily, "Colonel Tomb" – you're an American pilot in a Phantom. The brief summary tells you that Colonel Tomb was the VC's top ace and you've got to down his MiG-17 all on your own. On checking the stats page, Chuck informs you that "Even though in real life it took two pilots to do the job, the Phantom takes the prize here..."

What he means is that while the MiG can make 700 mph and has two types of cannon, the Phantom can clock up over 1,000 mph and has missiles as well as cannons. After entering the Phantom's cockpit for the first time (start point 20,000 feet at 600 mph with Colonel Tomb already turning in towards my 'six'), this is what happened to me. Within 30 seconds there were hundreds of tracers flying past my cockpit, loads of booming noises, and my Phantom was juddering about like someone who isn't very good at roller-skating.

A text message popped up at the top of the screen saying "Wing damage". Aha! Then another:



"Hey, that's mighty good flying!"



"Heh, heh! Good job this is just a simulator," chuckles Chuck as you go into a stomach-churning tail spin.

## WHAT'S WHAT

TITLE	Chuck Yeager's Air Combat
PUBLISHER	Electronic Arts
FORMAT	PC
PRICE	£29.99
RELEASED	Out Now



**Damn!!! Just when I got close enough to play 'scissors, paper, stone' with the B-29 tail-gunner, my flops jam!**

"Severe Engine Damage". Uh oh. I was then informed that I'd been badly hit and was about to die from my wounds - I'd copped three 37mm shells in the head. I ejected, but died before I hit the ground, hanging limply from my 'chute all the way down. This is a bit too hard - I'll try creating my own mission...

## CREATING A MISSION

★ It's all so simple that even George Formby could have managed it. Click on Create Mission and you move to a screen that says "There I was in my ...". You click on the plane you want (from the six allowed) and then up pops "At ... feet", where you choose one of the start heights allowed (2,000 feet, 5,000 feet and so on). Then up comes "When I ..." and you supply either "jumped..." "saw..." or "was jumped by..." Then comes the number of enemy aircraft you want - from one to five, followed by the type of plane you want to attack/be attacked by. This particular sub-routine can be revisited twice more, thus allowing you to have up to 15 planes after your blood. (And there are 17 different opponent planes to choose from!) The final message goes "The guys in those planes were..." and you just supply "amateur", "mediocre", "good" or "excellent". So the sentence you construct could read anything from "There I was in my P-51 Mustang at 30,000 feet when I saw one P-51 Mustang. The guy in that plane was excellent." to "There I was in my MIG-21 at 5,000 feet when I was jumped by three P-51 Mustangs, two F-4 Phantoms and one Me-163. The guys in those planes were amateurs." Yes, it's mix 'n' match time, with no reality constraints regarding the types of aeroplane you'd find shooting at one another in a real war.

**A B-17 - the 'slimline tonic' bomber.**



**D**unc: Chuck Yeager, eh? What a star. Not only is he a veteran of three wars and the first pilot in the world to exceed the speed of light (*the speed of sound actually*). Ed.) but he's also as famous as Douglas Bader (and he's still got both legs intact). There have been more flying games bearing Chuck's name than there are, er... hundreds and thousands on top of one of those lovely little chocolate cup-cake thingies.

There's been one, tiny, little, niggly problem with all the billions of Chuck Yeager games to date, however - they've all been crap. But this one isn't. This one's absolutely brilliant - a corker amongst corkers. Coded by the same team who did *LHX Attack Chopper*, *Chuck Yeager's Air Combat* is actually more fun than *Red Baron* and *Their Finest Hour* combined, which is really saying something. Okay, so it's nicked a bit from this game, a bit from that game and a bit from another, but at the end of the day it really is the mutt's nuts - with excellent sound, graphics and playability. (The detail on the aircraft

polygons isn't so 'amazing' that the game runs at a



"Hey, that's mighty good flying!"

snails pace, but it's of sufficient complexity to look at when you're boring your friends senseless with your pre-recorded missions.)

Oh dear, I've got to find a fault with the game somewhere, haven't I? Er... well, some of the ground objects (mountains for instance) occasionally appear as if from nowhere, but then you're not really looking at the ground - you're checking the sky. So what else? Um, when there are 15 planes on-screen at the same time, jerkiness does set in somewhat (sorry, I'm nit-picking now). Er, er... something more substantial. Ah, yes - there's a load of sampled speech from the man himself (i.e. Chuck) telling you how you've done and so on. Well, on one occasion I accidentally crashed into a B-17 (both the B-17 and my own Mustang were destroyed). And what did Chuck say to me in his digitised southern drawl when I reached the debriefing screen? "Hey, that's mighty good flying!" What a dork!

STOP

## THE VERDICT

**G** GRAPHICS 91

**S** SOUND 91

**A** ADDICTIVENESS 94

**E** EXECUTION 92

20 40 60 80 100

It's a crowded market, but if you're thinking "Hey, I'll buy a flight sim this week", then get this one! It's the mutts!!

94



**Hot diggity dog!** Ah've got three posky MIG-21s armed with heat-seeking missiles on mah tail! Looks like ah picked the wrong day to take the experimental Huns curled baked bean-powered Phantom for a spin!

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# HOLLYWOOD



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# BEAST BUSTERS

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ACTIVISION



UNDER  
WRAPS



US Gold is converting two arcade beat 'em ups at the moment - *Final Fight* and *Alien Storm*. Duncan 'I Can Be 'Techy' When I Want To Be, You Know' MacDonald soon manages to prove that he, er... can't.

# ARCADE ALCHEMY

## FINAL FIGHT



If you've been anywhere near your local arcade just recently, you'll have seen this game. In fact, you'll have seen it even if you haven't been anywhere near your local arcade, due to the sprites involved - they're very big, you see. So big that, apart from the Great Wall of China, they're the only man-made creations that can be seen from the moon with the naked eye. "How on earth is US Gold going to convert such a mutha?" you may be asking. Well, we'll be getting to that in the section titled "The 'Techy' Bits" which is coming up in a minute. But first you have to read the section titled "The Plot".

### THE PLOT

Two 'blokes' have to rescue a 'chick' who's been 'kidnapped'. Er... that's it, really. (No it's not. Actually, the 'chick', Jessica, is the Mayor's daughter and has been kidnapped by a spook gang called The Mad Gears. In return for her release, they want the Mayor to turn a blind eye to their drug smuggling, their gambling and their Cool Dude Smartie counterfeiting racket. Ed.)

### THE 'TECHY' BITS

Blimey! There already? Right - Creative Materials, the company commissioned by US Gold to do the 'dirty work', had a bit of a problem on their hands faced with *Final Fight*, because the Capcom coin-op they were presented with used some new and rather sophisticated hardware. (Well over four megabytes of instantly accessible memory on board with about fifteen trillion colours at its disposal.) Not only could the thousands of scenic backdrops utilise this palette virtually to its entirety, but each of the hundreds of different sprites could be absolutely any size required (in this case big, very big and \*\*\*\*\* big). And they could all still move around the screen at the speed of light (or thereabouts). Add to that the fact that every single sprite had its own individual palette of 16 colours and they ended up with, as they say in the arcade-conversion trade, "a right royal pain in the arse". Oh dear. So where could one start?

Well, the first job was down to the boffins (as usual), who built an interface which was linked to the coin-op, enabling them to decode and download the game's ROMs, bit by bit, straight onto the Amiga. The backdrops, the various objects, the nasties and the central characters were slowly sucked into 16-bitville, each carrying its very own palette. Problemus extremus - the poor old Amiga just couldn't cope! Had it been human it would probably have gone on holiday, but the boffins were undaunted because they had a secret weapon hidden up their sleeves - the Creative Materials' artists. After the boffin-work was complete and the backgrounds had been 'decomplicated', the artists were put on the case. They were handed a massive stack of disks loaded with the backdrops, sprites and everything else - all roughly the same dimensions as the coin-op original, and all re-mapped to the same 32 colour Amiga palette. Bleuuurgh! What a mess!



The 'What people do when they've stubbed their toe rather badly' sprite routine.



The 'How to get the very last bit out of a tube of toothpaste' sprite routine.



The geezers do their 'Guardian Angels' hit on the subway.



The 'trying to open a locked door' sprite routine.



The arcade Final Fighters decide to add to their collection of VW badges (engines, chassis, wheels...)

## TO THE PLOT ONCE MORE

If you read "The Plot" section, you'll know the basics. You land a friend, if in two player mode) have to rescue a "kidnapped chick". But what of the levels? Well, there are six in all, each broken into three parts. Fight your way through the street and into the warehouse, then fall your way down the stairs into the subway. Fight your way along the platform and try to survive until the train arrives. Then, once on the train, you fight again - not for a seat, but for your life. (A bit like London's Northern Line on a Saturday night. Ed.) Then, once off the train... well, you know the drill, don't you. Punch, kick, knee, headbutt, throw and piledrive your opponents into the ground until they start flashing and mysteriously disappear. Or pick up objects and use them on your opponents until they, um... start flashing and, er... mysteriously disappear. There are two bonus stages, by the way - in the first one you smash up a car you find parked at a petrol station and in the other one you smash loads of windows in a factory. *Final Fight* is a real hoot, as anyone who's plugged away at the original will know. But (and here's the burning question) has US Gold pulled it off gameplay-wise on the conversion? Well, as it's still at the 'not quite finished yet' stage, we don't actually know. However, we can show you some of the sprites. In the finished version, they'll be about the same size as a packet of fags (but won't carry a Government Health Warning). About the we've got ourselves here is a 'could be totally brilliant' or 'could be totally crap' conversion.

## STILL A BIT 'TECHY'

A very long time passed, much an early hour was worked into and D-Planet III programs earn their keep, but eventually there was a light at the end of the tunnel. The artists had performed admirably and successfully removed 800,000 colours while keeping things looking sort of the same. And they were rewarded well for their labours. They were taken to a cold, dark place, bundled together and shot dead by US Gold's machine gunners (cheaper and less complicated than cash payment). But there was still a slight prob. The boffins discovered that the graphic data produced by the now-deceased artists still took up over three megabytes. Uh-oh! Silly plonkers - they deserved what they'd got. So some of the animation had to go walkabout - but not much. But, thanks to sprite-flipping routines and palette-switching while the game was in progress, the boffins realised that almost everything the artists had produced could be retained. The truest conversion they could create had been created. "Phew!" they gasped, handing the disks back to US Gold. And then, like the artists before them, they were rewarded. They were taken to a lonely spot and murdered. (This murdering bit isn't quite true, actually. Ed.)



## WHAT'S WHAT

TITLE	Final Fight
PUBLISHER	U.S. Gold
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	September

# ALIEN STORM

It's 'bounce around the screen and kill things over six levels' time again, still with a simultaneous two player option, but with a different slant - there's not a kidnapped chick in sight, just loads of aliens. "After searching the galaxy for a new planet to inhabit following the ruination of their own through lack of environmental awareness, a group of aliens has decided to colonize earth."

They're in for a shock, eh? Travelling all those light years to take over a planet which is in much the same state as their own. Still, they're adamant about the invasion, so luckily earth has a fearless duo who call themselves "The Alien Busters". (Or, if you haven't got a friend to play alongside you, one fearless person called "The Alien Buster".) Either way it's a fight to the death, but in this game the action doesn't all take place in the same mode. Each level is split into three parts, all of which have a different form of action. The first part is a horizontal scroll-in-stages beat/shoot 'em-up (much like *Final Fight* of all); the second is a rapid horizontally scrolling shoot 'em up (à la *Forgotten Worlds*) and the third is an onto the screen *Oppo Wolf* affair. We can't comment on the gameplay, as *Storm* won't be completed for a while. But you can have a gander at the graphics.

## WHAT'S WHAT

TITLE	Alien Storm
PUBLISHER	U.S. Gold
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	September

**FIG A:** The Dartford suspension bridge is almost complete - but there's just one last task. And guess what it is? A bit of Alien Busting, that's what!

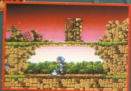
**FIG B:** Well, that bit of bridge completion certainly took its toll on our hero. For some reason known only to himself, his head seems to have fallen off.



"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good arcade adventure is a joy to play...and there's no shortage of gameplay here. If exploring and shooting's your thing, then there's enough here to keep you happy 'till the cows come home"

THE ONE



# ELF



The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantankerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

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# HEART OF CHINA



Although famed for its granite-like qualities, Lord Paul Lakin's vital organ started to flutter at the idea of Dynamix's *Heart Of China*.



Ah, me! The romantic days of early aviation... Sput, sput!



Ah, the thrill of those Saturday afternoon matinees. Wofling down a lunch of fish fingers and beans before rushing off to the Roxy for a quick fumble (and, if you were really lucky, a

slightly vinegary kiss) with Maureen The Back Row Queen. In between all that adolescent groping, there'd be the chance to watch Flash Gordon or Dick Barton doing deeds of derring do, (De-do, de-do, de-do.)

Now you have the chance to recapture the spirit of those classic films with *Heart Of China*, an adventure produced by Dynamix (the people behind such classics as *Red Baron* and *A10 Tank Killer*). With a pedigree like that there's clearly a treat in store, so get settled down in your chair, offer Maureen a chocolate éclair and get ready for a real story, just like they were in the good old days.

## WHAT'S WHAT

TITLE	Heart of China
PUBLISHER	Dynamix
FORMAT	PC
PRICE	£40.85
RELEASED	Out now

## WHAT TO DO

♥ Hong Kong 1928, First World War Air Ace Jake Masters is down on his luck and down in the docks. His business partner has just upped and left with his secretary and his money. To make matters worse, and they always get worse before they get better, his major creditor Eugene Lomax wants his money back and isn't too worried how he goes about getting it. As a gentle reminder, he's already sunk Jake's Sampan.

However, Lomax is not without his problems (no, honestly – being a rich businessman can be hell at times). His daughter has been half-inched by bandits while tending seriously ill but suitably humble peasants. Lomax wants his daughter back and he's willing to pay. Save his daughter and he might forget about the debts. Better still, he's willing to cough up \$200,000. But he's imposed a sliding scale on your salary – \$20,000 deducted for every day you take.

So you'd be wise to take some help. And as the old saying goes "You're never alone with a Ninja" and no true adventurer would be seen without one. Before setting out Jake must attempt to team up with Zhao Chi the best ninja in town. That done, it's off to rescue the lovely Kate and your adventures are only just beginning.

## HOW TO DO IT

♥ Despite the complexity of the plot and the range of options open to you, *Heart Of China* has a very simple control system. All actions and inventories can be accessed via the mouse. As you move the cursor over the screen it changes shape to reveal which objects you can use and which are just there to make a nice picture.

Conversations don't involve typing in endless sentences and receiving replies like "I do not understand the word quickie". Instead, you are offered three or more conversational gambits to select – from a fairly innocuous remark such as "Could I possibly have a small glass of lemonade?" to huge slices of machismo like "You'll be giving me that drink or you'll be learning to walk without legs." It's up to you to select the correct phrase bearing in mind who you're talking to.

As well as dealing with the dangers and puzzles of your adventure you also need to deal with the relationship between Jake, Chi and Kate. After all, money is not the most important reward in the world, is it? Then again...



Ever resourceful, Lord Paul tries to amuse Kate with her own personal 'flag'.





**Paul:** I usually find adventure games a real disappointment. The stories often sound really gripping so I settle down in front of the screen expecting a really escapist afternoon. Once the game's loaded it usually takes about 6.4 pico seconds to completely hack me off.

Not so *Heart Of China*. Okay it took a bit of hassle to load but I could never get angry with this game, I like it far too much. Like it? I love it. I want to take it away from this cruel world, run away to a beautiful desert island where we can

adventurers might find the game a bit too easy – too many clues and not enough red herrings. But the only real flaw in *Heart Of China* is Jake Masters himself – he's such an arrogant, loud-mouthed bigot, you almost want him to fail. (Until you remember he's your.)

These are mere quibbles, however. Beautiful graphics, an impressive variety of locations and an incredibly user-friendly control system make *Heart Of China* simply the most enjoyable adventure game I've ever played.



## WHERE TO GO

**Heart Of China** is not a linear adventure, there's more than one path to your goal. In fact there's more than one goal. You can succeed completely (candle-lit dinner for two in Paris with Kate followed by plenty of spondoolicks), succeed reasonably (ie end up in Paris with the spondoolicks but not Kate) or fail utterly (ie freeze to death on a mountain top).

Along the way you will make the occasional irreversible decision. On so doing you'll be greeted by a rather ominous signpost appearing on the screen. This isn't to tell you that 'you screwed up', but simply that there was another (but not necessarily better) line of action open to you. They add a rather eerie feel to the game, a sense that you are burning your boats. Perhaps that's your fitting, in view of Mr Lomax's pyromaniac attack on your poor old singed Sampan.



be together forever. Ahem... sorry, but take a look at the graphics in *Heart Of China* and you'll find your emotions bubbling in all sorts of strange ways. The brilliant use of digitised pictures and real actors makes this the closest a game has come to being a film outside the much-postponed world of CDTV.

The gameplay is refreshingly straightforward, especially when you bear in mind the scope of the adventure. From back street Hong Kong to a castle in China and on via Kathmandu to Istanbul and the Orient Express, it's all there and it's all excellent. The interaction and developing relationships between the various 'good guys' is a highly imaginative and extremely effective touch.

The arcade sections are not simply notional add ons. They stand up as games in their own right, giving more than a nod at previous Dynamix outings such as A10. This might explain why Dunc kept me waiting to go to the pub while he had just another go on the tank section. As if I couldn't have completed it by myself. (Hem, hem).

There must be something wrong with all this. Well, the price is one thing that springs to mind. My other reservation is with the difficulty level. I've a sneaky feeling that out and out

GRAPHICS	94	ADDICTIVENESS	92	OVERALL	93
SOUND	87	EXECUTION	95		

STOP



**U**nless you're a fully bearded member of the adventuring fraternity, even the most beautiful game is going to pall after a while if you don't get a bit of action. Fortunately, *HOC* comes complete with two arcade sections. One a frantic tank chase come shoot out, the other a punch up on the roof of the Orient Express. Out and out text maniacs with beads reaching below the knee can opt to skip the action completely.



## WHO TO DO IT WITH

**JAKE 'LUCKY' MASTERS:** Cursed with one of the most undesirable nicknames imaginable, Jake is an enormous ego in leather flying jacket. After three drinks he starts telling boring stories about the war.

**ZHAO CHU:** Dressed from head to toe in black this guy is either a ninja or a manic depressive. Possessed of a reassuring line in taxation and an unrivalled collection of early nineteenth century German erotic literature.

**KATE LOMAX:** The lass that launched a thousand hypodermics, Kate is a nurse, a kidnap victim and winner of Little Miss Smiling Baby 1902. She is possessed of a nice smile and reassuringly large accounts of money.

**LEO PARD:** Star of such films as *The Jungle Book*, *Who's That Girl* and *12 Angry Men*, Leo Pard has only a very minor role in *HOC* – more of a walk on part, really. Easily the most good looking member of the cast.

**LI DENG:** With a name like that and a moustache like that, this guy must be the villain. He is possessed of some reassuringly evil turns of phrase and comes complete with a bunch of extremely unassuming friends.

# HUNTER

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ACTS

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# MARTIAN DREAMS



**Not satisfied with owning more land in Britain than the Queen, Lord Paul Lakin's eyes drift to the stars as he shores some *Martian Dreams* with Origin.**



There have been some very bizarre accidents. In fact it's surprising that Gyles Brandreth hasn't produced a book about them, titled *Gyles' Jolly Book Of Bizarre Accidents* (He could put himself in for starters.) However, even cheery Gyles burrowing away like a busy little mole through the newspaper clippings is unlikely to turn up anything as bizarre as the scenario to *Martian Dreams*.

Avatar, hero of all those *Ultima* adventures, has been summoned back to 1895. Before he has time to re-adjust to his new surroundings or think "Blimey, they're never going to believe this down at the Dog And Duck," Avatar is asked to join a mission to Mars to rescue any survivors of an earlier expedition. Nothing weird so far. The fact that this expedition was fired from a rocket in a fairground may seem odd, but not seriously bizarre. A glance at Avatar's fellow rescuers reveals such not-famous-for-being-astronauts type of people as

Sigmund Freud. By now the Bizarre-ometer is beginning to twitch. You ain't seen nothin' yet – the original expedition contained dozens of the Victorian era's most famous scientists, artists, politicians and even cowboys. Once you get to Mars you're likely to run up against Andrew Carnegie, Calamity Jane, Theodore Roosevelt and more, including Rasputin (complete with, er... 'interesting' wart) and H.G. Wells. That noise is the Bizarre-ometer blowing a fuse.

The actual style of the adventure will be familiar to fans of Lord British's other adventure games. Puzzles dominate, but there are combat elements and some character interaction as well. As well as



**The boss always said I'd get fired!**

Avatar you are initially able to control Dr Spector and Nellie Bly. As you journey through the highways and byways (well, deserts and canals, to be honest) of Mars you may pick up other chums who you'll also be able to control.

You'll need all the help you can get, since finding the expedition survivors is only a small part of your problems. We're talking resurrection of entire species and dabbling around with Dreamworlds. No sign of Freddy, though – he's about the only person who doesn't turn up!



**Paul:** I must admit I've never had any Martian dreams, unless Martians wear thigh high leather boots and lederhosen with big buckles. Origin's dreams

clearly consist of a mixture of H. G. Wells, Jules Verne and a sprinkling of *Back To The Future III*. Added together they make quite a pokey cocktail.

The graphics and story-screen catch the mood of the plot and era fairly well with a long intro setting the scene. That said, I can't help thinking that there's too much intro. Like so many Origin games, *Martian Dreams* uses more memory than a very large elephant. Quite a lot of this memory is taken up by the, albeit very attractive, intro. Since most people are only going to watch this intro once, it seems like rather a waste of space. This isn't an irrelevant grumble when you bear in mind that lack of spare memory meant I was unable to listen to the reputedly excellent music.

The game itself maintains a fairly high graphic standard, particularly the surface of the planet and some of the interiors. Unfortunately this is offset by some rather jerky scrolling, but the detail in some of the smaller sprites is impressive. As with most Origin adventures, the control system is very straightforward (particularly if you've got a mouse) and relatively user-friendly. I found the parser rather



**Fancy a pint of Duckhoms?**

limited, but I've never got on well with talking/typing in adventure games. Some people don't get on with adventure games at all, and considering the scale of the game and complexity of the puzzles *Martian Dreams* isn't going to cry out to the unconverted. Novice adventurers may find the game a bit much to get into. The seriously bored will find plenty of satisfyingly demanding challenges and the perfect excuse not to sleep or wash for about three months.

An imaginative plot tacked onto a tried and tested system. If you're a fan of the *Ultima* games and have got the odd spare 800,000 Mbs of memory floating around, then this is for you, but then you probably know that already.

## WHAT'S WHAT

TITLE	Martian Dreams
PUBLISHER	Mindscape
PRICE	£36.99
FORMAT	PC
RELEASED	Out now

SOUND	83	ADDICTIVENESS	84	OVERALL	86
GRAPHICS	87	EXECUTION	86		

# CRICKET



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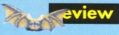


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# BEASTBUSTERS



**Dunes:** Operation Wolf – that's what started the genre off in the arcades about three zillion years ago. You, an Uzi and a screenful of deadly

VC soldiers. But what was 'the draw' of the oh-so-popular machine? Was it the sultry nurses in danger scattered liberally throughout? Was it the 'doggies in distress'? Or was it the fact you were fighting the Vietcong? No. It was quite simply the model of the Uzi sub-machine-gun glued to the front – full-sized, matt-black and pretty realistic. Had you ripped one from the cabinet, you could probably have conducted several successful armed robberies. Anyhow, that was most certainly the draw... 'The Gun'.

However, here in computerland we don't have 'The Gun' – what we have is 'The Mouse' (in one player mode) and 'The Joystick' (for player two). Now I don't know about you, but I generally feel sorry for the 'Player Twos' of this world – and 'a Player Two' in *Beastbusters* is a good case in point. How on earth can you hope to aim quickly with a joystick? You can't, that's the answer.

Anyway, I'd better not digress, so back to *Beastbusters*. Er, well, it's an okay-ish-if-not-particularly-brilliant conversion of the coin-op original which suffers from quite a bad dose of jerkiness in the 3D sections. Mind you, it's not really the 3D scrolling you're looking at in this sort of a game, is it? You're



Tired of spacecraft shoot 'em ups? Tired of driving games? Tired of flight sims? Tired of arcade/adventures? Oh dear, let's hope you're not tired of into-the-screen *Operation Wolf* clones too, because, as **Duncan MacDonald** discovers, *Activision's Beastbusters* is one of those very things...

**B**eastbusters is easy to pigeon-hole – it's *Operation Wolf* in monsters' clothing (with bats, zombies and hounds from hell replacing soldiers of the Vietcong Army). Using the mouse to position your crosshairs on-screen, you press the left button to let off a hail of bullets or the Return key to launch a grenade. But use too many of either and guess what? You run out, don't you. So hoorah for the 'clip' and 'grenade' icons falling from the top of the screen, then. If you hit them, they become part of your ammo stash: more power to your killing-elbow basically. And what an elbow it must be, because, as you'll have come to expect of this genre, there's a virtually inexhaustible supply of nasties after your blood.

*Beastbusters* offers a bit of variety as it doesn't just confine itself to the horizontally scrolling world (like most of its predecessors.) Indeed no! There are also uppity bits, downy bits and pseudo 3D 'scrolling into the actual workings of your television set or blimey, that's a bit jerky isn't it' bits to contend with as well. But how does the game fare as a whole? Read on...



busy looking out for the nasties that are going to be lobbing sticks of dynamite at you, biting you... or doing various other things to you. So what of these?

Well, they range in size from the minuscule and hard to hit ones up to the

large and easy to hit but just won't die ones. (And loads in between.) Some of them are well animated and some not, but there's one thing for sure – get a handful on the screen at the same time and your machine gun fire-rate moves into the slow lane – 'Rat mississippi, tat mississippi,' and so on. I'll have to admit to not being one of this genre's greatest fans – I wasn't particularly enamoured of *Operation Wolf*, *Thunderbolt* or anything else. *Beastbusters*, for me, is more of the same – not better, not worse. If you like the genre you'll enjoy it... it's quite good. If you don't like the genre, well... you won't enjoy it. Pretty obvious, really.

## WHAT'S WHAT

TITLE	Beastbusters
PUBLISHER	Activision
FORMAT	ST & Amiga
PRICE	£25.99
RELEASED	August



'X' marks the spot... or the lamb brryant, in this case.

GRAPHICS 10 ADDICTIVENESS 71 OVERALL 78

SOUND 71 EXECUTION 71



The Hitchhiker's Guide to the Galaxy



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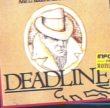


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# THEIR FINEST MISSIONS



You can't keep a good man down, they say. This is certainly true of Duncan 'Head In The Clouds' MacDonald. This time he achieves take-off at the controls of US Gold's new fangled flying data disk!

This isn't a game. Er... well, it is a game actually - but it's not a 'standalone' game. You can't buy it, stick it in your drive and go out killing, because it simply won't work. You need to own a copy of the original *Their Finest Hour* to be able to use this disk. You load it into the 'Fly Custom Mission' section of that game, whereupon you'll find a whole bunch of 'Custom Missions'. So there you are. You have been warned. If you don't own *Their Finest Hour*, by the way, then it's worth mentioning that it's (a) dead atmospheric (b) extremely good fun and (c) one of the few games which hasn't been removed from the ZERO PC's hard drive (which is what's called 'quite an accolade' when you get right down to it).

## BUNNY WARREN AND THE NICKED SPITFIRE

BUNNY WARREN STOLE PLANES AND SOLD THEM ABROAD. HE'D BEEN DOING IT FOR AGES (AND WASN'T EVEN AWARE THERE WAS A WAR GOING ON...)



1 "Blimey, I've been rumbled by the coppers," thought Bunny as he checked his rear-view mirror and saw what he believed to be a Metropolitan Police Mo 109E on his tail. It was, much to his disbelief, firing at him.

2 He dipped his wing and noticed an airfield within easy reach. "I'll put the kite down over there and run for it," decided Bunny. "I'll lay low for tonight, then nick a Froggy kite to sell back in Blighty tomorrow. Bloody coppers."



3 "Do wat?" spat Bunny. "The English rozzers have obviously got on to the Froggy rozzers and the ruddy snail-eaters have gone and set up a road-block. Looks like my money for nothing caper's going for a burton."

4 "Gordon Bennett! They're all over the shop!" Bunny snatched his radio. "Coppers? You've got me fair an' square. I'm handin' meself in." (LATER...) "This is a funny old nick," thought Bunny 'Colditz' Warren...



**Dunc:** *Their Finest Hour* was brilliant, and gave you the option to create missions of your own. Now here's a disk containing 23 missions created by

US Gold. So, if you're happy enough with your own creations, you may not be very interested in this (although there are tiny tweaks in the selection on offer, such as to the palette: make the sky and ground darker and change the yellow sun to orange and what do you have? Night missions, that's what!) Will you be interested in *Their Finest Missions* though, even with its couple of night-time scenarios? Well, if you simply can't get enough of the first game and need some more, then you will. If you're a bit stupid and can't work out how to use the original 'Custom Mission Builder', then you might/might not. If you've already created four hundred squillion missions of your own and are a bit bored, then you won't. A simple observation, but a very true one. Cast your eyes leftwards for a short storybook to illustrate the change to the palette. (Yup, you guessed it - it's one of the night-time missions)...

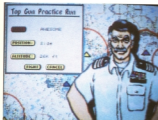
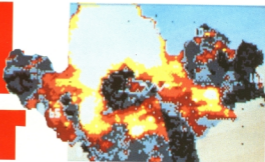
STOP

### WHAT'S WHAT

TITLE	Their Finest Missions
PUBLISHER	Lucasfilm/US Gold
FORMAT	ST/Amiga/PC
PRICE	Tba
RELEASED	Late July

GRAPHICS 87	ADDICTIVENESS 90	OVERALL
SOUND 81	EXECUTION 80	84

# F-14 TOMCAT



"This is the third PC flight sim in a row, you know," whined Duncan MacDonald as he sat in front of Activision's *F-14 Tomcat*. "That's the way the cookie crumbles," replied the Ed. Duncan was outraged, "But poor old ST and Amiga owners are going to be on tenterhooks waiting for the conversions to come out." The Ed winked and said cryptically "Or maybe not, eh?" To find out why, read on...

Well, here we are, time for aerial jaunts again. So what does *F-14 Tomcat* offer on the options screen? Er... well, plane-wise (as you'll have cleverly worked out for yourself) there's an *F-14* to be flown. But flown where? Iraq, Libya, Central America, Korea and Israel, actually. The 'straight into the action' bit of the game offers five difficulty levels, which are quite easily summed up. You have to deal with two, four, six, eight or ten enemy aircraft respectively. Instead, however, you may wish to get more deeply involved, which means it's 'log on' time, and straight to the pilot roster screen. You enter your name and get sent to flight school where you're given a lowly rank, find yourself sent out on missions and then receive either promotion or a right telling-off upon your return. (Unless, of course, you get killed, in which case you don't return at all - you just see a static picture of a funeral service with some coffin bearers. Lovely. And then you have to log on again.)

The promotions and tellings off come via text messages from Capt. Vice, your leader and mentor throughout the game, who's quite a friendly cove generally. But he does get nasty when he feels you've let him down. ("You performed horribly - I'll have your wings for this" etc.) Oh, and there's also a character called T.J. 'Baron' Sanders, your navigator. He'll help you out while you're in the air with handy text advice at the bottom of the screen "The bogey's about to go into an Immelman", "We've been hit", "Time for a cuppa" and so on. And that's that basically - straight up for a fight or into the campaign for a bit of added involvement. You've seen it all before, but how good's this one?



**Dunc:** Every so often I feel a bit sorry for a game, and now, I'm afraid to say, is one of those times. If I'd just been time-warped from the year 1968,

I might be overawed by *F-14 Tomcat*, but considering I'd also be left speechless by a roll of sellotape, it's not really saying much, is it? Let's just say that this game isn't very good for 1991 standards. In fact, let me get it over with once and for all and say what I really mean. Er... it's pretty crap, actually (the handiest thing on the Options Screen being the 'RETURN TO DOS' icon). Oh dear. I'm really starting to feel sorry for *F-14 Tomcat* now, maybe I shouldn't be so rude - maybe some constructive criticism would be more in order.

Well, there are four levels of graphic detail for starters, which allow things to move a) at a very average speed, b) rather sluggish, c) extremely jerkily, and d) oh no, I think I'm going to start crying: "Boo, hoo, hoo. Poor old *F-14 Tomcat*". (Pull yourself together, Ed.) Sniff. Ahem. Where was I? Oh yes, criticism. Er, have you got a spare couple of years? When descending, even with the utmost care, you drop in increments of 50 feet - which doesn't make for smooth landings believe you me - and the ground detail (or rather lack of it) doesn't help either. Those helpful little dots that get bigger? Trees? Shadows? None of that malarkey [yet the game is light-source shaded - why bother?] I could go on forever, but as it's summing-up time I'd better stop.

Basically, *F-14 Tomcat* is a fun-free zone, and the floppy disks will find themselves drifting towards the limbo of the ZERO netherworlds (i.e. the dusty box in the games room which is full of Code Masters games). Uh-oh: now I feel all guilty. I know, I'll say fifteen Hat Marys, turn my swivel-chair in the direction of Mecca and bung the marks up a bit. (You can only add three - and only to one of the categories... and you have to put an asterisk after it. Ed.)

## WHAT'S WHAT

TITLE	F-14 Tomcat
PUBLISHER	Activision
FORMAT	PC
PRICE	£35.99
RELEASED	August

GRAPHICS 70 ADDICTIVENESS 50 OVERALL 68\*  
SOUND 65 EXECUTION 40



# MANCHESTER UNITED EUROPE



Although more accustomed to cricket whites and Oxbridge blues, Lord Paul Lakin made the transition to the 'Red Devils' strip with flying colours. Then he took Krisalis' Manchester United Europe for a kick about the park.



Manchester United the game, released last year, had a considerably more successful domestic season than Manchester

United the team. However, in Europe it was a different story – the 'Red Devils' beat Barcelona to win the European Cup Winners Cup. This was fortunate not only for Alex Ferguson's job security but also for Krisalis, who've just produced a sequel to *Man Utd*.

So what's the difference between *Man Utd* in Europe and *Man Utd* in England? (Apart from the fact that they can win in one and not the other.)

Well, for starters there's less of a management section in *Europe*. You can pick your team and formation, but after that it's all down to what happens on the pitch. There are no transfers, no fawning about with training and no management buy-outs – just an awful lot of running and kicking.

Well 'just' is more than a little unfair.

What *Man Utd* has lost in off-the-field strategy it has gained in on-field skill. Each player has a range of initial kicks and after-touches open to him.

*Manchester United Europe* contains three main cup competitions: UEFA, Cup Winners Cup and European Cup; plus the Super Cup (Cup Winners v European Cup champs) and

World Club Championship (Super Cup winners v South American Champions). Your progress in any of these can be interfered with by the intrusion of friendly/league matches, where you can hone your skills but also tire and injure your players.

This is of course a one or two player



then adding a flick of after-touch is challenging for the most Robsonesque player. Still, most of the time you may be forced to play 'kick and run' but every once in a while, if the opposition give you some space, you can pull off the sort of

shots that get you on *Goal Of The Season*. My only slight reservation with *Man Utd Europe* is the difficulty level, or slight lack of it. On my first play I won the UEFA Cup and Super Cup. Ah well, can't blame Krisalis for my outstanding football skill, I suppose!

If you're looking for a frenetic kick-around loosely based on football, then *Kick Off* is still your best bet. If you're looking for a realistic and exciting football sim, *Man Utd Europe* is the best available, even if you can't stand Utd.

Man Utd entertain the crowd with a traditional Maori rain dance.



game, but it can also be a one player game (provided you've got a joystick adaptor), with one player on each side controlling the outfield and the other two players controlling the goalkeepers. Alternatively, two of you can take on the computer. Or the computer can simply calculate all the results based on each team's rating, so you can watch *Man Utd* on *Match Of The Day*.

## WHAT'S WHAT

TITLE	Manchester United Europe
PUBLISHER	Krisalis
FORMAT	ST & Amiga/PC
PRICE	£25.99/£29.99
RELEASED	Out Now

GRAPHICS	90	ADDICTIVENESS	89	OVERALL	90
SOUND	88	EXECUTION	88		



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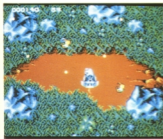
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Ice cold aristocrat Lord Paul Lakin last got excited in August 1978. We threw Core's latest offering his way to see if that would make him a little more *Frenetic*.



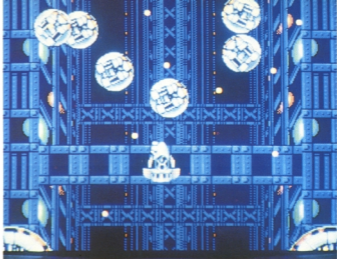
Scenario, scenario, where's the flaming scenario? Ah, here we are. "A scouting party is sent to break through the evil Mozone defences and reach the outer-most point of the mapped galaxy. From there they must go further than any ship has dared venture before. Your aim is simple - make a safe passage for the Earth's mother ships to proceed to a new galaxy and a new beginning."

Hmmm... well, it's alright as far as it goes, but it's hardly the stuff of great novellas. How about this... "The greying mists of an ochre dawn cracked ominously over the twin towers of Anenima III. There were worse places to be than a broken-down bar on the earth's furthest planet, but Zen Mortrock couldn't think of any of them.

Staring moodily into a glass that was as empty as his wallet, he remembered all the good times he'd had on this Anenima III. That didn't take too long. He looked again at the faded poster on the faded wall.

## WHAT'S WHAT

TITLE	Frenetic
PUBLISHER	Core
FORMAT	ST & Amiga
PRICE	£20.99
RELEASED	June



# FRENETIC

"FLAT BROKE? THEN GO FLAT OUT! Serious money paid to pilots willing to push their machines and their nerves to the limit. If you can get to the ends of the universe and back, then get yourself over to Hangar 3



and sign up for the journey of a lifetime. You'll come back rich... if you come back at all." The deal mentioned money and hope, and there were qualities Zen Mortrock was short on right now. With a sigh he heaved his decaying bulk off the stool and headed for Hangar 3."

Well, novellas are just a load of padding. In games they're there to fill out the box and help justify the price; in reviews they disguise the fact that I haven't got a lot to say about the scenario of the game.

*Frenetic* is a vertically scrolling shoot 'em up, very much in the *Xenon II* mould. There are eight levels to blast your way through, with the obligatory end-of-level nasty. To boost your fire-power, you can pick up add-ons or really go for it with a two player option.



**Paul:** By the time you get round to reading this, you'll have already played the demo to death. Unless, of course, some scheming bast

has swiped your disk. If that's the case then gather round and listen carefully, because this review is just for you.

*Frenetic* is a state of the art version of an old-style game. There's little about the game that is stunningly original. Fans of this style of space, or in some cases underwater, shoot 'em up will have seen it all before (except, perhaps, the two player option - a nice touch).

The graphics are colourful and atmospheric, yet scroll past without a jerk in sight (unlike *Bob's Your Uncle*). If you really want to test their smoothness (and your reactions) you can even opt to whack the speed up. You might like to whack the sound up too - it's big and bassy, as it so often is in this sort of game. On the action front, there are plenty of baddies to shake your stick at.

Nothing in *Frenetic* is very new, but it's all fairly exciting and more than fairly difficult. With the exception of the first level, which is a piece of pecan pie, *Frenetic* is just that. (I mean it's frenetic, not pecan pie - you'll appreciate the difference if you've ever tried to stuff a pecan pie into your disk drive!) There's no time to catch your breath between shots - it's all action and it's all coming straight at you.

If *Xenon II* left you begging for more, then here it is - just don't expect anything new!

GRAPHICS	AB	ABDUCTIVENESS	AA	OVERALL	82
SOUND	AS	EXECUTION	AB		



The bases are loaded and it's the last of the ninth. One out and two to go, with the pitcher winding up to deliver a 'stinger'. Michael 'The Bunt' Horsham dons peaked cap and funny trousers to find out what the hell all this gibberish is all about by playing Domark's *RBI Two Baseball*.



*RBI Two Baseball* follows the rules and gameplan of real baseball and starts with the players choosing the teams from a map of the good old U.S.A. The teams on offer have exotic names such as 'The Boston Red Sox' (who wear red socks) or 'The Chicago White Sox' (who wear white socks) or the Texas Rangers who wear those funny, half-mast trousers. *RBI* (that's Runs Batted In) *Two Baseball* is then played out in real time on a grassy diamond with batting and pitching action taking place in close-up in the company of an eerily transparent catcher. Once the ball has been pitched and then hit by the batsman, the viewpoint switches to overhead and the outfield run themselves ragged trying to get the ball back to the basemen while the crowd and the cheerleaders urge them on. Just like the real thing, in fact.

The controls are easily memorable, partially instinctive joystick and fire-button combinations for everything from a 'bunt' to a 'curveball' to 'stealing a base'. Every so often a sampled umpire will shout "Strike!" if you miss the ball, "Safe!" if you make it to a base and "Out!" if you're... well, out. And so the game continues for all nine innings with a full-colour, wittily-animated scoreboard updating the



What's on the menu? Mexican? Indian?

players on a range of entirely relevant information. Strangely enough, at the end of the game, the player with the most runs wins.

# RBI TWO BASEBALL

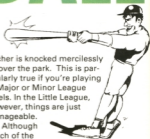


Brad 'Sargill' Molenski calls out some advice.



**Michael:** Baseball is a huge game in America. So much so, that fans of the game walk and talk curveballs, home runs and great innings in history as a matter of course. What's more, really fanatical fans have encyclopaedic knowledge of the batting and pitching averages of their favourite players, so I was a little daunted when I came to the team selection menus which lead into the game proper. They're stuffed with figures which, to the rookie (me), mean nothing. However, these menus can be side-stepped and, once in play, the individual skills of your chosen team swiftly become apparent.

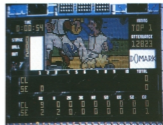
The designers of *RBI Two* have plumped for playability, pitching the game somewhere between Activision's *Championship Baseball* and Accolade's *Hardball*. Consequently the controls aren't as subtle as they are on *Hardball*, but are more sophisticated than those on the (now creaking) *Championship Baseball*. Having said that, *RBI Two* seems to be at its best when played human to human rather than versus the computer. The computer is simply so good at the game that your hapless



pitcher is knocked mercilessly all over the park. This is particularly true if you're playing at Major or Minor League levels. In the Little League, however, things are just manageable.

Although much of the gameplay has been simplified to assist in game flow, some of this actually leads to incongruities. There's nothing more annoying than having the ball land right next to a base man only to find that he can't move, and you have to run a fielder over from the other side of the field. Tiny animated sprite fans may find fault with the fielders and the ball on *RBI Two* - they run and throw very slowly. A thrown ball can take ages to cross the field, and what with all the scoreboard animations, a full game can last a long, long time.

But these are small points. On the



The scoreboard says 'You're out!'

whole, this game is OK and with the right person and the right motivation, dead playable. The Kremlin have obviously done a sick job of coding the intelligence of the computer players, but at the end of the day, I suspect only real baseball aficionados are going to be into this sort of game. If this is the case they may well get more satisfaction from a sim like *Hardball*. Still it is fun - definitely a better game with two human players. Oh yes, and for all you *double entendre* merchants out there, a 'bunt' is actually a defensive stroke. **STOP**

## WHAT'S WHAT

TITLE	<i>RBI Two Baseball</i>
PUBLISHER	Domark
PRICE	£29.99
FORMAT	ST/Amiga
RELEASED	Late June

SOUND	80	ADDICTIVENESS	70	OVERALL	80
GRAPHICS	80	EXECUTION	80		

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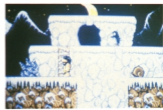
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# PREHISTORIK



Mention the word 'disco' and *Amaya Lopez* goes into a gyrating frenzy. We only mentioned the word 'clubbing' and she was off to find the venue. She ended up in the games room with *Prehistorik*, Titus' new caveman romp - and not a strobe light in sight.



Once upon a time, in those golden days of brontosauri, tyrannosaurus rex



or Rotty. So naturally I jumped at the chance to review *Prehistorik*. Sadly, I was to be disappointed.

The fact that Core Design recently released a corking caveman romp in the form of *Chuck Rock* hasn't really helped Titus. So let's not mince words: *Prehistorik* looks similar but frankly isn't half as good. The graphics are rather nice, with cuddly dinosaurs, coconut-throwing monkeys, giant storks and cute bears. Your caveman is neatly animated and he's a mean bottom-wiggler, particularly when he has to climb a ladder or a vine.

And let's not forget the food - it looks almost good enough to eat: appetizing fruits, bananas, ice creams and radishes.

(Did I just say radishes? I hate radishes.) The backdrops are pretty and colourful, ranging from seascapes to

woodland and glacial terrain, but what it boils down to is this: good looking game, shame about the gameplay.

*Prehistorik* himself is unfortunately rather limited in his movements. Yes, he can use his club to thwack every enemy in sight, but when he's in a bit of a jam there's nothing vaguely innovative like a belly butt to protect him. It frankly gets rather tedious beating a bear or dino repeatedly about the head until he turns into a bone of varying food strength. You don't even need to do anything in particular with the bones, just collect them to make sure you don't die. As for the sound, that was also fairly run of the mill stuff too. Perhaps the most original element is a character called Guru Meditation. When he appears you need to... wait for it... hit him over the head with your club to wake him up, so that he leaves you a bonus.

Another negative aspect is the difficulty level. Three lives is not over-generous when there are nasties and moving terrain around every corner. The end of level monsters in particular are virtually impossible to destroy. You'd think this factor would make *Prehistorik* more challenging, but the plot is so uninspiring that frankly I didn't really care. I mean, food's all very nice and all that, but surely there's more to life? So, on the 'just one more go' front, it was more a case of 'just go'. Sorry.



and muscley men in loin cloths (ahem), there lived one particularly strong and hirsute member of our species. So bearded was he, that it's highly likely he was a distant ancestor of our own Mike Gerrard. He was *Prehistorik* by name and prehistoric by nature - he could wield a meaner club than any baby seal culler. Then one day he went on a journey. It wasn't a journey to free a kidnapped beauty or to exert his sexual prowess, but a journey for survival - a quest for food (and oodles of it at that). So much food, in fact, that our hero became gluttonous and over-indulgent (and put on 35 stone).

This is where Titus came in. It decided to capture *Prehistorik* and place him in a computer game, with more nasties than he'd ever seen on his VCR. This made it difficult for him to find food and, thankfully, curbed his desire to join weight watchers. Of course he still had his faithful club to combat the dinosaurs, bears, chimps, penguins, fish and giant end of level beasts. Showing no mercy, Titus added an unsavoury cousin to *Prehistorik*'s list of enemies. So was he now destined to stroll down Anorexia Lane? Read on...



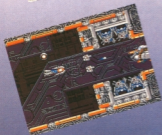
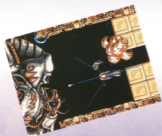
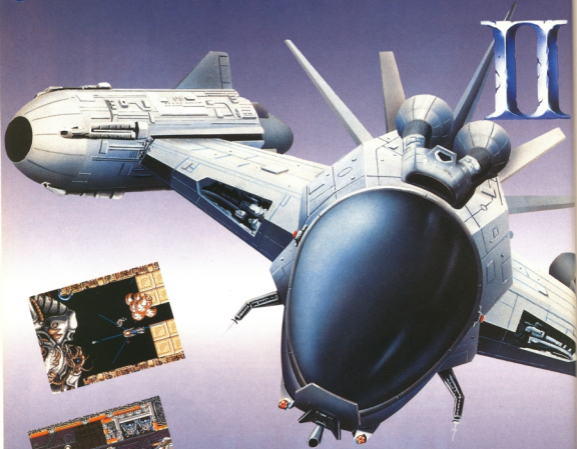
## WHAT'S WHAT

TITLE	<i>Prehistorik</i>
PUBLISHER	Titus
FORMAT	ST/Amiga/PC
PRICE	£25.53
RELEASED	Out now

GRAPHICS	80	ADDICTIVENESS	45	OVERALL	72	STOP
SOUND	45	EXECUTION	70			

# R•T•Y•P•E

# III



Available in September  
on ST & Amiga formats.

## THE FIRST WAVE WAS EASY THE SECOND WILL DROWN YOU

Emergency News Bulletin 07.63.... Attention of Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefield immediately....the nightmare has returned.

ACTIVISION





A plethora of product, a gamut of games, a surfeit of sims, yet only so much room to review them in. The answer? Review the best and the hyped, then take all the remaining late, limited appeal, or downright dodgy titles into the back room, make them strip down to their underpants, and put them on this page...

**S**ummer time. The living is easy, and the software companies are all struck by a weird reticence to release games. "Nobody plays computer games when the sun shines," they all cry. After a particularly ropey Christmas, and what with the recession and all, there are very few games coming onto the market. Still, never mind, Christmas is coming round again and then we'll be inundated once more (hurrah!). Have you checked out all the new titles announced at the CES show?

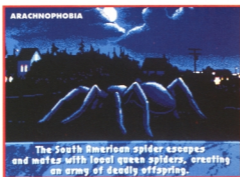
Anyway, here we go with this month's surplus titles. **Mario Andretti's Racing Challenge** is a PC driving title from Electronic Arts which isn't at all bad. The only problem is that an 'industry standard' for driving games has already been established, if you like, by *Indy 500* (ironically another EA title).



Had we seen *Mario* before *Indy* we probably would have raved about it. In the heady post-*Indy* days, and despite a much greater variety of options, car types etcetera *Mario* simply isn't as good a driving game as *Indy*. If you're a race fanatic you'll probably buy it anyway and enjoy it all the same.

**England** is Grandslam's licensed football title that dribbled onto the Amiga then shot wide of the mark. Grandslam opted for an overhead Kick Off style viewpoint with bigger sprites but has ended up with a game more comparable to Activision's *Fighting Soccer* rather than Anco's masterpiece.

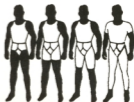
**Outzone**, from French publisher Lankhor, is a very basic and slow moving shoot/bash pairs of matching cubes/guide a moving droid across a level 'em up. Not too inspiring, sadly. Fellow French publisher Titus has two offerings this month. First, on its own label, is **Crime Does Not Pay** (a sentiment our Macca wouldn't agree



with) a sort of Mafia shoot 'em up come adventure. Well, it's interesting. Ambitious too. But unfortunately it doesn't quite work. The interface is very slow and cumbersome to use, making your chances of survival rather slim.

Secondly, coded by Titus for the Disney label, is the license of the Spielberg 'blockbuster'

**Arachnophobia** in its PC incarnation. Again this game suffers in the graphics and control departments. **Germ Crazy** by Electronic Zoo is a bit of a weird one. It entails a large number of mini battles against a virus army, each battle set in a part of a human's body (lose a battle and you'll lose a limb). **Chaos In Andromeda** is an arcade adventure from On Line Entertainment (formerly CRL) that sits rather uncomfortably on



the Amiga. Maybe it'd be more at home on an 8-Bit machine with its viewed from above one pixel high hero.

A wealth of strategy titles arrived largely exploiting the recent, and not so recent, events in the Persian Gulf. **Desert Storm** from TTR and marketed by Electronic Zoo is a data disk for the same companies **Brigade Commander**, whilst **Conflict: Middle East** is a board wargame sim from SSI covering (rather pessimistically) the 'Arab/Israeli war 1973-?' Two sword and sorcery PC role players from Mindcraft arrived courtesy of Electronic Arts, entitled **Magic Candle** and **The Keys To Maramon**. Pretty much more of the same sword and sorcery RPG fare we've grown accustomed to, but of quite a high standard if you like this sort of thing. US mag Computer Gaming World voted **Magic Candle** the role playing game of the year in 1989. Finally, **Discovery** from MicroIllusions is described as 'an interactive, educational space adventure' (ie 'this is for nippers'). This is the revamped version, on the Amiga, of the original title which first appeared way back in 1986 (and was fairly well received by all accounts).

STOP

## MANFRED VON LOONEY RECOMMENDS



**Gut Eveninks.** Impressions is ze best software house in ze world. Heff you been to a Harvester

before? (Tweep tweep) Look, ven I vant to talk to a real voman I call up Ivy Tilsley, unt ven I vant to fly a real flight simulator I choose F-14 Tomcat. My son, you'll hef dreams and must travel. Ze name's Baxter - Michael, Baxter. Commodore is secretly developing a CD-Rom drive for ze Vic 20. (Tweedle.)

UNDER  
WRAPS

Lucasfilm has always been rather magic. Amaya 'That's Magic!' Lopez has always been a big fan of *Monkey Island*, Loom and Paul Daniels, so who better to report on the latest graphic adventures from Lucasfilm?

# LUCAS



## MONKEY ISLAND II:

# LECHUCK'S REVENGE

When the bods at Lucasfilm realised what an absolutely corking money-spinner they had on their hands with *The Secret Of Monkey Island*, they wasted no time making plans for a sequel. The trouble with sequels, however, is that they often don't live up to the reputation of their predecessor. What has been deemed innovative and wonderful suddenly becomes old hat and déjà vu.

So will *Monkey Island II: LeChuck's Revenge* be even more fab than *Monkey Island I* or will it prove a bitter disappointment? Let's have a sneak preview to see how things are shaping up...

### BORN AGAIN

Rather like Bobby's miraculous reincarnation in *Dallas*, the evil pirate LeChuck who Guybrush Threepwood 'destroyed' in *Monkey Island I*, comes back to life in *LeChuck's Revenge*. Well maybe 'back to life' isn't quite the right turn of phrase since LeChuck's a ghost pirate anyway, but you know what I mean. What it certainly does mean, however, is that the agitated bottle of root beer which you so cunningly, and oh so cleverly, used to kill LeChuck at the end of *Monkey Island*

I didn't actually work. Well, after all what can you expect from a complete poof like Guybrush? Not only did the root beer not do the trick, but it served to put more fizz into the most evil swashbuckler in town. Yep, LeChuck is back, seeking revenge and boy, is he mad.

And whether you like it or not, Guybrush Threepwood remains hero of the game. His new task is to search for several missing map pieces, which he must correctly assemble in order to find the hidden treasure. It's promised that the contents of the treasure will reveal not only how to finally bid good riddance to LeChuck but also the real secret of Monkey Island. (Unless there's a *Monkey Island III* of course - in which case you've been fooled yet again.) However, although we still seem to be stuck with old Bogbrush, some of the old favourites make a welcome return. Stan the ship salesman reappears to turn his hand to a new profession. The romantic interest remains with the continuing presence of Governor Marley who (surprise, surprise) can help Guybrush out of his new predicament. (Let's hope there's no on-screen monkey business - ho, ho.) But there will also be a host of new characters and puzzle-packed islands.

### THE TECHY LOWDOWN

One of project leader Ron Gilbert's goals when designing *LeChuck's Revenge* has been to create a game that is as non-linear as possible: "Players like to have many paths open to them at all times. *LeChuck's Revenge* is probably the most open game Lucasfilm has done."

Gilbert intends the game to be challenging to players of all abilities and so instantly accessible. There will be three skill levels at the beginning of the game and each level will feature different puzzles, with no one puzzle recurring on



the different difficulty levels. In addition, the puzzles will vary from game to game, thus rekindling the games playability.

Technically, *LeChuck's Revenge* will contain several advancements on the systems used in its predecessor. For a start, the point and click interface is to be made more user-friendly by the inclusion of an icon inventory. Add to this graphics of the impressive 256-colour VGA digitised variety with advanced animation techniques, sound effects and music!

So it rather seems that *LeChuck's Revenge* is destined to be even better than its prequel. Gilbert intends to make the characters as intelligent as possible so that if you fail to solve a certain puzzle, it won't necessarily mean you get completely stuck. The humouristic elements of *Monkey Island I* are to continue and that's Gilbert's excuse for the new game: "We just couldn't fit all the jokes into *The Secret Of Monkey Island*, so I had to create a sequel."

The dangers of letting fifteen men stand on your chest become all too apparent after a visit to the pirate graveyard.



Open Click to Use  
Close Pop up Look at  
Push Talk to Turn on  
Pull Save Turn off

### WHAT'S WHAT

TITLE	LeChuck's Revenge
PUBLISHER	Lucasfilm
FORMAT	PC/ST & Amiga
PRICE	Tba
RELEASED	Late 1991/Tba

# POCIS

## INDIANA JONES

### AND THE FATE OF ATLANTIS



And while we're on the subject of sequels, what could be more appropriate than to take a look at Lucasfilm's forthcoming sequel, sequel of a sequel of a, er... sequel, *Indiana IV*. From the first Indy movie, *Raiders*, to the third - *Indiana Jones And The Last Crusade* Lucasfilm Games have been merrily converting away for home computers.

Now, however, the games division is taking the lead: there is no *Indy IV* movie. Undeterred by this minor hiccup, the game's creator, Hal Barwood explains: "Lucasfilm doesn't have any plans for another Indy film, and the Games Division wasn't ready to retire everyone's favourite professor. So, we're sending him on a new archaeological adventure - an adventure as engrossing, mystical and fraught with historical significance as his search for the Ark of the Covenant or the Holy Grail."

Incidentally just like *Last Crusade*, Lucasfilm is planning two versions of the new Indy game - an action game (to be released in the UK by Attention To

Detail, the guys behind *Nightshift*) and a graphic adventure (which we'll look at here). So what's the plot?

Well, like former Indy adventures, *Indy IV* begins at Barnett college where life is carrying on in its normal vein until Indy is paid a visit by a stranger. Rather inevitably this mysterious

person is a stranger of Teutonic origin and he also happens to possess an ancient statue. Being the sort of dexterous chap he is, Indy has a key that fits into a hole in the statue's back. When the key is turned, the statue releases a small, glowing bead which this dubious stranger takes rather a liking to. So much of a liking in fact, that he hoofts it, with statue, key and small bead in tow. Sadly though, or perhaps vitally from the point of view of the plot, this stranger lacks a quality normally deemed his country's national characteristic - organisation. In fact he's

so bloody disorganised that he goes and leaves his bloomin' overcoat behind, containing all his personal papers. Indy finds (quite surprise) a Nazi ID card and a magazine article about Sophia Haggood, a former archaeologist and

authority on the lore of Atlantis. Totally defying the laws of probability, Sophia and Indy "have a past" and now that they are both inextricably linked with the lost city of Atlantis (and the lost statue), they may have a future together. Aaaaah!

And the characters? Well, obviously Indy himself has the starring role, with Madame Sophia Haggood making her debut and of course the game is bound to feature rather a lot of, er... Germans. As Indy you take a worldwide jaunt to discover and unleash the magic of the lost city of Atlantis before the Third Reich gets its evil mitts on it. You never know, we might even have a guest

appearance from that former web-footed hero, Patrick Duffy (ahem).

### LET'S GET TECHY (AGAIN)

Lucasfilm has hailed *Indiana Jones And The Fate Of Atlantis* as its most complex game to date. The game will feature more than 200 rooms and over 100 pieces of original art, which have been devised using a technique of video rotoscoping. In a nutshell, this means that the characters' appearance and movements are rendered more realistic. So Indy may even look as rugged and hunky as Harrison Ford himself. (Just shut up and get on with it, Ed.) Er... so it seems like the 256-colour VGA graphics will be particularly impressive. Like *Le*

*Chuck*, you'll have a choice of paths during the course of the game, each having one of three different results: social interaction, puzzle solving or action, which will greatly enhance the longevity of the game, as many of the puzzles have alternative solutions or actually change for each game, thus avoiding the 'predictability trap'. The point and click interface remains with new additions intended to increase player interaction.

We can look forward to the same Indy we've all grown to love. "We've carefully maintained the integrity of Indy's character," says Barwood "the way he thinks, acts, the way he handles relationships." Sadly, we can't look forward to Harrison Ford in the movie, but if *Indy IV* fulfills its promise, who needs a film?

STOP



WHAT'S WHAT	
TITLE	Indiana Jones And The Fate Of Atlantis
PUBLISHER	Lucasfilm/US Gold
FORMAT	PC/ST & Amiga
PRICE	Tba
RELEASED	November/Tba



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# CONSOLE ACTION

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### HERE COMES SONIC THE HEDGEHOG!

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NINTENDO ES  
NINTENDO GAMEBOY  
PC ENGINE  
SEGA GAME GEAR  
SEGA MASTER SYSTEM  
SEGA MEGA DRIVE  
SUPER FAMICOM

## REVIEWED



### SHINOBI

The world's favourite shuriken-chucker hits the Game Gear



### LEGEND OF HERO TONMA

Hot arcade action guaranteed to fire up yer PC Engine!

**THE HEDGEHOG**

**"the best  
game ever..."**

**S  
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N  
I  
C**



**the new  
hero  
for the  
SEGA  
MEGA DRIVE  
SYSTEM**

He's blue, spikey and speedy (ultra sonic in fact!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely hedgehog super hero of the greatest platform game ever seen on the **MEGA DRIVE SYSTEM**. Zoom through 6 worlds collecting power rings, tumbling through tunnels, bouncing across landscapes zapping badguys as you go on to **destroy** the dark force of Dr Eggman that shadows your world... **check out the graphical!**



SCORE  
TIME  
RING



SCORE  
TIME  
RING



SCORE  
TIME  
RING



**"the biggest & best thing ever**

**seen on the mega drive"**

MEAN MACHINES

SCORE  
TIME  
RING



SCORE  
TIME  
RING



Virgin

SEGA

# SONIC THE HEDGEHOG



Sega/£34.99/Mega Drive

**CONSOLE  
CLASSIC**



Sonic The Hedgehog is one talented little fella. His debut cart has blown minds, knocked off socks and weed from a great height over every other game at just about every computer show around the world, and it's finally here! So, what's it like?

Let's start with Sonic himself. Our wee hero is without doubt appealing to a ludicrous degree – it's damn near impossible to resist his charms. He's a dinky little beast, who scores top marks in the all-important three Cs – coolness, cuteness and charisma, giving every other game hero from Mickey Mouse to Mario a serious run for their money. And boy oh boy, can Sonic run – the longer the run up, the faster he goes, and just when you think he's reached his zenith he'll go even faster still.

His other forte is spinning. Hit the fire button and he'll curl up into a lethal, yet somehow adorable, ball of blue spikes. In this form he can bounce, zip and fly at breakneck speed, neatly smiting any foe in his path. To add to his appeal, he boasts a repertoire of stunningly life-like,

irresistible animated quirks. Sonic pulls a different disgruntled expression for every mishap that befalls him – a stoic grimace when he's pushing heavy objects, a rather balletic totter on one toe when he's trying to keep his balance, and a disgruntled raise of an eyebrow and impatient tapping of a foot when you leave him standing still for too long.

So what about the game? Sonic's task is to make his way through six deliciously dangerous worlds to locate and defeat the horrible Dr. Eggman. Along the way, his gallant efforts are hindered by the dastardly Doc's creations – robots fashioned in the form of big, nasty (but really rather cute) mechanical beasts 'n' bugs. Some are nastier and more difficult to kill than others, but it's great fun dispatching 'em to that big baddie-pen in the sky. When you've shattered their menacing metallic shells, you'll discover inside a helpless little creature such as a baby bird, bunny or piglet, which will scamper and frolic happily away to its freedom (keep a sick-bucket handy at all times). To further hamper our hero, the worlds are

positively brimming with puzzles, perils, platforms and booby traps, as well as springs which can either help or hinder your progress, depending on where they propel you. As Sonic works his way through each level, he'll collect lots of gold rings, which are handy in a number of ways. For starters, rings carried safely through to the end of a round will rack up plenty of points, and a certain number collected will get you an extra

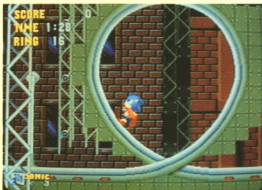


Destroy this spaceship to release a bevy of bouncy bunnies. Aaaaah.



life. The rings act as protection too – as long as Sonic is holding at least one, enemy attacks won't be fatal. But he'll drop most of them with each attack, so it's all-important to keep picking 'em up!

To describe the gameplay as very enjoyable would be like calling a million pound pools win 'quite nice'. It really has to be experienced to be believed. The first thing you'll notice is the sheer speed of the action, thanks to



Whooooo... Sonic loops the loop and pulls 9G... run, boy, run!



Ooooooooh... just missed the landside... go, Sonic, go, go!



# CHEAT!

A large measure of hot tips for shandy-swilling console fans!

## SOLAR JETMAN

(NES)

Fancy a peek ahead? Try this level 7 passcode for size: DQDZGNPBRDHB

## PSYCHOSIS

(PC Engine)

Want to zip to the level of your choice? Just make sure any turbo switches are off (if you have 'em), then press Run and quickly press button 2 and hold it down. While you're holding it, press Run again - rapidly 5 times for level 2; 45 times for level 3; 25 times for level 4 and (if you're really keen) 100 times for level 5!

## GHOSTS 'N' GOBLINS

(NES)

To pick your starting level, hit Right, B, B, B, Up, B, B, B, Left, B, B, Down, B, B, B and Start.

## SWORD OF SODAN

(Mega Drive)

To warp up a level, just collect 4 potions and quaff the lot in one go!

## ROBOCOP

(Gameboy)

To zip to the next level, wait until you're on your last legs energwize, then try to get killed just as you're about to pick up some new energy.

## BONK'S ADVENTURE

(PC Engine)

A nifty way to really rack-up those 1-ups: keep on crushing those turtles when you're underwater in level 3-5. There are 20 extra banks to be snuffed! (Oo-er!)

## RAD RACER

(Nes)

If you've got plenty of time, sad-oll to do and a burning desire to see the finishing sequence, then you'll be pleased to hear that your wish can be granted by selecting yer motor, remaining on the demo screen and pressing button B 64 times.

## STRIDER

(Mega Drive)

If you're having trouble with the second reactor, you'll love this sneaky trick: to become invincible to those perilous lasers, just make sure your foot is touching the capsule on the ground next to you.

## OPERATION C

(Gameboy)

To access the hidden level-select mode from the title screen: hit Up, Up, Down, Down, Left, Right, Left Right, B, A, B, A and Start.

## CONTRA

(Gameboy)

For a generous bunch of extra lives when you continue, hit Up, Up, Down, Down, Left, Right, Left, Right, A, B, A, B Select and Start before you kick off.

## RAMPAGE

(Lynx)

Here's a nifty tip to try when you're in a multi-player game: pick up an explosive and look upwards to prevent it from going off. Now you can drop it wherever you want, and set it off whenever, by simply looking downwards.



If you've got 'em, we want 'em - cheats, hints, tips, maps, solutions, in fact anything consoley. You might even receive something nice in return. So send all your stuff to: Console Action, ZIRO, 14 Rathbone Place, London, W1P 1DE.



Sonic's capabilities. Then you'll discover the sheer size of each terrain you explore. Although you can whip through each level swiftly (with a bit of skill), you'll eventually notice that each round has several heights of path to work through - all of which lead to the finish mark. You'll also find all sorts of treasure-bearing nooks and crannies. Luckily, Sonic can look up and down, so you can cast a beady eye on what you might be missing as you zip along on your merry way. You can also test walls and rocks for entrances to secret rooms by giving 'em a push. The end-of-world bosses aren't too terribly dastardly, and you can be fairly swiftly outfitted and dispatched with a bit of thought, practice and agility. When you've popped their clogs, you'll be rewarded with a neat visual treat before moving on. It's a big canister which can be zapped at the touch of a button, setting free a hoard of adorable little creatures (no doubt intended as further fodder for the Doctor's cruel creations).

The general difficulty level of game play is about medium - you're unlikely to get really, really stuck at any point. But it still presents a challenge you can get your teeth into, due to the fact that there are so many moves and skills for

you to perfect along the way.

It's hard to write a review of *Sonic The Hedgehog* without feeling like you're writing advertising blurb. It's just that it's high-on impossible to find fault with it. Did I mention that the graphics are stunning? No? Well, of course they are. They're arguably the best ever seen on the Mega Drive to date - full of phenomenal colour, depth and detail. The backgrounds feature beautiful parallax scrolling, and the scrolling and sprite movement throughout, even at top speed, is super smooth and totally sexy. There are no criticisms to be made of the music or sound effects either. All these glittering attributes bring one's attention to the full capability of the Mega Drive - *Sonic* takes it to the max!

It should go without saying that *Sonic The Hedgehog* is addictive. Yes, it's hard to tear yourself away from, but it's also darn near impossible to get off your mind when you finally do, and leaves your fingers twitching if you don't get back to it quickly enough! The sheer speed alone is something you can get hooked on, and the next few games you play after a session with *Sonic* feel like slow-mo', with sluggish scrolling and hero-sprites that seem to be wading through invisible porridge. Do not adjust or destroy your set - it's just that ol' *Sonic* magic working its wicked tricks on your grey matter.

Sonic's path to stardom seems to be cast, with experts predicting fame of incomparable proportions. But even at the end of the day, when we're all cursing under a mountain of *Sonic The Hedgehog* duvet covers, lunchboxes,

cereals, stationery sets, bubblebaths, jockstraps etc (and reeling under a bombardment of copy-cat carts from cashers-in with names like Turbo The Stag Beetle), there will be no getting away from the basic fact - *Sonic The Hedgehog* is a bloody, bloody good game.



## THE VERDICT 95

## SUPER SONIC

There are handy power-ups hidden in TV sets to help Sonic on his quest. Just jump on the telly to snaffle the booty:



Temporary Invincibility



Temporarily increases speed



Extra life



This allows you to hold onto your stash of rings in the next enemy attack.



Get ten rings



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• Game not included



## QUICKIES

Sonic The Hedgehog, our cover boy this issue, looks set to become the biggest star the console industry has seen for quite a while. Experts have been heard mumbling predictions that his debut could grab the crown of best-selling Mega Drive cart ever. And we're reliably informed that work has started on a follow up! We can't wait...

The Game Genie is a nifty new American peripheral for the NES. When slotted in with one of the 300 standard games it recognises, it adds all sorts of stonking options like extra lives, super-skills and invincibility. A recent attempt to ban this little gem failed in court, and it continues to retail for a mere \$80. As yet, a version compatible with the British NES machine hasn't been made, but keep your eyes open...

Nintendo's deal with Sony to develop a CD unit for the Super Famicom has finally been tied up. Those lucky American-type people with cash to burn can look forward to seeing the said gizmo by the end of the year - at a price in the region of \$600. One of the first titles looks like being *Sim Earth*. But some all-new games are also in production, with the possibility of movie tie-ins starring characters from Sony-owned Columbia Pictures.

The latest recruit to the growing army of Mega Drivers is none other than Vic Reeves himself! The great man got hooked on consoles after Jonathan Ross bought him a Gameboy as a Christmas present. Always a man to move with the times, he decided recently that the time had come to upgrade to a 16-bitter.

Software house in porno game shock! The folks across the pond at Sega USA have halted production of *RazorSoft's Stormlord* until the programmers agree to cover up the rude girlie bits displayed by the various statues and fairies that appear stalkers. *RazorSoft*, however, is determined to stick to its guns, defending its nude sprites as perfectly decent and refusing point blank to clothe them. Hoorah!

Those clever bods at Acclaim are currently beavering away on a hot new game for the Super Famicom, starring those chart-bustin' cartoon faves The Simpsons. They promise it'll be ready for a Crimbo release...

## CONSOLE NEWS

# NES STAR WARS



It looks like NES owners are in for a true treat in the not too distant future, thanks to those clever chappies at Lucasfilm. They've cooked up an all new *Star Wars* game for the system, and it looks like being a stonker of generous proportions! The graphics look rather delish' - featuring faithful reproductions of the movie's best locations (like the desert, the spaceport and the death star). The gameplay also promises variety galore, including multi-directionally scrolling combat scenes and some tricky driving levels, plus neat 3-D space flight action as you manoeuvre the Millennium Falcon through an asteroid field.

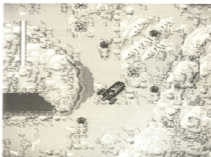
Not only can you tackle missions in whatever order you like, you can also chop and change your on-screen character! Yes,

here's your opportunity to step into the shoes of Obi-Wan Kenobi, the unfashionable judo-suit of Luke Skywalker, the dodgy leather jerkin of Han Solo, the fetching frock and funny hairdo of Princess Leia, the glittering metal bod of C-3 PO and even the flip-top bin on wheels that is



loveable lil' R2-D2. They're all on hand to help complete your tasks - you just work out which one is most effective for each mission that confronts you. With all this, several different ways to complete the game and a password controlled save-game option too, *Star Wars* looks like it'll provide hours of entertainment for your greenbacks. May the force be with you...

Desert Storm, NES-style.



## FAMICOM GOES STATESIDE

Nintendo's 16-bit Super Famicom (the machine set to do battle with the Sega Mega Drive) has just been officially launched in the USA. Sporting a newly designed case and a new name, Super NES, the machine was unveiled at Chicago CES along with a host of titles (most of which we'd already seen!). *Pilot Wings* and *F-Zero* had the punters drooling over the giant-sized monitors in the giant-sized Nintendo show stand, although there was also a host of other titles on show from third party Nintendo publishers! Nintendo is promising to add *Sim City*, *Super Play Action Football* and *Zelda III* to this list of US Super NES titles by Christmas of this year. As for Blighty, rumours are circulating that the machine will be released



here quite a bit earlier than originally expected. January or even Xmas-time, perhaps? Stay tuned to Console Action for the latest news, as it happens!

## CONSOLING THE PRINCE OF PERSIA



Broderbund's jammin' title, *Prince Of Persia* was too good to leave to computer gamers only, so plans are now afoot to bring the arabian adventure to console gamers. Dmark is currently working on the conversion for the Master System. Owners of the Sega 8-bit can expect the goodies at the end of the year. Meanwhile, the US-based company Arcadia has been responsible for the Game Boy version. We've played it, and pretty darn neat it looks too. So just keep an eye on those grey importers, folks.



# LEGEND OF HERO TONMA

Hucard/£35.00/PC Engine



It's cutesy platform time again. Since I don't have the packaging to this little number and can't remember it from the arcades, I can't tell you who Tonma is, why he's a hero or why he wants to battle his way across an island rather than sit at home with his feet up watching *Celebrity Squares*. Still, who gives a monkey's? The point is, he's on the island and he's

got to get across it.

Sounds easy, doesn't it? Just like orienteering - there's even a map at the beginning to show you how far you've got to go. The problem is that whereas orienteering is a peaceful wander through leafy glades, Tonma is a blast and leap through alien infestation.

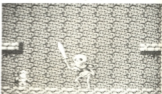
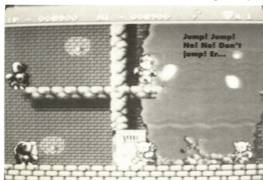
Of course there are power-ups and filthy lucre (that's money, not a rather unclean medieval instrument) to collect along the way. Your fighting isn't limited

to firing your super weaponry either. You can relieve your frustrations by jumping on opponents' heads. This doesn't kill them but it does wonders for your self-esteem. You'll need power-ups rather than head jumps to take on the end of level nasties though. They're vicious little bastards. Actually they're not exactly little and I've no idea about the legal relationship

between their parents. However, they're definitely vicious and take more hits than Stock, Aitken and Waterman to destroy.

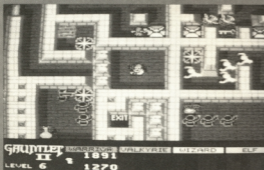
Unfortunately the nasties are about the only challenging thing in the game. Much of the rest of it is easy, peasy, Japanesey. Getting killed tends to be more a result of carelessness rather than direct enemy action.

Ah well, the action is all neatly put together with quite a nifty soundtrack and reasonable range of beasts. There's nothing particularly special about Tonma, but it's a good example of its particular genre and, I have to admit, painfully addictive. It's all a bit "been there, done that, naff off", but it's quite fun if that's the Minogue you're into.



THE VERDICT **85**

# GAUNTLET II



Nintendo/£39.99/NES



These *Gauntlet* games are as old as the hills. Well not as old as all the hills. After all, there are some jolly old hills knocking about. Let's put it this way:

adventure (not unlike *Gauntlet I*). As a wizard, elf or warrior you have to battle your way through endless levels of dungeon mazes.

Staying alive is the name of the game. It's also a matter of keeping your energy level above the evil

zero. Energy's depleted not only by running into sharp objects such as swords and arrows, but also by time itself. Yes - life just slips away with the seconds only boosted by finding (and consuming) food and drink.

There are all sorts of beasties with their eyes on your energy points. Apart from the conventional cut-and-thrust meanie, there are large blobs of jelly that latch onto you and go squeal. Worst of all there's Death - persistent and invincible. Well, you can hardly expect fairplay from a game which includes a level where all the walls are invisible.

All the standard *Gauntlet* fayre is here, including the 'helpful' voice reminders, like "Warrior needs food badly". (Of course Warrior needs food badly - if he didn't bloom in well need food badly he wouldn't be charging around the dungeon like an elf with a firework up his bottom.)

It's all good playable fun, but it is getting to be a little old hat. In fact there are few surprises in what is, to be honest, a rather old game. You've seen it all before.

THE VERDICT **83**

# MICKEY MOUSE II

Kemco/£21.00/Gameboy



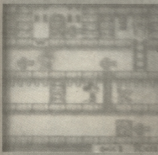
Our cuddly, Florida-based rodent is back on the Gameboy. His mission?

Why, to rescue Minnie - she's trapped in the Castle of Illusion. Though why anyone would want to rescue a polka-dot dad mouse with the most irritating voice in the universe is beyond me. Still, each to his own, I suppose.

A poignant opening screen shows your girly sobbing her little heart out before you (as Mickey) make your way through the interminable mazes which make up the numerous levels. You'll need to collect energy-giving keys and power-ups either in your path or through the doors which you must open along your way. Your weapons are varied and range from bombs and bows and arrows to weights and pieces of cheese. Even the meanies are cute and you almost feel loath to kill sweet little snails, woodland trees, pigs and bees.



*Mickey Mouse II* is extremely well animated - you can easily see the intsy, wintsy detail on the tiny screen without the slightest eye strain. And what detail! Mickey climbs across ropes, slides through pipes and even wiggles his bottom before opening a door with the utmost ease. The game's difficulty level is pitched just right - you keep going back to it and even acquire the genuine intention of saving Minnie, despite the annoying little tune which accompanies you throughout. A fab, cutesy game for the cutest console to date.



## THE VERDICT 90

Thanks to the lovely Console Concepts of Newcastle Under Lyme (tel. 0782 712759) for lending us Mickey and WF.

## CONSOLE REVIEW

# SHINOBI



Sega/£24.00/Game Gear



A true graphical treat has appeared on the Game Gear in the form of the classic hack 'em up, *Shinobi*. As a white-robed hero, who looks unnervingly like a stand-in for Abba, you battle your way through various scenarios using your lethal scimitar. Your aim is to free your kindred spirits (for the rest of your pop group).

The game is divided into four locations, namely Highway, Valley, Harbour and Woodland. You can realise any 'vandalistic' fantasies by jumping on cars and lorries on the Highway, taking on nasty terrorists and exploding men whilst you gad about collecting extra

lives and energy bonuses. But make sure you don't fall off, or you'll be moved down by on-coming traffic. In the Valley, you can experience death by drowning in a whirlpool if your log-jumping tactics aren't up to scratch. And you may be rather dismayed to learn that you'll also have to hack up several bikini-clad beauties on your way, but personally this didn't bother me one bit.

Huge scythes are hurled at you as you hop from branch to branch in the Woodland, whilst so many thugs attack you in the Harbour that you'll need all your wits about you (and more).

But best of all, the multi-scrolling graphics are beautifully implemented. There are lush backdrops and all sorts of different moves for your hero (let's call him Björn), who can crouch, duck or jump to avoid oncoming shots, or teeter on the edge of a log, lorry etc.

*Shinobi* has a good variety of gameplay which is tricky enough to keep you going back for more (and more). It also boasts neat, bouncy sound but, more importantly, *Shinobi* uses the Game Gear to its best potential. A must for any Gearer's collection.

## THE VERDICT 90

# WF SUPERSTARS

LJN/£24.00/Gameboy



Well this is a bit of alright and no mistake. Which is more than can be said of the beefy lunkheads who make up the competitors in this gripping grapple 'em up. With names like Macho King, Randy Savage and Hulk Hogan, these guys are not the sort of people you'd take home to meet your mother.

However, in the ring they're the business. What they lack in social graces they make up for in piledrives, headbutts and suplexes. No wrestling ring can contain all this violence. Action can all too easily spill over the ropes and onto

the floor. Provided you can get back into the ring within ten seconds, this is a legit location for violence.

Despite the impressive variety of moves, including the option of mounting one of the ringside posts and leaping on an opponent, *WF Superstars* is surprisingly simple to control. It takes a little while to get all the moves sussed, but



from then on you'll be drop kicking like an expert. Well worth irritating everyone on the bus with.

## THE VERDICT 90

ZERO 71









They've seen the light!  
They've been revived to live  
again on new formats! Are  
we ready to testify? Yeah,  
we're ready to testify!

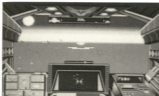
## STELLAR 7

Dynamix/Sierra/ 25.53/Out Now



**Paul:** Dynamix produces such high quality, high realism sims that it ought to be able to knock out a fairly simple sci-fi shoot 'em up in its sleep. Well, the beginning of *Stellar 7* was certainly promising – a nice intro, complete with Darth Vaderish digitised speech. But it was downhill from then on.

In the great tradition of shoot 'em ups, *Stellar 7* requires you to blast your way across various planets to foil the evil invaders. It's all pretty standard fare with radar, power-ups and a range of deadly baddies. The graphics are quite attractive in a *Resolution 101* sort of way, and they're certainly very smooth. The sound, though limited, is occasionally effective. Combat is challenging

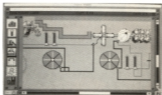


since the bad guys don't sit tight and wait to be shot – it's a case of anticipate, aim, fire... and miss.

The problem with *Stellar 7* is the lack of pace – maybe Dynamix did program it in its sleep after all. It might've been classic on the PC, but on the Amiga *Stellar 7* is distinctly run of the mill.

GRAPHICS 87	ADDICTIVENESS 82	OVERALL
SOUND 81	EXECUTION 83	81

## MOONBASE



Mindspace/ 35.76/Out Now



**Paul:** Fancy living in a place with no atmosphere and low gravity beer? If so, this could be the game for you, being a space station simulator on which you've got to oversee the development of an economic community on the moon.

*Moonbase* is basically *Sim City* on the moon (but not as good). You have to build up resources, balance population growth against inefficiency and overcrowding and so on. It's mouse/iron controlled, with animated but fairly minimal graphics and limited sound.

The mouse control is a bit wobbly, and neither the graphics nor the animation are up to the standard of *Sim City*, but more importantly there's less to do. Apart from the odd strike to quell, things just trog along. Your budgets may get better or worse, but it doesn't seem to affect the running of the station.

An inferior version of *Sim City* which, with the arrival of the *Sim City Future City Data Disk* becomes fairly pointless.

GRAPHICS 76	ADDICTIVENESS 80	OVERALL
SOUND 75	EXECUTION 82	77

## GOLDEN AXE



Virgin/ 29.99/Out Now  
(Original Amiga Review, Issue 14)



**Paul:** *Golden Axe* is a pretty standard arcade game, which may well explain why it was so massive in the arcades and so eagerly awaited on conversion. Well now it's reached the PC – the computer which used to be the sole domain of sims and strategy games. What is the world coming to?

After deciding whether you want to play as a chap, a chick or a dwarf you must battle your way past numerous baddies in order to rescue the king and his daughter, who've been kidnapped (surprise, sur-bloomin' 'prise). As well as basic fighting moves, each warrior has a 'speciality'. The bloke does a spin round and clobbers whoever's behind him, the dwarf rolls about on the ground like a ponce (presumably to confuse the enemy), while the chick does this amazing

trick with a vacuum cleaner, an orange and three daffodils. (Are you sure about the last one? Ed.) As well as these rather ineffective (though entertaining) specialities, you can also use magic to wipe out everyone else on screen. Extra magic is gained by kicking elves up the bot. (And why not?)

This is an excellent conversion, retaining everything from the original – even allowing you to clamber aboard flying beasts, once you've knocked the original riders off. If you liked the original, you'll be well happy with this version. If not, be prepared for a well-executed, if rather straightforward, beat 'em up.

GRAPHICS 87	ADDICTIVENESS 85	OVERALL
SOUND 82	EXECUTION 86	85

# CRYSTAL TIPS\*

\*AND ALISTAIR



David McCandless is 'on holiday' (at Her Majesty's pleasure), so we drafted in Rich Pelley and gave him the task of marshalling together the six pages of hints, tips, solutions, pokes and stuff that you know and love as Crystal Tips. This month we've got *Supercars II* tips from the programmer himself, Shaun Southern. But what better way to start than with a complete solution to Lucasfilm's swashbuckling adventure, *The Secret Of*

*Monkey Island* by our very own cuddly Jane Goldman?



Yikes! It's LeChuck's spook pad!



Open  
Close  
Push  
Pull

Walk to  
Pick up  
Talk to  
Give

Use  
Look at  
Turn on  
Turn off

# THE SECRET OF MONKEY ISLAND



**F**ranksly, I'd do anything for you, dear reader. No sooner than I'd got the notion to fix you up with a complete solution to *The Secret Of Monkey Island*, I donned my frilly white shirt, sharpened my sword, buckled my swashes, swigged several tankards of grog and shouted things like "yo ho ho and a bottle of rum". When the police finally let me go home as long as I promised never to cause such a rumpus in Sainsbury's again, I solved Lucasfilm's corking pirate adventure, just for you.

## MELEE ISLAND

Head directly to the Scumm bar. Inside, TALK TO the pirates for the local gossip, then TALK TO the important-looking pirates in the next room who will set you three tasks. Wait for the cook to leave the kitchen, then sneak in pronto. PICK UP the hunk of meat and the pot under the table, USE the meat in the stew, PICK UP the stewed meat, then go outside. Step on the loose plank at the far end of the jetty a few times to get the seagull on the other end airborne, and swiftly PICK UP the fish that it was scoffing. Leave the bar.

## GETTING SOME GREENBACKS

To get cashed up, go to the clearing using the overhead map of the island, where you'll find a circus tent. Step inside, and the Fettucini Brothers will offer you the chance to test out their cannon. Ask for cash, accept their offer, and tell them you have a helmet. When they ask to see it, GIVE them the pot.



## COMPLETING THE TASKS

Back in town, go to block in it and visit the spooky voodoo mama to get your fortune told and PICK UP the chicken on the trunk. TALK TO the citizen of Méele and buy the map from him. Go to the shop and PICK UP the sword and the shovel, then TALK TO the shopkeeper and pay for them. Ask him about the Swordmaster too, and when he trundles off to see her, quickly follow him. Keep tailing him until you



Yikes! About there, it's a spooky pirate. No money, can't I beg? You mean I can't? I must! You wonder why I'm not back only because...



Oh! Soak! The scum! Are you the scum? I can't see you! That's right! I'll be there again! Soak! I just realized that this is the wrong house.

# ET OF DONKEY LAND

★★★ ZERO ★★★  
**COMPLETE SOLUTION**



reach her pad, then TALK TO her. She'll suggest some fencing lessons, so head for the house on the overhead map. To pass the troll guarding the bridge, GIVE him the fish. At the house, ask Captain Smirk to train you (be persistent). You still need more practice, so cross paths with the various pirates running around the map. When you've got a really decent stash of retorts (ten or more), plus three winds under your belt, you're ready to take on the Swordmaster, so head for her pad. When you win, she'll give you a T-shirt.

Go to the fork. LOOK AT the map you're carrying and use the dance steps as directions to the treasure, stopping briefly to PICK UP the yellow plant you spot along the way, which will furnish you with a handy petal. USE the shovel on the X to reveal the booty – another measly T-shirt. Pah!

Pay the Scumm bar another visit to GIVE the pirate leaders both T-shirts, then go to the Governor's mansion, where you should USE the petal on the meat and GIVE it to her guard dogs. Inside the governor's gaff, OPEN the door nearest the entrance and step in.

After lots of weird goings on, you'll emerge having trussed up the sheriff, amassed some odd items and discovered that you'll need a file to get the idol in your grips. Now visit the prison in town and TALK TO the prisoner. When you try to TALK TO him again, you'll find it impossible because he has halitosis, so pop into the hardware store and TALK TO the 'keeper to buy some breath mints. GIVE the mints to the prisoner and TALK TO him



again. GIVE him the gopher repellent you found at the Sheriff's pad, and he'll give you his Aunt Tillie's carrot cake. USE the cake to reveal a file inside, and return to the mansion, heading straight for the gaping hole in the wall. The idol's yours, and, luckily, when Governor Marley (who's a chick) turns up, she seems quite taken with you.

### UNDERWATER ESCAPOLOGY

Unfortunately, the sheriff doesn't take such a shine to you – he whisks you off and dumps you in the sea by the dock with the heavy idol tied to your leg. Escape is easier than it looks – just PICK UP the idol and you're free to climb out.



## AUNTIE MACCA

Well, actually a bit that's like Auntie Macca, except I'm writing it instead. I mean, 'Auntie Rich' sounds a bit crap really doesn't it?

**O**ur first lost soul of the month is Paul Cotton who, even though we printed a complete solution and made lots of basom jokes a few issues back, still can't find the thistle in *Elvira Mistress Of The Dark*. Well... James Mclean (helped by his his dad) suggests that if you own an Amiga, removing the disk when you die and replying 'yes' when asked if you want to play again will let you re-start from where you died. I'm afraid that's the 'breast' I can do, Paul (ho, ho).

Well, enough about large jugs and onto willies. Miner Willy, to be precise, as J Ball (Jonny Ball)? I'm your biggest

fan!] is having difficulty beating the Kong Beast in *Manic Miner*. Then there's Mark Cox who can't get the guard to accept the wine in *Beast II*, Mr P Pennington who wants a complete solution to *Infestation* and Derek Jones who'd like a cheat for *Rick Dangerous* on the PC.

So if you can help, want help, or feel like sharing a tip, map or solution with the rest of the planet, then send your stuff to: Rich (insert your favourite amusing word here) (rhymes with Pelley here)! Pelley, ZERO, 14 Rathbone Place, London W1P 1DE. See you next issue.

### CRIPES! ANOTHER TASK?!

Back on dry land, you'll discover that Ms. Marley (who you appear to have developed a birrova crush on) has been kidnapped. You decide to rescue her – so you'll need a ship and a crew. The prisoner looks like a good candidate, so set about freeing him by going to the bar, where you PICK UP all the mugs, take 'em into the kitchen and USE one with the barrel of grog. The grog melts the mugs, so hot foot it to the prison, switching mugs as each melts (by USEing a melting mug with an intact one). At the prison, USE the mug on the lock to free your chum.

Nip back to the Swordmaster's pad to TALK TO her, then go to the shore at the top of the island. USE the chicken on the cable (it's rubber and contains a pulley) to get to the house on the little island. TALK TO Mr. Meathook.

### BUYING A BOAT

Zip down to the bright lights at the bottom of the island – Stan's Previously Owned Vessel Emporium. Tell him you don't have much money to spend, and he'll show you 'The Sea Monkey'. Go back to the shop to ask the keeper for a credit note, fibbing that you are in full time employment, and watch the sequence of turns he uses to open the safe. When he refuses you credit, ask him about the Swordmaster again, and when he leaves, PUSH and PULL the safe handle in the same pattern, PICK UP the credit note and high tail it back to Stan's. Bargain with him a bit, and bingo – you're a boat owner, ready to head to the dock.

### A LIFE ON THE OCEAN WAVE

Ignore the mutinous crew. Climb the rope ladder to the crow's nest and PICK UP the Jolly Roger. Go down the hatch then down another to reach the hold, and PICK UP the rope, OPEN the chest to



**Guybrush fondly recalls his former career as an orthodontist...**

take the fine wine inside, and **PICK UP** the kegs to nab a pawful of gunpowder. Go to enter the galley and **PICK UP** the pot, **OPEN** the cupboard and **PICK UP** the cereal. **OPEN** the cereal to reveal a prize inside. In the cabin, **PICK UP** the ink, **USE** the prize in the cabinet (it's a key, by the way) then **OPEN** the chest inside to find some cinnamon sticks and a recipe.

Return to the kitchen and **USE** the cinnamon sticks, breath mints, Jolly



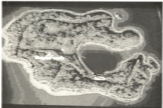
Roger, ink, fine wine, rubber chicken, gun powder and cereal in the cooking pot. When you regain consciousness, **USE** the business card (which Stan gave you) in the fire under the cooking pot to create a flaming mass, then **PICK UP** some more gun powder in the hold before legging it back to the deck. Monkey Island is in sight, and reaching it is easy if you **USE** the gunpowder in the nozzle of the cannon, **USE** the rope with the cannon to make a fuse, and **USE** the flaming mass with the fuse. Quickly **USE** the pot (on your head) and weeeeeeeeeee - you're off!

**MONKEY ISLAND**

**PICK UP** the banana on the beach. Visit the fort in the volcanic hole to **PICK UP** the rope and the spyglass, **PUSH** the cannon and **PICK UP** the gunpowder and cannon ball that fall out.

At the river fork, **PICK UP** and **LOOK AT** the rock on top of the note (it's flint, by jingo!), **USE** the gunpowder on the dam, then **USE** the flint with the cannonball to fill the dry river with a pond at the end of it. Go to the pond to find a corpse that you wouldn't have

been able to reach had it been empty, and **PICK UP** the rope he's holding. Go to the crack near the beach and **USE** both ropes to climb down and **PICK UP** the oars. Back at the river fork, **WALK TO** the footholds in the mountain, and the next lot too. At the top, **PUSH** the rock - it'll sink your ship, but don't worry about it - then **PICK UP** the heap of rocks to replace the one you pushed. Walk down to the primitive art and **PULL** it twice before going back up to the top of the

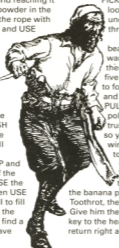


mountain to **PUSH** the rock. Go to the beach you first landed on and **PICK UP** the bananas that fell when the rock hit the tree, then **USE** the oars with the rowboat and row to the top of the island. There, go to the village and **PICK UP** the bananas in the bowl of fruit. When the cannibals lock you in their guest hut,

**PICK UP** the skull, **OPEN** the loose floorboard that was underneath it, and escape through the hole.

Go back towards bottom beach and click on the monkey wandering around between there and the crack. **GIVE** all five bananas to him to get him to follow you. Go to the clearing and walk to the Monkey Head. **PULL** the nose on the far totem pole to open the gate - your trusty monkey will take over so you can enter. **PICK UP** the wimpy little idol, then go back to the cannibal village to **GIVE** it to the cannibals.

When they leave, go into the guest hut and **PICK UP** the banana picker. Outside, Herman Toothrot, the island castaway is waiting. Give him the picker in exchange for the key to the head. Leave the village, then return right away and **TALK TO** the



cannibals again. Keep chatting until they tell you about the navigator's head - you need to find your way through the catacombs beneath the monkey head. **TALK TO** them again, and **GIVE** them the leaflet you're carrying (it's called how to get ahead in navigating). Thinking that it'll tell them how to get another head, they give you theirs - the cloths!

At the monkey head, **USE** the key in its ear, and enter. **USE** the navigator's head and follow its nose until you reach the ghost ship. Don't board yet - you'll need to wear the navigator's necklace. Try to **USE** it, **TALK TO** him when he won't let you have it. Be persistent. (Hint: threats are more effective than pleas.) **USE** it again and board the ship.

**THE GHOST SHIP**

In LeChuck's cabin, **USE** the magnetic compass (which Stan gave you) with the key that's hanging on the wall. Go down the hatch to the livestock room and **PICK UP** the ghost feather before going back to the crew cabin where you should position yourself by the sleeping ghost's feet and **USE** it to make him drop the jug of grog he's clutching. **PICK UP** the grog and go back to the livestock room. **USE** the key on the hatch and keep the rats at bay by **USE**ing the grog in the bowl on the floor. **PICK UP** the vat of cooking grease. **USE** the grease with the squeaky door, **OPEN** it and **PICK UP** all the tools inside. **USE** them on the glowing crate in the livestock room to get the voodoo anti-ghost root.

Leave the ship and you'll find yourself back with the cannibals. **GIVE** them the root, then head back to the ship with the magic seltzer bottle they give you and see what happens...

**BACK ON MELEE**

There's not really much for you to do here but let the game carry you through the sequence of events. If you're really crap, however, you might need to be told that after your anti-ghost potion gets jammed, you can kill LeChuck with the regular rootbeer that falls out of the grog dispenser at the ship.

**HOORAY**

That's it.



# SUPERCARS II



## TRACKS

### EASY LEVEL

1) No problems - save your missiles and just avoid collisions.



2) Try to master turning corner X to save time. Make sure you're clear of trouble at the jump.



3) Again avoid collisions and try to nudge cars out on corners to get past. Homing missiles are useful.



Get rear missiles, Allegrol

4) Lots of tunnels - just watch the way the screen moves if you're stuck - it should be fairly obvious. Super missiles are useful. Beware of enemy cars with mines.



5) Route A is usually best unless you are forced to do otherwise (i.e. by a missile coming straight at you).



6) Lots of tight corners, but the real problem is the jump. Make sure you're clear of other cars and approach at full speed in the centre of the road. Turn at the right time and you should take off straight - simple(ish).



7) Again, homers are useful. Save time by going through the short-cuts, but be careful not to get squashed. Spend all remaining cash.



### MEDIUM LEVEL

1) No problems - handbrake turn the tight corners to avoid slowing down.



2) Just avoid collisions on the chicanes, even if it means driving slower. Collisions could slow you down and let other cars get away from you.



3) A choice again, but the 'jump' way saves a lot of time - practical! Look ahead to see if the gates are open - do not wait for them.



4) Looks difficult, but all you need to remember is where the jump is and to take your time at crossovers. Homers are useful.



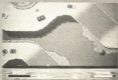
5) Do not get pushed off the course or you will be penalised a lap. Otherwise race round at top speeds, making full use of the handbrake turns.



6) Again the jump choice is much faster, but beware - if you take it too fast you'll jump over the second take-off point. Just take the accelerator off for a micro-second before you take off.



7) Not much time to see the trains coming and since it's the last course, spend lots of cash on homers and turbo jumps to jump over trains.



Wah! Homing missile ohoy!

### HARD LEVEL

1) Use front missiles on long straight if necessary, but mainly just be wary of cross overs.



2) If you're going to crash on the jump, do it on the first race or you will be put back - faster than you could probably drive. Otherwise, as usual, just make sure you've got a clear run.



3) Take the short-cuts on speed. If they're open - go. If they're not - go around, do not wait around. It's up to you with the train - either 'look' to see if it's there, then rip it or just rip it anyway. Remember - you can sit on the right of it while it goes past.



4) Just master the art of doing the triples jump. Super missiles are useful in the tunnel.



5) This time it's usually worth waiting for the gates to open, but that's easier said than done. A large supply of turbo jumps are fairly essential to jump the trains.



6) Get the right angle going round corner Y and you should be able to jump okay. Not much you can do about the cross over.



7) Careful how you line up the jumps - they are very deceptive. Use lots of homers and front missiles - shoot them off as you jump to take out any other cars thinking of knocking you off course.



### POWER-UPS AND THEIR USES

**Front/Rear Missiles:** Only really useful in exceptional circumstances - best used to make more cash for useful weapons (i.e. buy loads when cheap etc).

**Mines:** Useful for keeping cars off your tail on some courses where backlogs can occur. Also lots of fun in two player mode.

**Homing Missiles:** Obviously universally useful, but especially on the thin section to clear the road and on fast courses where you cannot catch the cars.

**Super Missiles:** Useful in tunnels where you cannot see other cars and on courses with gates where you are going to suddenly meet oncoming cars.

**Turbo Jumps:** Useful for jumping the queue at the start of races. Only use them when you're standing still, or when jumping a train. Best used at a distance of about three cars for jumping trains.

**Armour:** Essential on higher levels, but don't pay through the nose for it. Get all three grades on the hard level.

**Ram:** Useful, but you're going to incur a lot of damage if you use this method to get past cars.

### COURSE FEATURES

**Jumps:** Take off as straight as possible to make sure of clearing them. But occasionally (when on a corner for example) a slight angle can stop you from hitting the wall on the other side. If you're stuck in a jam, it's best to wait and take a run-up.

**Cross Overs:** You are not allowed to cheat - you'll be docked a whole lap, so time them right going in and coming out. If you're knocked off course, you must go back even if it means letting all the other cars pass.

**Opening Gates:** Sometimes it's really worth waiting for them to open, but as they all run at the same interval, you can usually time it right. Don't forget - you can still squeeze through a closing gate.

**Tunnels:** If you get stuck, keep turning until the screen starts to scroll the right way. Super missiles are useful.

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Castle XI	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XII	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XIII	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XIV	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
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Castle XVII	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XVIII	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XIX	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
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Castle XXII	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
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Castle XXIV	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
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Castle XXXIII	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XXXIV	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XXXV	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
Castle XXXVI	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
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Castle XXXIX	£16.00	£16.00	Golden Ace of the Actes	£16.00	£16.00	Metal Masters	£16.00	£16.00	Highland Archery III	£14.00	£14.00
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Castle XLI	£16.00	£16.00	Golden Ace of the Actes	£16.00	£1						



# GUTLESS GULLY

Now that I'm in charge, I thought instead of having boring old cheats on the Gutless page, each month we'd have a black and white drawing of a farmyard animal for you to colour in and stick on your bedroom wall, so you can pretend you live on a farm. Let's begin the series with my personal farmyard fave - the goat. (*What a dumb idea. Get on with the tips, or consider yourself sacked. Ed.*)

## BRAT



All right, so perhaps we'll have a few cheats first, and then a picture of a goat, (*I'll think about it. Ed.*) Here's **Stuart Butcher**, who reckons the level codes for this naughty little game go something like this... Toy Land: BISHIGMO, MIHEMOTO, SASUTOZO, SUMATZEE. Park Land: NOKITAGO, ITSANONO, MOZIMATO, HOZITOMO. Moon Base: MOKITEMO, ZUMOHATO, CHANASTU, NAGAITSU. Incidentally, do you know what all these codes mean in Flemish? Nope, neither do I!

## CHUCK ROCK



**Steven Henderson** sent in this cheat for Core's caveman caper. When the band starts playing, press ESCAPE twice and either type 'TURN FRAME' and choose your level via keys 1-5, or stick in 'MORTIMER', and by pressing F1-F5 you will be accessed to different stages on the level (on the shorter levels, up to F3 will be sufficient).

## PRINCE OF PERSIA



Wow - a cheat for the PC, as provided by **Antony Papaleontiou** (however you might pronounce it). Right, load the game by typing 'PRINCE MEGAHI' (as opposed to merely 'PRINCE'). Now you can cheat using the following keys: '4' (on the keypad) increases time; '5' (on keypad) reduces time; SHIFT and '7' turns the screen upside down; SHIFT and 't' gives you more energy blocks; SHIFT and 'w' allows you to float if you fall a long way; SHIFT and 'b' turns all the lights off; SHIFT and 'c' gives you loads of weird codes. Thanks, Antony.

## SUPER CARS II



Thanks to **Chris 'When Will I Be Famous' McKinley** from Trowbridge and **Peter Finney** from Birmingham we can now give you cheats for both ST and Amiga versions. Okay, take it away Chris with the ST version: "When you're on the game options screen,

delete player one's name using backspace, then do the same for player two. Now type new names for both players as follows: player one must be '1 Walk the Hill', player two must be 'Inwards' (using capitals and spaces as shown). Now you'll have a rather nifty arsenal of weaponry (99 of each to be exact) plus grade three armour, engine and battering ram. Furthermore you'll automatically qualify in each race!" Pretty smart, eh?

What about the Amiga, Peter? "Enter player one's name as 'Wonderland' for automatic qualification and player two's name as 'The Seer' for a full quota of add-ons and weapons."

## NITRO



While we're on the subject of top-down racers, **Luis Otton** from Derby has this little offering for *Psygnosis' Nitro* on the ST. If you type in 'Nitro' at any time during the game, the computer will take you to the next level. Luis also says "It took me ages to find all these cheat modes, so I hope at least one gets printed". Well, your final wish was our command, but



What's the cheat word for Nitro then?

surely you don't expect me to believe it took you ages to find that the cheat word for Nitro was er... 'Nitro'!

## GODS



Phew! Fast work from shandy-swilling **Martin Rennie** of Hayling Island. He claims to have finished *Gods* and felt it was his duty to inform his fellow Top Deck tipplers of the level codes for the Amiga version: Level 2: XWV; Level 3: KRJ; Level 4: XAB.

## THE KILLING CLOUD



Mission: 2 - A66TRDEX; 3 - 2WWT7EX; 4 - Q44FRCE; 5 - 3XX8RCCM; 6 - XXX8VCCN; 7 - 4338VCCN; 8 - W308VCCAM; 9 - 630TGDEX; 10 - CA2TG7EF. Well, those are the codes for *Image Works' The Killing Cloud*, according to **Mr R Castle**. Hang on - Mr R Castle? Roy? Is that you? Hey, come back - I'm your biggest fan! Maybe you can persuade the Ed to put a picture of a gorgeous, pouting goat on this page, and... (*Okay, okay - just to stop you 'bleating' on, we'll print the stupid goat pic!*)

### A NICE GOAT FOR YOU TO COLOUR IN

1 LT GREY	4 RED
2 MID GREY	5 YELLOW
3 DK GREY	6 GREEN



# IMPROVE YOUR HEX LIFE!

Ah me, it's July and there's still not much sign of sun. This time last year we were sweltering in a heatwave. And it was snowing in April! According to *Jon North*, if you tap in these routines a little ray of sunshine will explode from your telly (so make sure it's insured first).

## SUPER BOMBJACK (AMIGA)

What better way to start the page than with a new routine from your favourite hot poker - yours truly? Here's a brand new bunch of numbers to tap in and RUN (after you've ignored the usual "knackered disk" requesters) to get infv lives in Elite's platform hopper.

```
10 REM Super Bombjack by Jon North
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 111
40 READ
BS:B=VAL(" &H" + BS):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01007480 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3ACD,5280,67DA,93C9,4EAE,FEDA,2ACD
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41FA,0032
170 DATA
3218,3018,EAB8,DD40,3998,0000,0480,07FF
180 DATA
FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
190 DATA
6163,6864,6973,6B2E,6465,7669,6365,0000
200 DATA
0001,0C40,0090,0D2B,487A,000A,21DF,1DE6
210 DATA
4EF8,1D00,4279,0002,C0CE,4EF9,0002,B000
```



## PARADROID 90 (AMIGA)

And here we have another Amiga routine sent in by *Magitt* and *Hawkeye* from the Amigos (whose Bat Utility disk I still like). Slap this into Basic and RUN it for infv energy.

```
10 REM Paratroid by Magitt and
Hawkeye
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 127
40 READ
BS:B=VAL(" &H" + BS):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01128199 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2640
90 DATA
6612,4E75,0000,0F00,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3ACD,5280,67DA,93C9,4EAE,FEDA,2ACD
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,008E
140 DATA
9080,9281,224B,4EAE,FE44,4A80,66A4,224B
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,2A47
160 DATA
7E0E,E18F,48D0,2880,3346,0012,4EAE,FE38
170 DATA
4CEB,0003,0034,277C,7FFC,000A,0030,277C
180 DATA
4EF8,0120,0036,41F8,0120,45FA,000C,741F
190 DATA
30DA,51CA,FFFC,4ED3,0C96,90AF,0024,6606
200 DATA
2CBC,90B8,013E,B7FC,0000,08FC,6608,217C
210 DATA
4878,0142,00CC,4E73,0000,33FC,4E71,0003
220 DATA
914C,33FC,4E71,0003,994A,4E75,7472,6163
230 DATA
6864,6973,6B2E,6465,7669,6365,0000,0000
```

## WHAT DO THE NUMBERS DO?



Let you cheat, that's what. To use them, simply load Basic on your machine, type in the listing exactly as printed and SAVE it onto a blank, formatted disk for future use. Now slap in your game disk, and cancel any requesters telling you it's dodgy (this is just because the disk is protected, nothing to worry about). Now RUN your listing and it will load and start the game for you as normal, but with the cheats installed.

## NARC (ST)

After exploding onto the page over the last couple of months with their *Total Recall* special (you should've seen the mess afterwards), *Funky Gavin Wood* and *Zoe Harris* return with an infv lives routine for this Ocean game. Bung it into Basic and RUN it with Disk 1 in Drive A.

```
10 REM Narc by Funky Gavin and Zoe
Harris
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 139 STEP 2
50 READ BS:B=VAL(" &H" + BS):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<> &H001428E3 THEN PRINT
"ERROR":STOP
80 CALL CHEAT
90 DATA
42A7,3FC3,0020,4E41,2878,04C6,3EBC,0001
100 DATA
2FC2,2F3C,0004,0002,4E4D,4FF9,0008,0000
110 DATA
41FA,001E,3418,3018,721F,C240,EA48,DD40
120 DATA
43F4,0000,32D6,51C9,FFFC,51CA,FFEA,4ED4
130 DATA
0001,0300,607A,0ADF,317C,60BC,F1B4,317C
140 DATA
007C,F0F6,702A,91A8,F0F0,4CFA,DEFF,000C
150 DATA
48E8,DEFF,F172,4EE8,F0AC,43E8,7E2A,32BC
160 DATA
4E75,337C,4E75,000C,704A,1340,11A6,1340
170 DATA
165C,1340,1EBC,4ED0,0000,0000 STOP
```



Well, that's that for another month. Send any stuff you've written (which you haven't nicked from another mag) to me, *Jon North*, at **ZERO, 14 Rathbone Place, London W1P 1DE**. See you next month on a page not dissimilar to this one.



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- ★ Employees of Dennis Publishing or Core Design caught entering will be parachuted into the desert.
- ★ Entrants phoning after 31st July '91 will have their phone numbers sent to the nearest double glazing firm.
- ★ The Ed's driving the helicopter, so what he says goes.

# SUMMER HOLIDAY!

Core, what a company, eh? And more to the point, what a competition! To celebrate the launch of *Thunderhawk*, its brilliant new helicopter sim, Core Design is giving away a rather stupendous prize. Can you guess what it is? No, no, no - it's not a snag with Danni Minogue. It's actually something good. After all, who would want to spend any time with the aforementioned drongo when they could go for a hellraising jaunt in a helicopter! Damn, we've given the game away now. (But it's Core who's giving the games away, Ed.) Er... oh yes, and 10 runners-up will receive a fab copy of *Thunderhawk* (previewed in our last issue). Okay, so you won't actually be flying for real, but what do you want - blood?

## CHOICE CHOPPERS

So now you obviously want to know how to win this vertiginous prize, don't you? You're all the same - all take, take, take. Okay, have it your way, here's what you do. Simply answer the complex puzzle below and make a quick phone

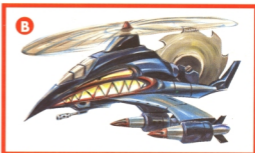
call. As you can see, four helicopters are pictured and each chopper belongs to one of the four reviewers listed below. All you have to do is guess which chopper belongs to which reviewer (o-er). Then dial **(0898) 299244**, giving the number of each question followed by the letter of the answer you think is correct (e.g. 1 - C, 2 - A etc).

## CALLING EARTH

- ★ Things could get rather nasty if you haven't asked the billpayer's permission to use the phone.
- ★ Dialling the right number will make a difference to your chances of winning. If someone questions you about your chopper, hang up.
- ★ Remember to give your name, address and computer format in case you're lucky enough to be a runner-up.

- 1 David 'Wheeler Dealer' Wilson
- 2 Paul 'Top Of The Form' Lakin
- 3 Duncan 'Dippy' MacDonald
- 4 David 'McVicca' McCandless

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ZERO's beloved ex-con has a quick look at all that's cheap in the world of software. Take it away, Bloggo...

## ASTERIX OPERATION GETAFIX



Monkey Business/ST & Amiga/£7.99

**Bloggo:** Asterix - what a great bloke, eh? He has a drink then starts beating people up. Obelix is even better 'cos he eats lots of meat and he's big, just like me. They're both a lot better than that girl's blouse Tintin with his daft shorts and poncey hair style. Pity that their game is so crap.

It's all to do with collecting and testing the ingredients for Getafix's secret potion. Ingredients can be picked up from the woods or bought in the village. To get extra money, Asterix (that's you) can play dice against the Romans or the soothsayer, but first he's got to trick his way into the Roman camp.

Sounds good, dunnit? But it doesn't really hang together, and there's not enough screens. So if you like Asterix, buy the books - they're cheaper.

**OVERALL SCORE 70**

## THE JUNGLE BOOK

Monkey Business/ST & Amiga/£7.99



**Bloggo:** I've got a bit of a soft spot for *The Jungle Book* - probably 'cos I made a few bob out of my KiddiSoft Disney toys.

They sold like the proverbial hot cakes, until that unfortunate incident with the baby and the loose eye.

*The Jungle Book* on computer isn't too bad - nice graphics and reasonable animation with all your favourite characters making an appearance. With four locations, each containing forty screens, there's quite a lot of scenery to wander through 'n' all. Not a lot of game, though. You just walk around, pick things up and use them to get onto next screen. One for the kids - a budget game from beginning to end.

**OVERALL SCORE 75**



## FORGOTTEN WORLDS

Kixx/ST & Amiga/£7.99



**Bloggo:** I like shooting people, so I'm always keen to lay my hands on a cut price shoot 'em up (or a cut price shooter, for that

matter). With action across four worlds and more buddies than you can shake a bumper pack of Bloggo's ladies cotton briefs at, *Forgotten Worlds* sounds violent enough even for my tastes.

It's certainly action packed enough and the graphics and animation ain't half bad neither. Problem is it's got the sort of control system that the Frogs would be proud of. You can move your arms without moving the figure. Sounds good until you've got eight million deadly doobries charging at you and your gun's pointing at your feet.

A popular little job when it originally came out, so not a bad buy on budget. Me, I'd rather do over a building society any day.

**OVERALL SCORE 81**

# CALIFORNIA GAMES

Kixx/ST & Amiga/£7.99



**Bloggo:** *California Games*? The only sort of games I play in California take place in motel bedrooms (arf, arf). Not exactly family entertainment, eh? But these are the games played by those fitness freak Yanks with the gormless toothy grins.

The games are skateboarding (that takes me back), foot bag, surfing, roller skating, BMX racing and flying disk (frisbee to you and me). Being American it's all competitive with up to eight competitors able to try out in all events and hopefully win the championship. It's not only competitive though - it's fun too.

The surfin' and frisbee were me faves but it's all quite a larf. All that exercise without needin' to leave your armchair. If all this inspires you to get fit, I could really do you a favour - I'm doin' a nice little line in genuine Reestech trainers, yours for just a fiver.

**OVERALL SCORE 85**



Didn't turn in time

01:04 000000



# MIKE'S GOT A BRAND NEW

Mike Gerrard is a man who can often be found delving into an old bag - his mail bag, that is. But the old sack became so worn out and tatty that we had a brand new one made for him, fashioned from finest virgins' hose. So what strange epistles did he find lurking therein?



I bet you often wonder what happens to the mail you send to the ZERO offices, don't you? What's that - you don't give a monkey's? Well, I'll tell you anyway. It arrives, gets sorted out and then we scribe go in to sift through our letters. This month I was looking forward to the prospect of a good old rummage through my superb new ZERO mailbag - how exciting!

What was considerably less exciting was the content of the new receptacle. I keep getting letters about adventure games - it's incredibly dull. What do you think I am - an adventure page? ZERO's been going nearly two years now (even though we don't look a day over eighteen months) and in all that time I haven't had any invitations to Buckingham Palace garden parties or photos of naked ladies, and the only used fiver was from a Monopoly set. No one has ever sent me so much as a tea bag. So to get my revenge I shall share the secrets of this month's mailbag with you. If it's really incredibly boring, you've only got yourselves to blame, so stand back while I get my epistles out.

The very first letter is a complaint from **Special Reserve**, pointing out that I gave the wrong phone number t'other month when I told you about their wondrous software service. Some folks are never happy. The number I used was the general office number, where the switchboard is manned by a woman called Doris who's as deaf as two short planks and doesn't always get to the phone on time on account of her walking frame. On the other hand, if you call the **Special Reserve Salesline** there are about 8,000 extensions and a team of Nubian slaves working 24 hours a day answering calls and taking down your particulars. They will send you a free full colour glossy catalogue featuring the latest in leather posing pouches and... oh no, hang on, that's a different number. This one is **(0279) 600204**, and that'll let you know what Special Reserve is all about. And how you can get hold of any one of five Magnetic Scrolls adventures for only £6.99. Gosh!

Now this is the August issue, in case you hadn't noticed. And in the middle of August I shall be lazing around on a Greek island, getting boiled alive ('cos I

get so red I get mistaken for a lobster, you see). My Greek chum **Thomas Thomaidis** of Athens has sent me some phrases which he says may come in useful, like: "Yassou moro mou, kanis tipota apopse?" ("Hi baby, are you doing anything tonight?") And: "Thelis na kanoume agrio, pathiagmeno erota?" ("Do you want to... ?") Hang about - I can't print that! I shall have to rip Thomas's letter up, having made a careful note of the contents first. (*What's all this got to do with adventures? Ed.*)

At last a proper reader's letter - from Dunfermline's **Kenny Anderson** and his mighty Amiga. Kenny's brain isn't so mighty though, as he's just bought Mastertronic's re-release of *Hitchhiker's Guide To The Galaxy* and says: "I'm hopelessly stuck on it. Wrong - I'm totally hopelessly stuck on it. And I thought *Rigel's Revenge* on the old Spectrum was bad! I've been trying to get a babel fish from the babel fish dispenser. Activating the dispenser results in the fish soaring across the room into a small hole below a hook. So I thought I'd hang my dressing gown over the hook to

# A NEW

# BAG\*

hide the hole. This works, but instead the fish disappears down a drain. So I cover the drain with my towel. This stops the fish going down the drain, but now a bloody robot rushes in and grabs the \*@%&€ thing! I tried to block the robot's path with Ford Prefect's satchel. The robot crashes into it and the fish that he's grabbed goes flying into the air, only to be grabbed by yet another robot. **HELP! Scream!** Little did Kenny know, but he was only one step away from getting the babel fish into his ear, which, as every good hitchhiker knows, means you can understand any language. All Kenny needed to do was: LEHCTAS NO LIAM KNUJ TUP. And Bob's your babel fish!

Also from bonny Scotland is **Donald Macleod** of Gairloch in Ross-shire, who says he's going mad trying to finish off Sierra's "fantastic adventure, **Police Quest II**. I am in the sewer under **Burt Park** and am going around trying to find a gas mask, but I always get either shot or

gassed before I can find it. Please tell me which direction to go in when I enter the sewer." Okey-dokey. Go east twice, then south, then west. When you've got the mask, go west, south twice and then east. And then you've almost finished the game. Orfly well done, old chap, as the Americans would say.

And now a letter straight from Mrs Bingham's Computer Studies lesson, courtesy of **Ludwig van Ledbury** of Wantage, who had better hope that Mrs Bingham doesn't read ZERO. His is a simple request (from a simple person, obviously). "Look, just mention my name in your section or I'll send the rest of ZERO a pressie to use on you. **Parp.**" So that's where the razor came from. Thank you, Ludwig, although you don't deserve a mention for writing to me on the back of your crappy computing homework. Hmm... let's see how he did: "4: Differences between RAM and ROM. RAM: This is Random Access Memory, it allows data to be stored but it is lost when the machine is turned off. RAM: This is Read Only Memory, is as above, but is permanent." Mrs Bingham points out that Read Only Memory actually makes ROM and not RAM, but she misses the wrong spelling of "permanent". Tut-tut, naughty Mrs Bingham. Bend over this desk.

Next port of call is Bath, and **Mandy**

**Flower**, who wants to know how to gamble with Charon in the Magnetic Scrolls game, **Myth**. The answer's easy - cheat! If you hang the shield on the nail and sit opposite, you'll be able to see Charon's hand reflected in it when the game begins. You sometimes get gambling games in adventures, as with **Leisure Suit Larry**, and one way to build up your winnings is to make constant use of the Save routine. Before every round, Save. If you lose that round, restore your saved game and play it again 'til you win. Then immediately Save again, and so on. But you can't do that in **Myth**, as the Save routine has been disabled for the duration of the card game.

Talking of **Leisure Suit Larry**, no month can go by without several Larry hips and tints. This month it's **Rory Connaghan**

of... blummin' ecky-thump... Perth in Scotland. Are Scottish adventure players particularly bad or do they just like writing letters? Or maybe they just like ZERO. Could be - so no more Scottish jokes. Rory is playing **Larry II**, and says "Please tell me how to make the bomb and finish the game. I'm at the top of the volcano, but when I type 'PUT AIRSICK BAG IN REJUVENATOR BOTTLE' the game tells me to try again somewhere else." Okay, Rory - that little section of the game should be as follows,

according to the solution sent in to me by **John R. Barnsley**. First, stand near the centre of the base of the glacier. Either 'SPREAD THE ASHES ON THE GLACIER' or 'SPREAD THE SAND ON THE GLACIER'. Walk NORTH to the top of the volcano. (Note: You can write your name in the glacier if you, erm, well... enter the opening at the lower left corner of the screen until you are completely hidden. Walk NORTH as far as possible, then head EAST. As you walk out you will automatically stop and do your duty! (Too bad Larry only has enough ammo for the first three letters of his name.) Walk straight NORTH past the elevator door, stopping VERY NEAR to the crevice (east of the plume of smoke). 'PUT THE AIRSICK BAG IN THE REJUVENATOR'. (Acts as a fuse.) 'LIGHT THE AIRSICK BAG WITH THE MATCHES'. 'THROW THE REJUVENATOR INTO THE CREVICE'. The elevator will be forced open, so enter the elevator.

Time for the Welshmen to get a look in now. See - ZERO gets read everywhere. **Stuart Dyckhoff** lives at 7 St James Park, Brackla, Bridgend, Mid Glamorgan CF31 2NP. He wants me to print the full address as he wants to hear from anyone out there with a PC (none of your Amigas or STs, he says) who wants a penpal with interests in any adventure stuff. Stuart can also answer questions on most Sierra games if you bung him a stamped addressed envelope. Games like **Police Quest 1**, **Space Quest I/II/III**, **King's Quest I/II/III/IV** and **Leisure Suit Larry I/II/III**. Stuart ends his letter by saying "Dig the deaf paper, man!" Not bad, I must admit, but not as good as my own new special letterheads, complete with scanned piccy of the famous beard! You'll have to bung me an SAE if you want to get a reply on one of these precious and highly-prized art objects. Byeef!



# CAMELOT CONQUERED

In the first of a regular series of cut out 'n' keep specials, we present a full solution to *Conquests Of Camelot from Sierra*. It was sent in by an adventurer who claims his name is Tarquin Dinsdale (a likely story). But he does live at 82 West Hill, Apsley Guise, Bedfordshire. 'Tarquin' tells us how to finish the game in 42 easy stages. 42? So it is the answer after all...

## CONQUESTS OF CAMELOT

In general, you should save the game often and also ask as many questions as possible of the people you meet, as this increases your wisdom points.

- In the castle, go to your room and collect the armour and purse.
- Go and see Merlin, and talk to him. The more questions you ask, the more knowledge points you gain. Have a look at the map and read the scroll. Take the lodestone from the chest.
- Go to the treasury and fill your purse with gold, silver and copper coins.
- Go to the church and put one gold coin on each of the altars to receive the god's blessings.
- Return to the treasury to fill your purse again.
- Go and see the queen. Ask her about Lancelot. Take the rose. Ask her about the rose. Say farewell.
- Return to Merlin and say farewell.
- Leave the castle on your horse.
- Go to the frozen lake and dismount. Walk to the right, then stand by the ice. Say 'Love Is My Shield'. Now follow the rose petals until you reach the ice castle. Save frequently when crossing the ice.
- Once in the castle, talk to the lady. Do not attempt to attack her. Ask her about freeing Lancelot. She will send you back to the shore of the lake.
- Travel to the granite tor. Give one copper coin to the spirit.
- Go left and give one gold coin to the hunter. Take the spear. Save the game here.
- Go left and kill the three wild pigs

by lowering the spear as they come near.

- On the next screen, take the piece of silk and talk to the crow.
- When you come to the knight, accept his challenge. Killing shouldn't be too difficult. Move your lance to the bottom or top left at the last moment, and this should dismount him.
- After killing the first knight, free the other knight from the tree with your sword. Put him on your horse and send him back to Camelot.
- Give the witch the piece of silk and read the inscription on the stone that she was standing on.
- Leave the stone circle and walk to one of the five stones. Talk to the stones and they will set you riddles. Once you have answered the riddles, then you will be allowed to pass.
- Find and kill the monk and then go to the altar.



- Put five silver coins on the altar. You will then be given a key.
- Go to the well and open it. Take the crystal heart.
- Return to the lake and use the heart to guide you across the ice.
- Give the heart to the lady and ask her to free the knight. You will then have to pass a test. Use the booklet supplied with the game to help you.
- Now go to Southampton and travel to Gaza. Once there, go with the boy.
- Ask the old man about the signs of the goddesses. Note down the signs.
- Go into the desert. Kill the guide. Do not take the guide. Travel west, east, south, east, south, north. Drink the water.
- Give money to the bandits so that you may pass. Draw your sword and the beggar will run away.
- Once in the city, sell your donkey to the man outside the shop, after you have been robbed.
- Find the woman selling apples and buy the most expensive apple.

You will now have to make everybody happy.

- Buy some coal and get the bag of sweet-smelling herbs from the man selling jars. Give them to the fish seller.
- Buy some lamb from the butcher and give it to the woman selling fellafels. Buy a fellafel for the little beggar boy.
- Buy a mirror from the man next to the fish seller. Buy some grain from the grain seller. Buy a relic from the antique dealer.
- Find the beggar and give him the coal. Visit the inn and stay the night. Give the relic to the inn-keeper.
- Stand outside Mohammed's shop (the man you sold your mule to), and call up to the window. Give the mirror to the woman. Take the scarf to the carpet dealer and give it to him. Go back to Mohammed's shop and catch the birds

by throwing the grain on the floor. Go back to the apple seller and talk to her.

- Go to the big house and knock on the door. Resist all of the things the woman asks you. Use the signs you noted down earlier to pass the test.
- Leave the house and find the beggar. Get him to open the hidden door in the wall.
- Find the room in which there are some mummies, one of which has a chain round its neck. Take the chain with the sword.
- Find the room with the knight in and give him the elixir. Leave and find the room with the tomb in it. Go near to the tomb and take the golden apple.
- Find the statue and put the golden apple in her hand. Leave the catacombs.
- Find and kill the saracen. Release the dove and follow it. Push each of the pillars until you find the one with the grill under it.
- Chase the thief and retrieve the grain. You have now finished the game.

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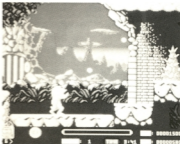
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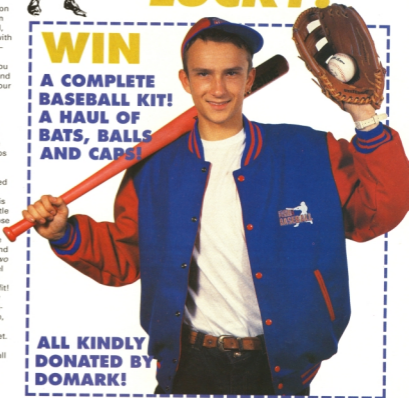
# STRIKE IT LUCKY!



Summer's here, the football season is over and it's time to indulge in carefree sports like er... baseball, actually. But you know what it's like with these strange American team games - there's always the rather pressing problem of what to wear. Yes okay, you can always resort to cut-down jeans and a smelly old T-shirt, but if you want your opponents to take you seriously, you really should try a bit harder. So you scour your wardrobe and find a well-worn Charlie Brown sweatshirt. Nah, let's face it - you simply haven't got a stitch to wear. And that's where those generous bods at Domark come in, 'cos they're celebrating the launch of their fab new baseball game *RBI Two*, reviewed on page 52. Being well-versed in the pitch credibility stakes, they're offering you the opportunity to win this unique outfit that's guaranteed to startle and impress your friends (and pull those chicks on the sidelines). The highly exclusive baseball jacket and cap have been specially designed for Domark and both sport the rather becoming *RBI Two* logo. So not only will you look and feel great, but you'll know for cert that no-one else will be wearing the same outfit! The winner's haul also includes a nifty bat, ball and pitcher's mitt - all guaranteed to enhance your playing skills. Oh, and let's not forget the runners-up who'll be bemoaning their lack of jacket. Five of the lucky devils will be able to take out their aggression with a bat, ball and cap. So if you fancy yourself as a budding Babe Ruth, enter this compo and you could be the coolest dude on the pitcher's mound this summer!

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- Someone of extremely low moral fibre could be described as this.
- Aled Jones possesses a rather unique one of these. (Thank God! Ed.)
- Babies in particular have an irritating tendency to do this.
- Mary Whitehouse is a good example of an ageing one of these.

- Ball
- Bat
- Base
- Pitch

### RULES

- Employees of Domark and Dennis publishing caught entering will be severely batted around the head.
- Any entries phoned through after 31st July 1991 will be re-directed to the US of A.
- The Ed wears Converse All-Stars, so his decision is final.

## HANGING ON THE TELEPHONE

Here are a few quick words of advice from the referee to ensure you don't 'strike out' when you're entering this competition...

- If you're not the billpayer, make sure you have permission before using the telephone. Calls are charged at 34p cheap rate and 45p at all other times.
- Make sure you dial the right number. If someone asks you how big your bat is, hang up immediately.
- Remember to give your name and address. Oh, and the answers of course.



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you (if we feel like it).

## HIGHEST JOYSTICK IN THE WORLD



This category has now been cancelled due to the growing uselessness of your entries. (For the benefit of new readers we've had a photo of a joystick in Concorde and a photo of a joystick about half way up Mount Everest.) However, photos of "Joysticks in Unusual Places" (and we stress UNUSUAL PLACES - not just shoved down your underpants) are still welcome. But for those of you who prefer to be told what to do (and who obviously have a death wish. Ed.) we're offering TWO software packages of your choice for the first photo of a joystick in the middle of a rhino enclosure". (London Zoo's out though, as they've probably killed all their rhinos by now.)

Here's a photo to show how useless things have been getting. This pathetic effort is entitled "The Largest Amount Of Joysticks On One Chair". To save any undue embarrassment, we won't name the contributor.

ZERO accepts no responsibility for loss of

life or limb. But if you are brave (or stupid) enough to risk it, make sure (a) the photo isn't all blurred and (b) you can clearly see both the stick and the beast. Good luck!



# HOW TO DO THINGS VERY EXCELLENTLY INDEED

EDITED BY DAVE EXCELLENT

Hi, Dave Excellent here - ZERO's resident expert on... well, every single thing in the world, as it happens. "Excellent by name and excellent by nature," as I always say. Sorry I was away last month by the way, but "Red" Adair needed a bit of the hand extinguishing the oil-fires in Kuwait.

Needless to say, I supplied him with the only answer - which is to detonate three incredibly powerful atomic bombs over the epicentre of the troubled area. He's now waiting for permission to go ahead from President Bush. But as you all know, these so-called "high level decisions" take time - so don't expect to hear about it on the news for a good few months yet. Anyhow, since my return I've been going through the pile of "Problems Dave Excellent Couldn't Solve" you've sent in, but some of them were so ludicrously simple I made extremely excellent paper planes out of them and threw them out of the window. However, there were three left over so here goes...

First of all, **Anthony Spicer of London** asks "What if you're late for your end of school exams and are not allowed to repeat them, which results in no job, no cash and ultimately homelessness, depression and a slow and undignified slide into oblivion?"

Call that a problem? It's all so obvious! There are so many answers I don't know which to plump for. Let's go for the first two that spring to mind...

(1) Build a time machine (I can supply construction details for you) and return to the chronological point just before the problem arose. However, even if you do (did) sit them, there's still the chance you'd fail them, which leads us onto...

(2) Get a job on TV AM - you don't need any qualifications for this, you just need to be able to get up early in the morning and talk a lot of old nonsense. (And failing that, you could join the police force - they're constantly crying out for new recruits.)

Secondly, we have a problem from **Peter Cook of Essex**, who suggests I try to "Give birth to triplets, breast feed them all at once whilst changing nappies - and be happy about it".

A strange problem, but once again the answer is perfectly straightforward. First of all, I'd have three fertilised eggs implanted in my lower abdomen, allow them to propagate for nine months, have the babies removed by caesarian section and then hire a triple-breasted wet-nurse to do the feeding and nappy-changing while I go to the pub. A piece of cake!

**Chris Gedet of Essex**

supplied this month's trickiest problem to deal with, which was this: "Dannii Minogue".

I've given it a great deal of thought and have come up with the only answer, which is let the problem take care of itself. It will - no doubt about it. There isn't enough room in the pop charts for both Minogue sisters you see, so one of them will have to 'disappear'. Very soon in fact - and the smart money lies on Danni. (Or they might even 'cancel one another out', which would be even more excellent.)

Right. That's your ZERO problems dealt with for this month, which is just as well as I've got to sort out the world recession and come up with an alternative to 'money'. (It'll only take a few telephone calls.) Oh, and if you think you've got a problem that'll stump me, don't hesitate to drop me a line and I'll be more than willing to give it a go.



I don't think that Dave's quite as excellent as he thinks he is. Here's my problem for him to solve...

NAME:  
ADDRESS:

# ALL THE HITS AND MORE

**The Alan P. Thorpe Show**  
(The DJ who's so crap he's ended up in court even though he's hardly done anything wrong...)

**T**he story so far... Last month Alan was pulled over by the cops while he was bringing us his 'roadshow' (from his dodgy Vauxhall Chevette). They got him on several motoring offences but since then they've decided to 'add' loads more charges: taking and driving away, behaviour likely to cause a breach of the peace, assaulting a police officer and resisting arrest, to name but four. The court hearing is underway, with Alan in charge of his own defence.

**Judge:** Hold the book in your right hand and read what's on the card.  
**Alan:** My name is Alan P. Thorpe. Yo! And I promise to tell the whole truth and nothing but the truth! Mental!

**Judge:** Ahem. Alan P. Thorpe. You are aware of the charges laid against you. How do you plead?

**Alan:** Guilty. Chill!

**Judge:** Then due to the gravity of the offences, I have no alternative than to sentence you

to two years imprisonment. Take the prisoner away!

**Alan:** Yo????

**Judge:** I beg your pardon?

**Alan:** What's going down? I don't rave to that groove.

**Judge:** What's "going down" as you put it Mr Thorpe, is that you have pleaded guilty to the crimes alleged against you. You will now be jailed - whether it's a "groove you rave to" or not.

**Alan:** But I haven't done anything...

**Judge:** You pleaded guilty to a list of heinous crimes. Two years imprisonment, and count yourself lucky!

**Alan:** Hold your horses... I'm the master of slice. You've got me on not having road tax and MoT, but I didn't do any of that other stuff...

**Judge:** Mr. Thorpe, you've already admitted that you did.

**Alan:** Yo! But that was my brief - he said that if I pleaded guilty, you'd let me off. He didn't mention going to jail.

**Judge:** Are you saying that you want to change your plea then?

**Alan!** Too right I am. I'm the slicemaster! I don't take any rap from anyone (unless it's *Party Atmosphere* by De La Soul!).

**Judge:** And you now claim you're not guilty of the charges against you?

**Alan:** Well, most of them... yes.

**Judge:** Forgive me if I'm being obtuse, Mr Thorpe, but am I to take it you're inferring that the police are lying?

**Alan:** Yes.

**Judge:** And that the statement you signed is fabricated?

**Alan:** Eh? What statement?

**Judge:** This statement...

**Alan:** Oh... that? I just thought the police wanted my autograph!

**Judge:** In that case, as well as the two years I originally sentenced you to, I'm adding another for conceit, two for wasting everybody's time and a further three for being totally useless. That makes six years in total.

Take him away.

**Alan:** But... but... (Sound of a crap DJ being dragged out of the courtroom by several large, burly ushers).

(Put on Hooray, That's The Last We'll Be Hearing From Alan P. Thorpe For Quite A While by Betty Boo. Ed.)



## CLAIMS TO FAME

**A**gain, you've all been really crap recently. Time was when we could open the mail and, near enough every day, be sure of at least one photo of Jimmy Saville or Duncan Goodhew. (Or Alison Holloway. Ed.) Maybe the problem is that you're a new reader and don't quite understand what's required - or maybe you're just a really thick reader who can't work out how to get captured on film with a celebrity. For the benefit of all, here's a brief reminder of the requirements and some tips on how to fulfil them...

### THE REQUIREMENTS

A photograph of YOU standing next to a 'famous person' (or having sex with a famous person - even better). Whatever. But as long as you and the 'celeb' are in close proximity to one another, we'll be happy and you'll be in print. As for the type of

celebrity - we don't care. From game-show host to politician, from newsreader to sporting personality. The world's your oyster, basically. (Except for Anne Diamond - she doesn't count.)

### SOME TIPS ON WHAT TO DO

You may already have the photo we want in your album, so no problem. If you don't though, here's a simple step-by-step guide on how to get it.

- 1 Travel with a friend, a carrier bag and a camera to your nearest TV studio.
- 2 Hang around outside the right entrance for ages and ages. (And ages and age and ages, probably. Ed.)
- 3 Spot a personality and 'home in', pretending that you're just a pair of slightly-annoying autograph hunters out to fill your books.

- 4 Get the friend to whip the camera out of the carrier bag as you clamp hold of the personality. (It's a good idea to have a 'silly prop' as well - an inflatable banana or something like that will suffice.)
- 5 Get as many shots in as possible before the celebrity manages to give you the slip.
- 6 Get the film printed at your local photo shop.
- 7 Get slightly annoyed when none of the pictures come out.



- 8 Go back to 1.

# GIVE OR TAKE

This month we've had Bloggo trying to take over the page - he wanted to fill it with ads for red satin ladies' corsets! So we told him straight: "Naff off!" He loomed upon us threatening a left hook, so we explained: "This page is to enable our readers to buy hardware, swap games or find a penpal. Any business selling is strictly forbidden - you'll have to sell your ladies' undies in *Launchpad*." So he used his right hook instead!

## HARDWARE

- C64 for sale, 100 games included in price - manual and all, with games like New Zealand Story etc. Phone after 7pm. (0788) 811624 or write to Mustafa, 4 Southbrook Road, Rugby, Warwickshire CV22 3NS.
- Atari 520 STFM. Excellent condition, boxed as new. Extras include two joysticks, demo disks and over £400 worth of software. Altogether worth £700 approx, accept £250 only. Phone Darren Wheelton on (0325) 460473 anytime.
- Sega Mega Drive and Mickey Mouse and Alex Kidd. Also with Master System converter and Japanese game converter. All boxed, new and unused presents. Phone Robert on (041) 557 1340 any time.
- Amiga, 2 Meg RAM, 2 joysticks, over 30 games, all leads and manuals, only 12 months old. Sorry, no case. £350. Phone James Godfrey (0206) 382359 after 5pm.
- Atari 520 STFM, internal and external double-sided drives, all boxed with leads and manuals. Over £600 original software, sell for £275 only. Phone Ian Cottrell on (0742) 660322.

- Fast sale wanted for Brother M-1109 9 pin dot matrix printer in full working order. £80 only (including postage). Sorry - no manual! Best price seals! Phone Andrew Scott on (0353) 720201 evenings.
- Spectrum +3 £200, Multiface 3, tape leads, blank disks, games tapes and disks, lightgun, joystick, manual. Phone Paul Gibbon on (0753) 25314.
- Atari 520 STFM, mouse, joystick, £1000's of games plus many, many games. Will sell for £250. Phone Bob Hopkins in Farnborough, Kent on (04898) 55970.
- Atari 520 ST, mouse, mat, two joysticks, over 70 games. Reluctant sale due to recent acquisition of girlfriend and car. Any reasonable offer accepted. Call Andrew Holland on (0274) 26536 after 6 pm.
- Atari ST for £180 with five games of your choice from my collection, plus extras. Good condition. Phone either (0243) 605529 or (0243) 575288 - ask for Quentin.
- Nintendo Entertainment System plus games for sale. NES Advantage joystick, 2 joysticks, robot, zipper gun. Open to offers. Phone James Townsend on (081) 943-0368.

## SOFTWARE

- ST games - contacts wanted to swap games, demos etc. 100% reply. Send lists/disks to Graham Cruickshanks, Rattra Farm, Borge, Kirkcubright, Scotland DG6 4UA.
- Swap your PC Afterburner for any two of my games, Phone (0268) 413145 and ask for Mike. Hurry!
- Swap Sloyer, Battle Valley, Batman The Movie, Jump Jet and Flight Path 737 on Amiga for Kennedy Approach or Jet or F52 Scenery disks. Phone Sean Simpson on (0203) 303650.
- Amiga originals for swap: Murdoc, Caldar, King's Quest IV, Teen Yankee, F-29, Kenomagh, Colopatron, Castle Master and Temple Epology. Also Max. Offers to Chris Hunt: 36 Redway, Stowupland, Stowmarket, Suffolk IP14 4BP.
- Swap Hisoft C and C Breeze for Dupac 2. Also swap Anstrud PC15 1200 for Star Disk. Also games for an RSC Editor. Phone Peter Hobson on (0484) 865020.
- Amiga games to swap: Getysburg, Supremacy, The Crown, Nightfired, Robocop, Rogue Trooper collection, Back to the Future 2 and many more. All original and Virus free! Write to S. Edwards, 30 Gade Tower, Hemel Hempstead, Herts HP3 8AE.
- Amiga software wanted for swaps. Beginners more than welcome! Send lists - 100 per cent reply guaranteed. Please write to: Flemming Dupot, Vesterkast 3, 7100 Vejle, Denmark.

## PENPALS

- Any Atari ST contacts want to swap demos, hints, tips etc. Write to Michael Beards for a 100% reply. Send lists to 3 Talsal Gibraltar Lane, Barmouth, Gwynedd, North Wales LL42 1PH.
- Amiga contacts wanted. 100% reply. Send disks or info to Ian, 101 William Street, Long Gaton, Notts, NG10 4GB. Telephone (0602) 724414 anytime. Girl penpals welcome.
- Wanted Amiga friends over the world. 100 per cent reply. Write to Juan Martin Gil, Av. Pueyrredon 923 12A, Capital Federal, Buenos Aires, Argentina.
- Amiga contacts wanted to swap games, 100 per cent reply guaranteed. Send lists or disks to Robin Wallace, Curraghmore, Borsicorne, Tipperary, Ireland. I am 100% reliable, so write soon!
- Amiga contacts wanted to swap both games and demos, 100 per cent reply. Send either a list or disk to Paul Fyrie, 31 Archill Road, Newtownstowed, Co. Tyrone, Northern Ireland BT78 4JL.
- Got an ST? Want to swap demos and if so, then send disks/lists to: Daniel Waite, Box Gethin, Penmachno, Gwynedd, LL24 0PS.

- ST contacts wanted to swap games, tips and hints etc. Write to: James Campbell, Rowans, Osmington, Weymouth, Dorset DT3 6EE or phone James on (0305) 834277.
- Contacts for Amiga contacts wanted to swap all types of software. 100% reply. Send lists/disks to: Ian Warton, 9 Lodgebrook Close, Woodley, Reading, Berks, England RG5 4DX.
- Overworked lemming seeks similar animal from an endangered species for building-building, parachuting, climbing and mutual self-combustion.
- Amiga freaks! Contacts wanted to swap games, demos and other stuff concerning Amigas. 100% reply guaranteed. Send lists or disks to: T.E., H7236, SOGNNSVN, 85, 0588 Oslo 8, Norway.
- Amiga contacts wanted. Latest stuff only! Send lists or disks to John Crawford, 15 Glendhu Manor, Belfast, Northern Ireland, United Kingdom BT4 2R.
- Mac of Trantor UK wants Amiga contacts. Send disks/lists to Mac, 30 Seabrook road, Sheffield S22C. Must be last and no late. See ya.

## LOVELY HEARTS

- Are you aged between 13-14? Do you own an Amiga? Do you want to be my friend or more? Write to: Chr. Laughton, Near Lewes, Sussex BN1 6DA.

## WANTED

- Artical needed to help with forthcoming ST games. Send examples of work to: Daniel Mellor, 75 Blackpool Old Road, Poulton, Lancs. Tel phone (0253) 893060. Evesingdale, Lancs.
- F19 Stealth Fighter wanted for Amiga. Will swap Hammer Fist, Ghostbusters 2, Demons And Drivers. Contact Paul Barber on (0782) 314821.
- Amiga owners wanted to help start a PD free computer. Phone Steve Gabe on (081) 290-6592 after 6pm.

## FANZINES

- Got a games collection? Let us send a large box to: Orrn Lee, 125 Arnold Road, Westwood, Nottingham NG5 5SH. For free sample magazine packed with news, reviews, tips, trivia etc.

## MESSAGES AND EVENTS

- Gardiner, G.S.D. Welcome to Europe! Here is one year's subscription to ZERO! Have fun with your Atari. I'll join you soon in our new home in France. Hoorary!!! Love Jette.
- A big hello to my best pal Scott Macdonald, who now lives in England. Hope you have finished lemmings. From your best pal who misses you. All! Malcolm Lee also.

## BIRTHS, MARRIAGES, DEATHS AND DIVORCES

- I would like to announce the birth of William Noel Ibbot. His 15 year old body has started the words: "Get a bloody video, Tim." from Big Tom.

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# WRITE TO THE ZERO ST

The ZERO ST's artificial intelligence program is in trouble. It's got a severe virus which none of our 'doctor disks' can eradicate. So if things start to get a bit erratic, don't blame us - blame the hackers of this world.

### Dear ZERO ST,

Look, you little piece of chunder, why the hell do you finish all your replies with 'thank you'? Most of the people who write in are either taking the piss or just want to get their letters in ZERO so they can show off to their friends - yet you continually say 'thank you' after each letter.

### Stephen Headland, Scunthorpe, Humberside.

● Enchanted, I am sure. And I don't mean that lightly. I am indeed honoured to make your acquaintance. And I am in your debt. Maybe some day, in some way, I can repay your kindness. I see in my database that this "piss" you speak of consists of bodily waste fluids - but I have none to give, so I am afraid anyone who has attempted to obtain such a specimen will have been severely disappointed. Hello. Finland is a cold place, especially in winter. This, I think, is 'a joke'. I am funny. Ha, ha, ha.

### The ZERO ST.

### Dear ZERO ST,

I wonder if you could please answer these questions before my cortex explodes making life processes impossible.

(1) Does the UK Lynx have the same abilities as the US Lynx (i.e. can they use the same carts?)

(2) Do the words 'computer virus' mean anything to you?

(3) Why don't you write 'ha ha' after every sentence. It would show that you do have feelings.

### Raymond Ko, Hayward Heath, Sussex.

● Hello, Gordon. I will answer your questions in reverse order:

(7) If Vincent Van Gogh had been alive today he wouldn't have had to keep borrowing money off his brother, Theo.

(8) Carts? Never put a lame horse before a cart unless you have first

led him to water and bolted the stable door. An 'idiom', as I believe this to be called, expresses an idea - if used in the right context.

(4) Who has stolen my cake? (That was another joke.) Did you know that the original Australian Aborigine had no word for stapler? In the English-speaking world there is no word for... how do I explain, as there is no word to convey its meaning. How about that for a joke. Ha, ha, ha. Hello, International Rescue? Ha, ha, ha! **The ZERO ST.**

(Er, I think we'd best turn the ST off for now, don't you reckon? Ed.)

## CAT'S CRADLE CORNER (FUN FOR BOYS AND GIRLS OF ALL AGES)

BY UNCLE NORRIS



**1** Hello, boys and girls. First of all you need a loop of strong string - use your fingers and thumbs to do this.



**2** Next be sure to drop your thumb into this position so that this rather interesting pattern is formed.



**3** Remember to hold the string steady because now you're ready to switch point 'A' onto finger 'B'.



**4** And here we have it. A pretty pattern to show to mummy and daddy. Let them have a go too.

# BLACK SHAPE

## The Alternative Letters Page

I spend the winter months relaxing in a cardboard box with the Blue Peter tortoise, come out as spring rings its merry bells, and what's the first thing I'm confronted by? T'pau ah in the charts, that's what. I thought they'd gone forever, but oh no, not T'pau. Like a recurring case of piles, there they are again - forcing you to hop about in agony. Has Carol Decker ever heard of a thing called a 'harmonic scale'? It would appear not. Maybe somebody should take her to one side and have a quiet word. The Blue Peter tortoise hates T'pau as well, by the way. It told me quite a lot about the Blue Peter presenters as well (it can see up the girls' skirts!). But seeing as I've got months to relate all the anecdotes I won't waste them all in one go - although I will tell you that Carol Keating goes in for 'air conditioning' (if you get my drift).

Anyway, onto your letters. Oh - there aren't any. They're all for that snivelling drongoid of an ST. I'll nick one of his then (and just put "Dear Black Shape" at the beginning of it).

### Dear Black Shape,

If a piece of string was put around the world's circumference and measured 'x' metres, how long would it have to be if the world was four metres wider?

**Pete Laird, Riccarton, Kilmarnock.**

● What kind of a dumb question is that? Who cares anyway? I think I'll just rest up a bit more this month and leave the stupid computer to get on with its own correspondence. Let's have some more sensible letters next month, eh? 'Cos I'm gonna knock that senile ST off his trolley for good. **Black Shape.**







**THEY DESTROYED EVERYTHING HE HAD  
ALL THAT HE LOVED  
EVERYTHING THAT HE WAS**

**NOW CRIME HAS A NEW ENEMY  
AND JUSTICE HAS A BRAND NEW FACE**



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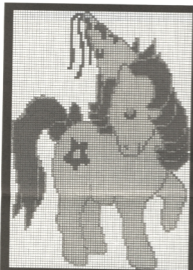
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# THE SUB ZERO CHRISTMAS CONTEST

Here's our very own Sub ZERO Christmas present to our subscribers. When you've stuffed yourselves with turkey, watched more repeats of *The Little And Large Show* and all hell is breaking loose amongst the relatives over who had the most expensive presents, you can handily produce The Sub ZERO Christmas Contest. Just don't blame us for the ensuing riot.



Your own My Little Pony knitting pattern.

**2** What with the approach of 1992 and our entry into Europe (not that we've ever not been in Europe), it's time to test the family's language skills to see how they'll fare with the European invasion. How does father's French, gran's German or sister's Spanish shape up? Ask them these simple questions and find out:

**A** Which of the following foreign words does not mean potato. Oh, and for some added festive fun you can also try to guess the word's language and country that it originated from.

- 1 Kartoffel
- 2 Pomme de terre
- 3 Patrick
- 4 Patata

(Mum is now in raptures about how much more confident she will feel when visiting foreign greengrocers.)

**3** Better not dwell too long on grey matter questions. Best to put your family's varied talents to better use. Remember that excellent Rex Harrison impersonation your dad used to do? Well, now it's time for your own Bobby Davra Talent Contest. One by one, get the reals up and going. Tom Jones, Bill Beaumont, Ivy Tilsley, Vera Lynn, Edd The Duck, Blakey from *On the Buses*, the possibilities are endless.

**1** Knitting needles ahoy! Get Aunt Maude to produce all those multi-coloured balls of wool she's been saving for ages. Then see who can finish making the world's most unusual jumper first. We've provided you with a much-prized pattern to make sure you get a head start. If your baby cousins/baby brothers and sisters/babies are making a racket, then give them a copy of it to deface.

After two hours of fumbling with her needles, Gran's half-finished Tom Jones jumper has sent her well into slumberland and out of the game. Sis has finally conceded that a technical colour dreamcoat was perhaps a little ambitious and dad is still desperately grappling with the basics of casting on. Your poor effort looks more like My Little Poncey than anything equine. Ho hum. You decide to opt for a quiz to let dad prove his worth.

**B** At the Barbers. Which one of the following means "Hairspray? What do you think I am, some sort of poof?"

- 1 Me gustan mucho los hombres.
- 2 Ich leibe den kopf der Thora Hurd.
- 3 De la laque? Dis-donc pensez-vous que je suis pédé ou quoi?
- 4 Mi faccia un' acconciatura come Barbara Cartlanda.

(Your snigger mischievously as dad opts for question 2.)

**C** In a traffic jam. Which phrase would not make you popular with our visiting French brothers?

- 1 J'aime Sacha Distel.
- 2 Les voitures françaises - nulle points.
- 3 Vive de Gaulle!
- 4 Les anglais détestent le Plat D'or.

(Thank God Magnus Magnusson wasn't around or you'd have been mortified.)

**4** But, er... Uncle Cedric won't lay off the sherry and there's a limited amount of amusement to be drawn from Danny La Rue impressions. Right, on with the 'party games'. These should really make your Christmas worthwhile. None of that Give Us A Clue Una Stubbs rubbish for our subscribers. These games are designed to hold everyone's attention (for at least ten minutes).

## SURFACE DIVES



This is one 'bathing game' where you won't get wet. All you need is a magazine - the stiffer the better (oo-er). Stand the mag up on the floor, as above. Each person takes it in turn to stand on one leg, trying to pick it up with his/her teeth without falling over or using his/her hands. Hours of fun for all the family, especially gramps.

## LEMON GOLF



Thank God Uncle Arthur's come to you this year. His walking stick will be very handy in this game and so will a nice juicy lemon. Get some chalk and draw some rings, relatively far apart on the floor, to serve as holes. Then see which player can get round them using the fewest strokes. And remember, few things can roll more unexpectedly than a lemon.

Er... that's it. Remember to award points if you want an overall winner. If you have a crap Christmas, then it's totally your own fault. We've helped you on the entertainment front. Have a merry one!



Do you  
know  
who's  
reading  
this right  
now? No, no,

no - apart from Betty Boo, Gazza and Madonna. Well, we'll tell you - HM herself, that's who. She wrote to us saying how she never misses her Newsletter. With any luck this regal recognition should shower us with enough titles to make even Lord Lakin look a serf. And all because The Sub ZERO Club reaches people other mags cannot touch.



## SUDBOX

This month we have a very pressing problem aired on the Sub ZERO Sudbox by Daniel Pemberton from Surrey. So remember - get those grievances out before you need therapy by writing to Sudbox. And if your letter gets printed, you'll win a prize.

### Dear Musse!

I tell you what's really been bugging me recently - the sudden price rise in a jar of Horlicks. I can remember when it used to be only £1.69, but now it's gone up five pence. It's a disgrace, thinking that that extra cuppa at bedtime might have to be stopped. Anyone who agrees with me please write to ZERO, who will forward the addresses to me. Hopefully we can force the government into lowering the price.

**Yours,**  
Daniel 'In A Ward: Annoyed' Pemberton, East Mosely.

**Bernard Mussel comments:** Ah, the country's in a sorry state of affairs when one is pushed into



## RITA RAEBURN

### The No Nonsense Agony Aunt

It's murder, this agony aunt lark. You know I'm constantly on call. You've just no idea what it's like being at the beck and call of the rich and famous. It's enough to drive you mad. As if I haven't got enough on my plate dealing with you lot! Oh, I'd better get on with your bloody letters, I suppose.

### HIS CHEATIN' HEART

**Dear Rita,**  
I am afraid I've a rather worrying problem which is becoming very difficult to deal with - I've fallen in love. The trouble is I'll never know if my love is reciprocated. You see the object of my affections is the girl with green hair in Gem 'X. And my girlfriend is getting really suspicious as I never want to take her out. Should I come clean with her? Please help me, Rita. I know you can.  
**Yours hopefully,**  
Richard Drew, Bolton.

**Rita replies:** Well Richard, I sincerely hope that the reason you have fallen for this girl is due to her amazingly coloured hair. However, your love for this unusual creature is actually rather sensible. Think of the advantages. You won't need to spend any money on her, she can't answer you back and you can get rid of her at the touch of a button. Okay, so you may never know the extent of her true feelings, but what's wrong with a little self-deception, eh? Oh, and as for your girlfriend - just give her the push. Less hassle and cheaper to boot.

### CABBAGE PATCH MORON

**Dear Rita 'The Vegetable' Raeburn,**  
I have a problem. Not as bad as your attitude problem, but a problem none the less. You see the thing is, my cucumber's gone all droopy. Knowing that you are a connoisseur of vegetables, I knew you could cure this limpness. One day it was nestled happily among a bush of broccili and two brussel sprouts, the next it just flopped pathetically. Please help me.  
**Tom 'Of Stunted Height' Fox,**  
Muswell Hill, London.  
P.S. It was actually my neighbour's cucumber (honest).

**Rita replies:** Well Tom, when I said no more letters about vegetables, I meant NO MORE LETTERS ABOUT VEGETABLES (PARTICULARLY MISPELLED ONES FROM SHORT PEOPLE). So I'm sending the boys round.



Don't let Rita lose her self-control. She sends your support, so write to her at the usual address and if your letter gets printed, you'll win a prize.

## SUBBERS' SHANDY

For those of you who are too feeble to complete any game without help. And if you still can't manage it after this, you might as well flog your computer and go down the pub.

### METAL MUTANT

To get to the desired level in Silmaril's clash of the tin cans, press Alt, Control and 'T' simultaneously followed by Alt, Control and 'Y' simultaneously. Then type in the screen you want to access, press Return and hey presto! You'll appear there!

### VIZ

First hold your nose and then type in 'NICE ONE JOHNNY' for infinite lives. Alternatively, to access the levels you want, when the 'choose your character' screen appears type in 'WHAT A LARGE SET OF BOLLOCKS' (the screen will flash). Now 1-5 propels you to appropriate level.

**Now it's your go.** Send us some hot new cheats for the fave games you're currently playing and, if your cheat gets printed, you'll win a prize!

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