

AMSTRAD FUN

STAND WELL CLEAR!

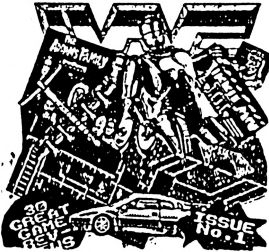
THIS FANZINE'S BURSTING WITH GAMES REVIEWS!



INSIDE AF

AMSTRAD FUN

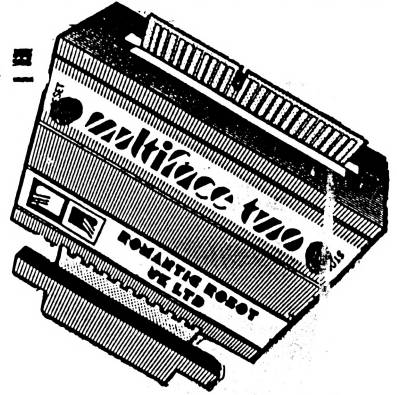
STAND WELL CLEAR
THIS FANZINE'S BUSTY™
WITH GAMES REVIEWS!



SUMMER '92

NOTE: NO MULT.

POKES:



WE'VE A WHOLE LOAD OF TIPS
AND CHEATS IN THIS ISSUE.
UNFORTUNATELY, WE RAN OUT OF
SPACE AND COULDN'T INCLUDE THE
MULTIFACE POKES. WE'LL HAVE A
LOAD OF THEM IN THE NEXT ISSUE

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OUR ADDRESS IS:

8 SPRINGFIELD DRIVE
TEMPLEOGUE
DUBLIN 6W
IRELAND

CO-EDITORS

KEITH WOODS
JOHN O'BEIRNE

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NAMED ABOVE

WELCOME TO AF!

WELCOME TO THE FIRST EVER ISSUE OF AMSTRAD FUN! AS THIS IS THE FIRST ISSUE OF AMSTRAD FUN, WE OBVIOUSLY CAN'T HAVE A LETTERS PAGE OR PRINT ANY OF YOUR TIPS etc BECAUSE YOU HAVEN'T SENT US ANY YET. THIS IS BLINDINGLY OBVIOUS! SO WHY AM I SAYING THIS? MAINLY BECAUSE I'M TRYING TO ENCOURAGE YOU TO SEND YOUR LETTERS AND TIPS etc TO US, HERE AT AMSTRAD FUN. READING THIS, THERE ARE PROBABLY QUITE A NUMBER OF OBSCENITIES PASSING THROUGH YOUR MIND ABOUT US, BUT COULD YOU PHRASE THAT INTRO ANY BETTER??

HOPEFULLY, YOU'LL ENJOY READING AMSTRAD FUN AND TO FURTHER YOUR ENJOYMENT WE'VE INCLUDED A LITTLE GAME CALLED "FANZINE EDITOR". SO, I HEAR YOU SAY, WHERE'S THE FREE TAPE? ACTUALLY, THE GAME IS BUILT INTO THE FANZINE. WE INCLUDED TWO DELIBERATE (AHEM!) ERRORS IN THE CHART ATTACK REVIEW. YOUR JOB IS TO FIND THE MISTAKES AND YOUR GOAL IS TO BECOME A TOP FANZINE EDITOR. WHAT COULD BE MORE FUN???

SERIOUSLY, WE HOPE YOU ENJOY READING AMSTRAD FUN AND THAT YOU'LL CONTINUE TO BUY ALL FUTURE ISSUES OF THIS WONDERFUL FANZINE.

Keith Woods

John O' Beirne

CO-EDITORS

SHOCK, PRICE HIKE!

UNFORTUNATELY, ALL FUTURE ISSUES OF AMSTRAD FUN WILL COST £1.50 AND NOT THE £1.25 THAT THIS ISSUE COSTS. THIS ISN'T A PRICE RISE. BECAUSE OF SOME PROBLEMS EXPERIENCED WE

COULDN'T PRODUCE AS BIG AN ISSUE AS WE WOULD HAVE LIKED, SO WE REDUCED THE COST OF ISSUE ONE. BEAR IN MIND THAT FOR THE EXTRA PRICE PAID, YOU'LL RECEIVE MORE FOR YOUR MONEY.

A TOP 20 Charts!

THE FULL PRICE TOP TWENTY!

- 1..WWF WRESTLEMANIA.....OCEAN.....TAPE AND DISC
- 2..DIZZY'S EXCELLENT ADVENTURES...CODEMASTERS...TAPE
- 3..DIZZY COLLECTION.....CODEMASTERS.....TAPE
- 4..CARTOON COLLECTION.....CODEMASTERS.....TAPE
- 5..TERMINATOR 2.....OCEAN.....TAPE AND DISC
- 6..THE SIMPSONS.....OCEAN.....TAPE AND DISC
- 7..MANCHESTER UNITED EUROPE..KRISALIS..TAPE AND DISC
- 8..BIG BOX.....BEAU JOLLY.....TAPE
- 9..SPACE CRUSADE...GREMLIN GRAPHICS...TAPE AND DISC
- 10.RAINBOW COLLECTION.....OCEAN.....TAPE
- 11.SOCCER STARS.....EMPIRE.....TAPE AND DISC
- 12.WORLD CLASS RUGBY...AUDIOGENIC.....TAPE AND DISC
- 13.2 HOT 2 HANDLE.....OCEAN.....TAPE AND DISC
- 14.PITFIGHTER.....DOMARK.....TAPE AND DISC
- 15.ROBOCOP 2.....OCEAN.....CARTRIDGE
- 16.MINI OFFICE 2.....EUROPRESS.....TAPE AND DISC
- 17.TITUS THE FOX....TITUS/PALACE.....TAPE AND DISC
- 18.SUPER SPACE INVADERS....DOMARK....TAPE AND DISC
- 19.PAPERBOY 2.....MINDSCAPE.....TAPE AND DISC
- 20.HUDSON HAWK.....OCEAN.....TAPE AND DISC



THE BUDGET TOP TWENTY!

- 1..ITALIA 1990.....TRONIX.....TAPE
- 2..BUBBLE BOBBLE.....HIT SQUAD.....TAPE
- 3..ROBOCOP.....HIT SQUAD.....TAPE
- 4..RAINBOW ISLANDS.....HIT SQUAD.....TAPE
- 5..MIDNIGHT RESISTANCE.....HIT SQUAD.....TAPE
- 6..DOUBLE DRAGON 2.....TRONIX.....TAPE
- 7..BUBBLE DIZZY.....CODEMASTERS.....TAPE
- 8..NEW ZEALAND STORY.....HIT SQUAD.....TAPE
- 9..F-16 COMBAT PILOT.....ACTION 16.....TAPE AND DISC
- 10.CHASE HQ.....HIT SQUAD.....TAPE
- 11.FIRST DIVISION MANAGER.....TAPE
- 12.SHADOW WARRIORS.....HIT SQUAD.....TAPE
- 13.MANCHESTER UNITED.....GBH.....TAPE
- 14.MAGIC LAND DIZZY.....CODEMASTERS.....TAPE
- 15.GOLDEN AXE.....TRONIX.....TAPE
- 16.ALTERED BEAST.....HIT SQUAD.....TAPE
- 17.DRAGON NINJA.....HIT SQUAD.....TAPE
- 18.MOONWALKER.....KIXX.....TAPE
- 19.DOUBLE DRAGON.....TRONIX.....TAPE
- 20.SEYMOUR GOES TO HOLLYWOOD.....CODEMASTERS.....TAPE

AMSTRAD NEWS Update

PLUS POWER ON TAPE!

AS ALL YOU PLUS OWNERS KNOW, YOUR MACHINE HAS MANY MORE FEATURES THAN THE OLD CPC'S SUCH AS 4096 COLOURS, HARDWARE SCROLLING AND STEREO SOUND etc. HOWEVER, AS YOU'LL ALSO KNOW, THESE FEATURES CAN ONLY BE ACCESSED FROM CARTRIDGE.....UNTIL NOW. .

A GROUP OF FRENCH HACKERS HAVE CRACKED THE BUILT-IN PROTECTION TO PREVENT THE USE OF THESE FEATURES FROM TAPE AND DISC. WHAT'S MORE, THEY'VE WRITTEN A PROGRAM THAT SETS UP SOME HANDY RSX'S WHICH ALLOW YOU TO USE THE PLUS'S EXTRA FEATURES IN YOUR OWN PROGRAMS! CALLING THEMSELVES THE LOGON TEAM, THESE GUYS ARE FAMOUS FOR THEIR PD DEMOS WHICH HAVE TAKEN AMSTRADS WHERE NO OTHER AMSTRADS HAVE GONE BEFORE! AS WITH THEIR OTHER STUFF, THIS PROGRAM IS PD AND WE HOPE TO HAVE IT IN OUR LIBRARY AS SOON

AS POSSIBLE. WE ALSO HOPE TO OBTAIN SOME OF THEIR MANY EXCELLENT DEMOS, AND, THERE'S MORE.....

CODEMASTERS HAVE JUST RELEASED STRYKER AND THE CRYPTS OF TROGAN, A GAME USING ALL THE FEATURES WHICH YOU'D EXPECT FROM A CARTRIDGE RELEASE! AT ONLY £4.99 THIS REPRESENTS A MAJOR SAVING ON THE £30 OR SO YOU'D EXPECT TO PAY FOR A CARTRIDGE GAME. TO FIND OUT MORE, TURN TO PAGE ??!

WHAT HAVE AMSTRAD GOT TO SAY ABOUT ALL THIS, I HEAR YOU ASK? ACCORDING TO CODEMASTERS AMSTRAD HAS GIVEN FULL PERMISSION FOR THE USE OF ALL THE CARTRIDGE'S FEATURES IN THIS GAME! DOES THIS MEAN THAT THE FLOODGATE'S WILL OPEN, WITH ALL THE SOFTWARE HOUSES PRODUCING PLUS VERSIONS OF THEIR GAMES?...WE CERTAINLY HOPE SO! NEEDLESS TO SAY, WE'LL LET YOU KNOW.

ACU DIES! CPC ATTACK IS BORN!

THE 'OFFICIAL' AMSTRAD MAGAZINE HAS BITTEN THE DUST! AMSTRAD COMPUTER USER HAS PRINTED IT'S FINAL ISSUE AFTER MANY YEARS OF PUBLICATION. HOWEVER, ACU'S LAST PROPRIETORS HAVE LAUNCHED A REPLACEMENT. CPC ATTACK FILLS ACU'S SHOES IN A QUITE DIFFERENT WAY. ALTHOUGH THE SIMILARITIES ARE CLEAR TO SEE, THE NEW MAGAZINE ALSO HAS MANY CONSIDERABLE DIFFERENCES TO ACU. THE MOST STRIKING OF THESE IS THE CHANGE IN STYLE. CPC ATTACK IS FAR MORE COLOURFUL THAN ITS PREDECESSOR EVER WAS. MUCH OF THE MAGAZINE IS PRESENTED BY SOME STRANGE CARTOON CARACHTERS WHICH ARE DESIGNED TO MAKE THE MAGAZINE MORE APPEALING TO ITS READERS. THE 1st ISSUE FEATURES A ROUND UP OF THEIR TOP 50 GAMES AND A



WHOLE HOST OF TUTORIALS. IT'S AVAILABLE AT £2.61 IN IRELAND AND £1.85 IN THE U.K.

NEW MAKERS OF 3" DISKS!

THE AGE OLD PRODUCERS OF 3" DISKS FOR THE AMSTRAD ARE NO LONGER PRODUCING THEM. AMSOFT CAUSED A HUGE SCARE A FEW MONTHS AGO WHEN THEY

STOPPED PRODUCTION. MAGTRON (SOME COMPANY OR OTHER) NOW MAKE THE DISKS IN ITALY.



GREMLIN BACKING CPC!

THE BIG NEWS ON THE GAMES SCENE IS THAT THE SOFTWARE HOUSE THAT BROUGHT YOU CLASSICS SUCH AS LOTUS AND SWITCHBLADE IS STAYING WITH THE CPC MARKET. ONLY A COUPLE OF WEEKS AGO, GREMLIN THREATENED TO ABANDON THE CPC MARKET! THANKFULLY, THEIR MINDS HAVE BEEN CHANGED AND WE CAN NOW LOOK FOWARD TO GAMES SUCH AS NIGEL MANSELL. NIGEL IS MEANT TO BE LIKE A CROSS BETWEEN SUPER MONACO GRAND PRIX AND LOTUS ESPRIT TURBO CHALLENGE (SEE THE REVIEW OF LOTUS IN THE BUDGET SECTION). HOPEFULLY, IT WILL BE OF AS HIGH A STANDARD AS WE'VE COME TO EXPECT FROM GREMLIN.

AT LONG LAST U.S. GOLD HAVE RELEASED ONE OF THE BIG GAMES THEY PROMISED ABOUT A YEAR AGO. IT IS OF COURSE THE SMASH HIT ARCADE GAME—BONANZA BROS. SO HOW DOES IT STAND UP ON THE AMSTRAD. NOT TO WELL I'M AFRAID. IN FACT, IT'S A BIT CRAP. THE ARCADE VERSION RELIED HEAVILY ON ITS SUPERB 3D GRAPHICS.



UNFORTUNATELY, THE CPC DOESN'T DO THE GAME JUSTICE. MAYBE WE'LL HAVE

A REVIEW OF BONANZA BROS IN THE NEXT ISSUE, BUT DON'T COUNT ON IT. WE ARE STILL LOOKING FOWARD TO U.S. GOLDS OTHER 'BIG' GAMES, NAMELY MEGA TWINS AND INDY 4—THE FATE OF ATLANTIS.



WHAT, I HEAR YOU ASK, HAVE OCEAN BEEN UP TO THIS PAST FEW MONTHS. WELL, FOR A START THEY'VE RELEASED THE SMASH HIT ADDAMS FAMILY (128K ONLY) WHICH IS A TOTALLY AMAZING GAME. ALSO, OCEAN WERE ORIGINALLY MEANT TO RELEASE ROBOCOP 3 ON CARTRIDGE BUT IT NOW SEEMS THAT THEY'RE GOING TO RELEASE IT ON TAPE AND DISC. HOPEFULLY, IT WILL ACCESS THE CONSOLE IN THE PLUSes AND MAKE A TOTALLY AMAZING GAME.

THE BUDGET SUPREMO's CODEMASTERS SEEM TO HAVE DECIDED TO DOMINATE THE FULL PRICE CHARTS AS WELL. AS YOU CAN SEE FROM OUR EXCLUSIVE TOP 20 CHARTS (THE ONLY TOP TWENTY CHART—DON'T YA JUST LOVE FREE PLUGS) THE CODIES HAVE OCCUPIED THREE OF THE TOP FOUR POSITIONS. OCEAN HAD THE LAST WORD THOUGH BY GRABBING THE TOP SPOT WITH W.W.F.

A SMALL-ADS

IF THERE'S ANYTHING YOU'D LIKE TO BUY, SELL OR EXCHANGE THAT'S EVEN REMOTELY ASSOCIATED WITH AMSTRADS, THEN THIS IS THE PLACE TO WRITE TO! SMALL ADS IS A SERVICE WHICH IS FREE FOR ALL AMSTRAD FUN SUBSCRIBERS, SO WHAT ARE YOU WAITING FOR? WRITE TO AMSTRAD FUN TODAY!
(USE THE ADDRESS AT REAR-END)

MAILBAG

EVERY ISSUE WE'LL PRINT YOUR LETTERS. THE SIZE OF THIS FEATURE WILL DEPEND ON HOW MANY LETTERS WE RECEIVE, SO, IF YOU'VE GOT ANY QUERIES, PROBLEMS, SUGGESTIONS OR COMPLAINTS WRITE TO AMS FUN MAIL-BAG AT THE ADDRESS AT REAR-END.

CHEATS + TIPS!

WELCOME TO AF CHEATS + TIPS, THE SECTION OF THE FANZINE THAT HELPS YOU FINISH EVEN THE MOST UNFINISHABLE OF AMSTRAD GAMES. IF YOU'VE GOT ANY

HINTS, TIPS, MAPS, POKES, KEYPRESSES OR ANYTHING SIMILAR WE'D BE ETERNALLY GRATEFUL IF YOU COULD SEND THEM TO US FOR INCLUSION IN THIS SECTION, THANKS.

TURRICAN 1 AND 2

TURRICAN 1:

PAUSE THE GAME AND TYPE VON. PRESSING SHIFT, FIRE, RETURN AND DOWN WILL MOVE YOU ON TO THE NEXT LEVEL.

TURRICAN 2:

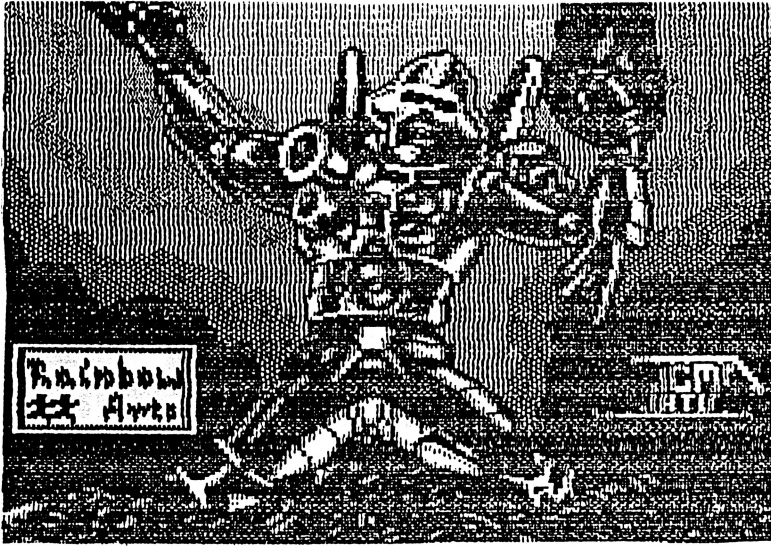
ENTER WIMPON INTO THE HIGH SCORE TABLE. DOING THIS SHOULD MAKE THE BORDER FLASH. IF SO, THE CHEAT MODE IS NOW ON. PRESSING THE CTRL KEY DURING THE GAME WILL NOW MOVE YOU ON TO THE NEXT LEVEL.

CHASE H.Q.

RE-DEFINE THE KEYS AS SHOCKED. NOW, AT ANY TIME IN THE GAME PRESS 1 TO RESTART, 2 TO SKIP TO THE NEXT LEVEL, 3 TO SEE THE END OF GAME DISPLAY AND MOST IMPORTANTLY 4 FOR AN EXTRA LIFE.

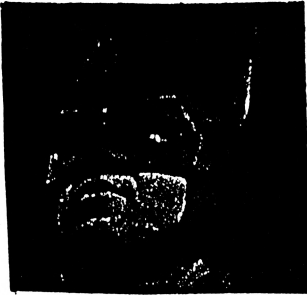
THE UNTOUCHABLES

ENTER HUMPHREY BOGART INTO THE HIGH SCORE TABLE. NOW HOLDING DOWN 9,6,3,. AND THE ARROW KEY (i.e. THE WHOLE RIGHT HAND SIDE OF THE NUMERIC KEYPAD) WILL ALLOW YOU TO ADVANCE A LEVEL.



BATMAN THE MOVIE

SIMPLY HOLDING DOWN THE KEYS E D 2 0 AND 9 WILL ALLOW YOU TO SKIP A LEVEL.



BUILDERLAND

THE PASSWORDS FOR BUILDERLAND ARE AS FOLLOWS.

LEVEL 2:VOLCAN
LEVEL 3:DARCHY
LEVEL 4:NEBULA
LEVEL 5:HYBLIS

PREDATOR 2

TO SKIP A LEVEL IN PREDATOR 2 PRESS THE KEYS Q A O P AT THE SAME TIME.



FINAL FIGHT

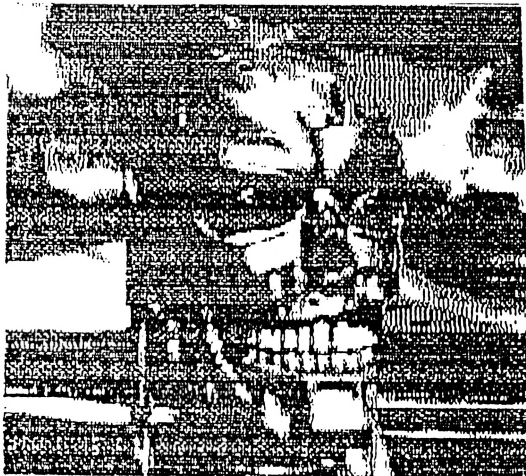
PAUSE THE GAME AND THEN TYPE RUN LIKE HELL FOR INFINITE LIVES.

TERMINATOR 2

TYPING GEP INTO THE HIGH SCORE TABLE WILL GIVE YOU INFINITE ENERGY.

TOTAL RECALL

TO ADVANCE A LEVEL TYPE THE END IS NIGH INTO THE HIGH SCORE TABLE. THEN, PRESSING f4, f6 AND THE DOWN CURSOR KEY WILL TAKE YOU TO THE NEXT LEVEL.

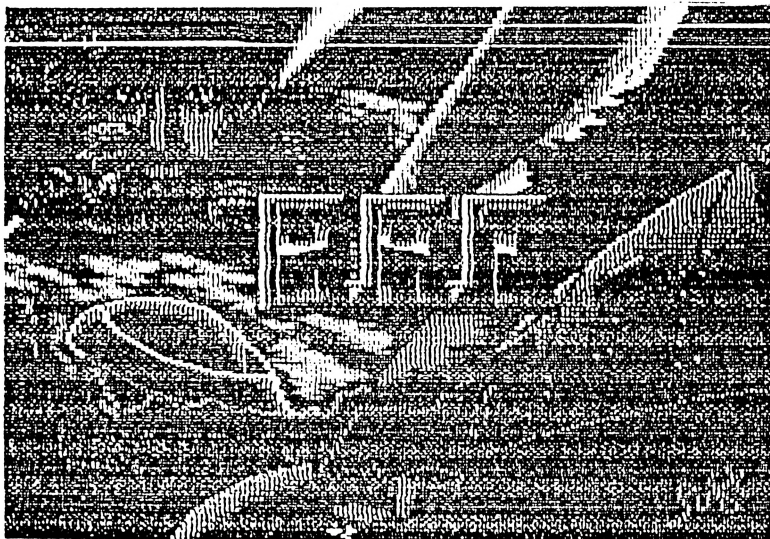


B.A.T.

DON'T BOTHER RENTING A ROOM IN THE HOTEL TO GET THE TECHNICIANS PASS CARD. INSTEAD, SIMPLY PICK IT UP IN THE POLICE STATION. OF COURSE, IF YOU'RE BEING CHASED BY THE POLICE, YOU

WOULD BE WELL ADVISED TO KEEP WELL CLEAR OF THE POLICE STATION.

WHEN YOU GO INTO THE ARCADE AND YOU'RE OFFERED A GAME OF BIZZY, REFUSE. THEN, USE THE SEARCH COMMAND AND YOU'LL FIND EVERY ITEM AVAILABLE IN THE GAME!



DIZZY KEPRESSES

DIZZY 1:

START THE GAME, THEN QUIT IT, KEEPING YOUR FINGER ON SPACE AND THE GAME WILL RESTART. PAUSE THE GAME, THEN TYPE TROWBRIDGE. DIZZY SHOULD NOW DISAPPEAR. THE KEYS Z, X, K AND M WILL NOW ALLOW YOU TO CHANGE SCREEN! TO REAPPEAR IN ANY SCREEN, JUST PRESS SPACE.

DIZZY 2:

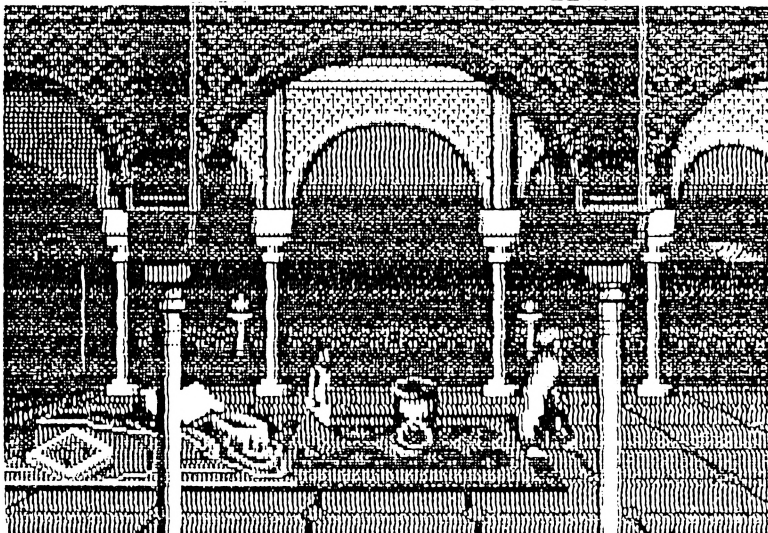
PRESS THE KEYS Q A S C P AND SPACE ON THE TITLE SCREEN. AT ANY TIME DURING THE GAME, PRESSING C WILL MAKE DIZZY DISAPPEAR. YOU CAN THEN USE THE SAME METHOD AS IN DIZZY ONE TO MOVE THROUGH THE SCREENS!

PRINCE OF PERSIA

1: DON'T BOTHER GETTING THE SWORD ON LEVEL 1. JUST JUMP PAST THE GUARD AND YOU WILL HAVE THE SWORD WHEN THE COMPUTER LOADS IN LEVEL 2.

2: WHEN YOU COME ACROSS THE MIRROR THAT BLOCKS YOUR PATH, DON'T WORRY ABOUT IT. SIMPLY TAKE A RUNNING JUMP THROUGH IT. YOU'LL GET A SUPRISE!

3: TO DEFEAT THE GHOST ON LEVEL 12, STEP BACK SO THAT HE NO LONGER ATTACKS YOU AND PUT AWAY YOUR SWORD. HE WILL COPY YOU. THEN, RUN INTO HIM AND HE WILL DISAPPEAR. NOW GO LEFT, WALK OFF THE EDGE AND A PLATFORM WILL MAGICALLY APPEAR BENEATH YOUR FEET.



DIZZY

THE SOLUTION!

GO LEFT AND PICK UP THE GREASE GUN.

GO LEFT AGAIN, ENTER THE MINE AND DROP GUN ON MINING CART. DROP DOWN HOLE. GO RIGHT AND PICK UP GHOST HUNTING LASER. GO LEFT, DROP DOWN SECOND HOLE AND JUMP INTO THE MINESHAFT TO KILL THE GHOST. GET RAINCOAT AND RETURN TO MINE ENTRANCE.

GO LEFT UNTIL YOU REACH THE ACID RAIN AND WALK UNDER IT. GO RIGHT, DROP THE RAINCOAT AND PICK UP ACME BIRD SEED. GO LEFT UNTIL YOU REACH THE CRYSTAL MOUNTAIN.

CLIMB THE CRYSTAL MOUNTAIN, JUMPING INTO ALL THE BIRDS YOU MEET ALONG THE WAY. (THERE ARE THREE BIRDS) SWAP THE BIRD SEED FOR THE CROWBAR AND RETURN TO THE FOOT OF THE MOUNTAIN.

DROP CROWBAR ON GRATE. (WATCH OUT FOR THE SPIDER!)

GO BACK AND GET THE RAINCOAT AND GO DOWN THROUGH THE OPEN GRATE.

DESTROY ALL THE RAINDROPS IN

THE UNDERGROUND TUNNEL. RETURN TO THE TOP OF THE

MINE AND DROP THE RAINCOAT. GO BACK TO THE TUNNEL AND GET THE GARLIC.

GO RIGHT AND SWAP THE GARLIC FOR THE BIRD SEED.

KEEP GOING RIGHT UNTIL YOU REACH THE WELL.

CLIMB THE TREE KILLING ALL THE BIRDS ON YOUR WAY.

LEAVE THE BIRD SEED ON THE HUT AND GET THE SPADE.

GO LEFT AND DROP THE SPADE BENEATH THE SPIDER.

WALK INTO THE HOLE AND PICK UP THE MUSHROOM TROWEL.



THANKS TO OUR GREAT SKILL AT GAMES-WE, HERE AT AMSTRAD FUN ARE ABLE TO BRING YOU A COMPLETE DIZZY SOLUTION EVERY MONTH! WE KICK OFF THIS MONTHS

TIPS SECTION WITH THE ENTIRE SOLUTION TO THE FIRST EVER DIZZY GAME. IF YOU THINK YOUR BETTER THAN US THEN WHY NOT SEND US THE DIZZY 2 SOLUTION?

MAKE YOUR WAY TO THE PLATFORM BELOW YOU AND DROP THE TROWEL ON THE ADJACENT MUSHROOM.(THIS LETS YOU JUMP OUT!)

GO RIGHT AND GET THE RUSTY BOLT CUTTERS. RETURN TO THE FIRST ROOM IN THE MINE AND GO LEFT.

DROP THE BOLT CUTTERS BY THE PLATFORM HELD BY THE CHAIN. GO LEFT AGAIN AND GET THE WIG.

DROP THIS INTO THE CAULDRON AND GO LEFT TO THE CRYSTAL MOUNTAIN.

GET THE DRY ICE AND GO TO

THE PLACE WHERE YOU DROPPED THE SPADE.

GO DOWN THE HOLE,GO LEFT AND BOUNCE FROM THE MUSHROOM TO THE LEDGE WHERE THE WATER ENTERS THE SCREEN.(TRICKY) DROP THE DRY ICE AND GO LEFT TO PICK UP THE MINERS PICK. GO RIGHT AND DROP THE PICK AT THE GRAVEYARD DOOR.

GO BACK TO THE MINE,GET THE GRAVEYARD KEY AND USE IT TO OPEN THE DOOR.

GET THE BIRD SEED FROM THE ROOF OF THE HUT, GO INTO THE GRAVEYARD AND KILL ALL THE BIRDS.

SWAP THE SEED WITH THE FEATHER AND GO LEFT TO PUT IT IN THE CAULDRON.

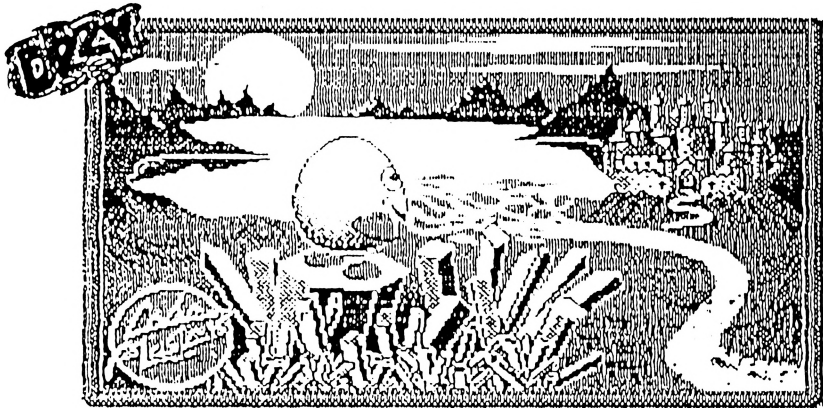
RETURN TO THE MINE AND GO DOWN THE SHAFT.

GO RIGHT AND GET THE OIL,NO GO BACK PAST THE GRAVEYARD AND DROP THE OIL BY THE ROPE.(THIS OPENS DRAWBRIDGE) GO RIGHT AND GET THE TROLL'S BREW.

RETURN TO THE CAULDRON AND PUT IN THE TROLL'S BREW RETURN TO THE CRYSTAL MNT.

>>>>>CONTINUED OVERLEAF>>>>>





PICK UP THE EMERALD EYE.
RETURN TO GRAVEYARD AND DROP
THE EYE BY THE YELLOW GOD.
GET THE PICK AND GO DOWN THE
HOLE.

DROP THE PICK WHERE THE
TUNNEL IS BLOCKED AND THEN
GO LEFT.

GET THE DAGGER. GO BACK TO
THE CRYSTAL MOUNTAIN AND
THEN DROP THE DAGGER.

GO RIGHT TO THE CASTLE AND
JUMP UP UNTIL YOU SEE THE
BROKEN HEART. (USE THE GARLIC
TO GET RID OF THE BAT)

GET THE BROKEN HEART, GO TO
THE GRAVEYARD AND DROP IT BY
THE BROKEN HEARTED LADY.

WHEN THE TRAPDOOR OPENS GO
DOWN IT AND GET THE DIAMOND.
GO TO THE CRYSTAL MOUNTAIN
AND DROP THE DIAMOND ON
THE LINE OVER THE LIFT. (THE
LINE DISAPPEARS)

GET THE DAGGER FROM WHERE
YOU DROPPED IT. GO DOWN THE
LIFT AND THEN GO LEFT.

WHEN YOU SEE A SMALL HOLE, GO
THROUGH IT ONTO ANOTHER LIFT
JUMP LEFT AND GET THE

PROTECTIVE AMULET.

RETURN TO THE CASTLE AND
LEAVE THE AMULET ON THE
DRAWBRIDGE.

GO BACK TO THE MINE AND GO
DOWN THE SHAFT AGAIN.

GO RIGHT AND JUMP INTO THE
HOLE.

WALK + JUMP ALONG THE MOVING
BRIDGE AND GET THE GOLD.

LEAVE THE MINE AND GO LEFT
TO THE HERMIT'S TREE HOUSE.
DROP THE GOLD ON THE BUCKET,
JUMP ONTO THE HUT AND THEN
UP INTO THE AIR.

GET THE SILVER LINING AND
DROP IT IN THE CAULDRON.

GO RIGHT, GET THE BURNING
TORCH AND DROP IT BESIDE THE
CAULDRON.

GO RIGHT, GET THE POTION
BOTTLE AND DROP IT ON THE
CAULDRON.

PICK THE BOTTLE UP AGAIN AND
GO TO THE CASTLE.

GET THE AMULET, GO INTO ZAK'S
ROOM AND DESTROY ALL THE
FIREBALLS.

GET THE POTION, DROP IT NEAR
ZAKS AND THAT'S IT! PHEW!

THE GAMEST Reviews

FULL-PRICE GAMES! PAGES 18-31

ROBOCOP 2...OCEAN..CARTRIDGE.....REVIEW by J.O'BEIRNE
SOCCER STARS...EMPIRE..DISC/TAPE...REVIEW by J.O'BEIRNE
LEMMINGS...PSYGNOSIS..DISC/TAPE.....REVIEW by K.WOODS
HUDSON HAWK...OCEAN..DISC/TAPE.....REVIEW by K.WOODS
CHART ATTACK...GREMLIN..DISC/TAPE..REVIEW by J.O'BEIRNE
THE ADDAMS FAMILY.OCEAN.DISC/TAPE..REVIEW by J.O'BEIRNE
W.W.F....OCEAN....DISC/TAPE.....REVIEW by J.O'BEIRNE

BUDGET GAMES! PAGES 32-35. ALL ON TAPE ONLY!

QUATTRO FANTASTIC.CODEMASTERS.TAPE.REVIEW by J.O'BEIRNE
MULTIMIXX 3..KIXX...TAPE.....REVIEW by J.O'BEIRNE
SEYMOUR GOES TO HOLLYWOOD.CDMSTRS.TAPE.REVIEW by J.O'B.
STRIDER + THE CRYPTS OF TROGAN.CDMSTRS.TAPE.RW by J.O'B

BUDGET RE-RELEASES! PAGES 36-39

GOLDEN AXE....TRONIX....TAPE....REVIEW by JOHN O'BEIRNE
SUPER OFF ROAD RACER..TRONIX...TAPE...REVIEW by K.WOODS
TOYOTA CELICA GT RALLY...GBH...TAPE...REVIEW by K.WOODS
LOTUS ESPRIT TURBO CHALLENGE.GBH.TAPE.REVIEW by K.WOODS
CHASE H.Q....HIT SQUAD....TAPE....REVIEW by KEITH WOODS
F-6 COMBAT PILOT.ACTION 16.TAPE/DISC.REVIEW by K.WOODS
CASTLE MASTER..HIT SQUAD...TAPE...REVIEW by KEITH WOODS
TAFRICAN 2....KIXX.....TAPE.....REVIEW by JOHN O'BEIRNE

ROBOCOP 2™

ARE ALL YOU PEOPLE WHO SPLASHED OUT MONEY ON THE GX4000 OR ON THE PLUS RANGE FEELING JEALOUS AT THE LACK OF REVIEWS FOR YOUR SPECIALIST HARDWARE?? WELL, CONSOLE YOURSELVE'S BECAUSE THE REVIEW OF THE BEST CONSOLE GAME IS HERE.

ROBOCOP 2!! DOES IT MAKE USE OF THE CONSOLE'S GRAPHIC CAPABILITIES? DOES IT USE THE CONSOLE'S SOUND CAPABILITIES?? THE ANSWER TO BOTH OF THESE QUESTIONS IS.....YES!!

AT LAST YOU CAN TURN ON YOUR COMPUTER AND WATCH THE SMILES FALL FROM THE AMIGA OWNERS FACES IN THE ROOM, AS THEY LOOK ON IN AWE AND WONDERMENT AT THE AMAZING GRAPHICS ON YOUR '8 BIT' COMPUTER!!! ROBO 2 TAKES GRAPHICS ON THE AMSTRAD TO WHERE THEY'VE NEVER BEEN BEFORE. THE BACKGROUNDS IN ALL PARTS OF THE GAME ARE EXCELLENT BUT I THINK THAT THE LEVEL 4 (THE TOKUGAWA BREWERY) HAS THE BEST. THE ROBOCOP SPRITE LOOKS PRETTY DEADLY AS WELL. HE LOOKS JUST LIKE OUR FAVOURITE METAL PSYCHO WHOM WE ALL KNOW

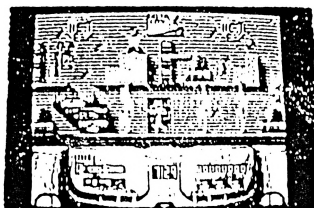
AND TRUST.

NOW, AS ALL YOU HAVE TO DO IS WALK INTO THE NUKE BARRELS TO CLEAR THE LEVEL YOU'D THINK....HEY! NO HASS. NIP IN THE ATTIC WINDOW, LEG IT OVER TO THE NUKE AND GO HOME. EASY!!

NOT SO, YOU'VE GOT TO GO IN THE FRONT DOOR AND TRY TO KILL EVERY ONE IN SIGHT LIKE YOUR SUPER HUMAN OR SOMETHING (ER, YOU ARE JOHN). WHOOPS! WELL, THAT CLEARS THAT UP THEN.

EACH LEVEL HAS A DIFFERENT SET OF CONVEYOR BELTS TO GET PAST AND THIS IS NO EASY TASK. ON REACHING THE BELTS ON LEVEL ONE, YOU WILL BE DRAGGED HORRIBLY TO YOUR DEATH TIME AFTER TIME. SOUNDS LIKE A FUN AFTERNOON. FINALLY, YOU'LL GET PAST THEM ONLY TO BE KILLED BY SOMETHING ELSE. (THOUGHT THAT WOULD INSPIRE HOPE IN PEOPLE). AS I'VE SAID BEFORE, THE GRAPHICS ARE COOL AND THE SCROLLING IS BRILLIANT. THE ONLY BAD SPRITES IN THE WHOLE GAME ARE THOSE OF THE HOSTAGES. THESE ARE PATHETIC.

WHILE THE GAME IS VERY LONG IT IS CONSIDERABLY SHORTENED BY THE FACT THAT ON LEVELS TWO, THREE, FIVE AND SIX IT MAKES NO DIFFERENCE IF YOU CLEAR THEM OR NOT. EACH OF THESE LEVELS ONLY LASTS ABOUT 3 MINUTES. SO DON'T BUY IT BECAUSE IT HAS SEVEN LEVELS! HOWEVER, THE OTHER THREE LEVELS ARE VERY, VERY LONG. SO, BUY IT BECAUSE IT HAS THREE LEVELS!



OH YES! THE LAST LEVEL.

ROBO IS ARMED ONLY WITH A GUN BUT IT'S POWERFUL ENOUGH TO BLOW THOSE NUKE GUARDS AWAY-TO SEND THEM INTO AN OBLIVION FROM WHICH THEY WILL NEVER RETURN. HAH! HAH! HAH! (SORRY ABOUT THAT, I GOT A BIT CARRIED AWAY).

AND WHAT ABOUT THE SOUND? DOES IT MAKE USE OF THE PLUS'S STEREO SOUND? YES, IT DOES! WITH A CHOICE OF EITHER SOUND FX OR MUSIC, YOU WON'T KNOW WHICH TO PICK BECAUSE THEY'RE BOTH BRILLIANT. EVERY LEVEL HAS DIFFERENT

MUSIC AND EVERY PIECE OF MUSIC IS DEADLY. WHEN YOU HEAR IT YOU'LL FIND LOOKING AROUND FOR AN AMIGA OR A COIN-OP MACHINE.



ONE MOVE AND THE BABE IN THE TOP WINDOW GETS IT!

YET ANOTHER BRILLIANT THING ABOUT ROBO 2 IS THAT AFTER CLEARING LEVELS ONE, FOUR AND SEVEN YOU GET A TOTALLY EXCELLENT PICTURE. IF YOU'RE ABLE TO COMPLETE THE PUZZLE GAMES OF LEVELS TWO AND FIVE A GOOD PICTURE OF ROBO AS A HUMAN OR OF HIS WIFE WILL COME UP.

OVERALL, THIS A TOTALLY AMAZING GAME, AND IF YOU HAVE THE HARDWARE TO USE IT YOU'RE MAD IF YOU DON'T BUY IT. IT'S A BIT TOO EASY FOR HARDENED GAMES PLAYERS BUT STILL VERY PLAYABLE. BUY IT!

VERDICT : 92%



SOCCER

STARS

HERE WE GO, HERE WE GO
HERE WE GO! OH YES, IT'S
TIME TO GET FOOTBALL
CRAZY BECAUSE OF EURO '92!
TO CELEBRATE THE OCCASION
EMPIRE HAVE RELEASED THE
GREATEST COMPILATION OF
FOOTIE GAMES EVER...SOCCER
STARS.IT FEATURES KICK OFF
2, GAZZA 2, EMLYN HUGHES
AND MICROPROSE SOCCER.

KICK OFF 2.

IS IT A BIRD? IS IT A
PLANE? NO IT'S...SUPERMAN?
WHOOOPS! WRONG REVIEW. BUT
WHILE WE'RE ON THE SUBJECT
OF SPEED LET'S NOT FORGET
TO MENTION THAT KICK OFF 2
IS THE FASTEST FOOTIE GAME
EVER. IT'S SO FAST IN FACT
THAT WHEN YOU GO TO KICK
THE BALL YOU FIND THAT
YOU'VE RUN OFF THE PITCH!
IT TAKES A WHILE TO GET
THE HANG OF THE GAME BUT
ONCE YOU DO IT'S BRILLIANT
AND YOU WILL FIND YOURSELF
BATTERING THE COMPUTER IF
YOU LOSE. UNFORTUNATELY
THE GRAPHICS ARE CRAP.EVEN
THOUGH THEY'RE BETTER THAN
KICK OFF'S GRAPHICS THEY
ARE STILL TERRIBLE. THE
GAME USES A MENU SYSTEM
WHICH IS VERY USER
FRIENDLY SO IT'S EASY TO
GET STARTED. YOU CAN HAVE

UP TO EIGHT SKILL LEVELS
WHICH MEANS THAT A NOVICE
CAN GIVE A PRO A RUN FOR
HIS MONEY. A NICE FEATURE
IN THE GAME IS THE ACTION
REPLAY AND YOU CAN SAVE
YOUR REPLAYS AND MAKE A
GOLDEN GOALS DISC. THERE
ARE TWO COMPETITIONS, A CUP
AND A LEAGUE. UP TO EIGHT
PEOPLE AT A TIME CAN PLAY
AT A TIME. YOU CAN SAVE THE
COMPETITION AND LOAD IT
BACK IN AGAIN LATER. IN MY
MIND THIS IS THE SECOND
BEST GAME ON SOCCER STARS.

GAZZA 2.

GAZZA...A LEGEND IN
HIS OWN LUNCHTIME!! THIS IS
GAZZA'S SECOND APPEARANCE
ON THE COMPUTER AND I'M
HAPPY TO SAY THAT GAZZA 2
IS NOTHING LIKE THE FIRST
GAZZA. IN FACT IT IS VERY
SIMILIAR TO THE KICK OFF
STYLE OF PLAY IN THE WAY
THAT IT OFFERS SMALL
SPRITES,A LARGE PITCH AND
FAST GAMEPLAY. THERE ARE NO
RULES LIKE OFFSIDE AND FREE
KICKS IN GAZZA 2 TO BOG YOU
DOWN. THE MENU SYSTEM IS
EASY TO USE GIVING YOU A
VARIETY OF CONTROL METHODS
TILL YOU FIND THE ONE THAT
SUITS YOU. THE COMPUTER HAS
A NUMBER OF DIFFERENT SKILL
LEVELS DEPENDING ON THE

TEAM YOU PICK TO PLAY AGAINST. ALGERIA IS THE WEAKEST AND THE STRONGEST IS BRAZIL. THE ACTUAL MATCH IS EASY TO GET INTO. THE LONGER YOU HOLD DOWN THE FIRE BUTTON THE HARDER THE BALL IS KICKED. THIS MAKES PASSING AND SHOOTING EASIER. THERE IS ALSO A RADAR AT THE BOTTOM OF THE SCREEN WHICH ADDS GREATLY TO THE GAME.

EMLYN HUGHES

TO GIVE IT ITS FULL NAME EMLYN HUGHES' INTERNATIONAL SOCCER IS THE BEST GAME ON THIS COMPILATION. OK, THE MENU SCREEN ISN'T AWE INSPIRING BUT ONCE YOU GET INTO THE ACTION YOU'LL BE HOOKED FOR EVER AND A DAY. THE SPRITES ARE EXCELLENT AND THE MATCH MOVES ALONG SMOOTHLY. IT'S NOT AS FAST AS KICK OFF 2 ETC. BUT IT IS ALSO NOT AS DRAB AS THOSE GAMES. THERE ARE A LOT OF NICE TOUCHES SUCH AS BACKHEELS AND REALISTIC SLIDING TACKLES. YOU HAVE A CHOICE OF 5 KICK DIRECTIONS, PRACTICE GAMES AND MANY MORE THINGS. THERE IS ALSO A STRATEGY ELEMENT ADDED TO THE GAME. YOU CAN PICK YOUR TEAM, CHANGE THE PLAYERS SKILLS, TAKE THEM OFF IF THEIR NOT FIT ETC. GRANTED, THIS MAKES NO DIFFERENCE BUT IT'S FUN!!

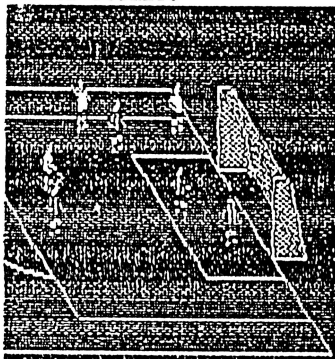
A GREAT OPTION IS THAT

YOU CAN HAVE UP TO EIGHT PLAYERS IN THE LEAGUE OR CUP SO YOU CAN INVITE ALL YOUR MATES ROUND AND HAVE A HUGE LEAGUE WITH LOTS OF FIGHTS AND PUNCH UPS. YEP, E.H.I.S. IS JUST LIKE THE REAL THING.

MICROPROSE SOCCER

HMMM...WITHOUT WISHING TO SOUND CRUEL I DON'T THINK VERY MUCH OF THIS GAME. IN FACT, IT'S CRAP!!! MAYBE YOU THINK IT'S GOOD BUT I DON'T. THE GRAPHICS HAVE BEEN DONE WITH ONLY TWO RECOGNISABLE COLOURS.

BOYLE SCORES!



IT'S THERE, IRELAND ARE IN THE LEAD!

THIS MAKES IT HARD TO SEE WHAT'S HAPPENING ON THE PITCH. THE SPRITES ARE O.K. AND SO IS THE ANIMATION. AS I SAID BEFORE MAYBE YOU LIKE IT BUT I HATE IT. I SUPPOSE IT'S A GOOD ENOUGH GAME BUT DON'T BUY SOCCER STARS JUST TO GET IT.

VERDICT : 85%

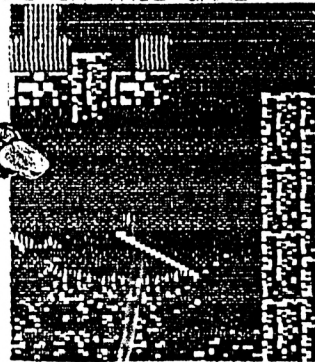
LEMMINGS

LEMMING, A KIND OF SMALL RAT-LIKE ANIMAL OF THE ARCTIC REGIONS...OR SO IT SAYS IN OUR BIG BOY'S NATURE BOOK. IT ALSO SAYS THAT EVERY 3 TO 5 YEARS THE LITTLE RODENTS HAVE A POPULATION EXPLOSION THAT IS SO RAPID THAT HORDES OF THEM MIGRATE. SOME REACH THE COAST WHERE THEY SWIM OUT TO SEA, CONTINUING UNTIL THEY DIE FROM EXHAUSTION. THIS HAS LED TO THE IDEA THAT LEMMINGS COMMIT SUICIDE, BUT THEY DON'T, THEY'RE JUST STUPID!

THE LEMMINGS IN THIS GAME DO BEAR SOME SIMILARITIES TO THEIR REAL COUNTERPARTS. THEY DO APPEAR TO BE COMMITTING SUICIDE, THERE ARE LOADS OF THEM AND THEY ARE SMALL. HOWEVER, THEY LOOK MORE HUMAN THAN RODENT AND THEY'RE NOT SWIMMING IN THE SEA. INSTEAD, THEY WALK AIMLESSLY THROUGH VARIOUS LANDSCAPES AND UNLESS YOU STOP THEM THEY'LL ALL PLUNGE TO THEIR HORRIBLE DEATHS!

THE GAME STARTS WITH DOZENS OF LITTLE LEMMINGS DROPPING OUT OF A TRAP DOOR. EXACTLY WHY THEY'RE APPEARING OUT OF THIS DOOR ISN'T CLEAR, BUT THAT

YOU'LL NEED TO ACT QUICKLY TO SAVE THE LITTLE FELLOWS IS. YOU SEE, THE LEMMINGS ARE SO KEEN TO MIGRATE THAT THEY WON'T STOP WALKING, EVEN IF CERTAIN DEATH IS STARING THEM IN THE FACE, AND IN THIS GAME



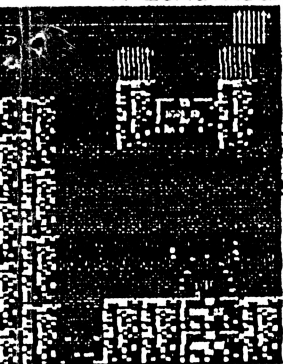
THIS IS THE WRONG WAY
WE DIDN'T WANT TO GIVE

IT NEARLY ALWAYS IS.

THE AIM OF THE GAME IS TO SAVE AS MANY LEMMINGS AS POSSIBLE BY MAKING THEM PERFORM A VARIETY OF LIFE SAVING FUNCTIONS. THERE ARE EIGHT OF THESE FUNCTIONS, EACH OF WHICH IS DEPICTED BY AN ICON AT THE BOTTOM OF THE SCREEN. SELECTING ONE OF THESE ICONS AND SELECTING A LEMMING WILL MAKE THAT LEMMING PERFORM THE ACTIVITY DEPICTED BY THE ICON. VARIOUS HAZARDS FACE THE LEMMINGS, BUT BY SELECTING THE RIGHT COMBI-

NATION OF FUNCTIONS AT THE RIGHT TIMES YOU CAN STOP THE LEMMINGS FROM REACHING HARM. DO THIS AND THE SURVIVING LEMMINGS WILL ALL BOUNCE HAPPILY INTO AN EXIT AT THE END OF THE LEVEL.

THAT ALL SOUNDS VERY EASY DOESN'T IT? WELL IT'S NOT! LEMMINGS IS A VERY DIFFICULT GAME THAT'LL HAVE YOU PUZZLED FOR MANY A LONG NIGHT. MOST OF THE



TO SOLVE THE LEVEL.
IT AWAY!

60 LEVELS ARE A REAL TEST FOR THE GREY MATTER. EACH LEVEL IS MORE DIFFICULT THAN THE ONE BEFORE IT, BUT JUST BEFORE YOU GIVE UP SWEARING THAT IT CAN'T BE POSSIBLE YOU'LL FIND A WAY PAST AND BECOME ENGROSSED IN THE NEXT CHALLENGE. ENGROSSED IS DEFINITELY AN UNDERSTATEMENT AS LEMMINGS MUST BE ONE OF THE MOST INCREDIBLY ADDICTIVE GAMES EVER DEvised! THIS IS THE GAME YOU'LL BE PLAYING ALL YEAR AS YOU WON'T BE ABLE TO LEAVE IT ALONE AND

IT'LL TAKE YOU AGES TO EVEN COME CLOSE TO BEATING IT.

FOR MANY OF YOU THE REVIEW SO FAR WILL HAVE TOLD YOU NOTHING NEW AS YOU'LL ALREADY BE FAMILIAR WITH PLAYING LEMMINGS ON A FRIENDS CRAPPY 16 BIT. SO IS CPC LEMMINGS THE SAME OR ARE SOME FEATURES GONE? WELL, THE ANSWER IS YES AND NO. WHILE CPC LEMMINGS ISN'T AS FRANTIC DUE TO THE LACK OF MOUSE CONTROL, IT IS EASILY AS MUCH FUN AND STILL RETAINS THE GREAT PLAYABILITY THAT MADE LEMMINGS THE MOST POPULAR 16 BIT GAME EVER. THERE ARE FEWER LEVELS, BUT 60 IS EASILY ENOUGH TO PROVIDE A DECENT LONG-TERM CHALLENGE AND BESIDES, YOU DON'T HAVE TO PAY AS MUCH FOR CPC LEMMINGS AS YOU'D HAVE TO PAY FOR A 16 BIT VERSION.

GRAPHICALLY LEMMINGS IS MOST EXCELLENT. THE MODE O GRAPHICS ARE COLOURFUL AND CLEAR. THE LEMMINGS ARE VERY SMALL, BUT ARE WELL DRAWN AND BRILLIANTLY ANIMATED. AN EXCELLENT TUNE PLAYS THROUGHOUT THE GAME AND THE ACCOMPANYING SOUND EFFECTS CANNOT BE FAULTED.

LEMMINGS IS THE GAME OF 1992 IF NOT OF ALL TIME. NO CPC SHOULD BE WITHOUT THIS AMAZING GAME.

VERDICT : 95% [23]

HUDSON

HAWK

YOU ARE HUDSON HAWK, THE WORLD'S GREATEST CAT BURGLAR. HOWEVER, YOU'VE DECIDED TO GIVE UP THE LIFE OF CRIME AND LIVE HONESTLY. UNFORTUNATELY A GANG OF EVIL CRIMINALS HAVE OTHER PLANS FOR YOU. THEY'VE KIDNAPPED YOUR FRIEND AND YOU'LL HAVE TO DO AS THEY SAY IF YOU EVER WANT TO SEE HIM ALIVE AGAIN!

ALL(ALL?) THEY WANT YOU TO DO IS NICK SOME OF LEONARDO DA VINCI'S FINEST WORKS FOR THEM! APPARENTLY THESE ITEMS CONTAIN LITTLE BITS OF CRYSTAL THAT'LL LET THESE NASTY CRIMS RULE THE WORLD. THAT'S THE SAD PLOT, BUT WHAT OF THE GAME ITSELF?

WELL, HUDSON HAWK IS A PLATFORM GAME CONSISTING OF THREE MAIN LEVELS. THE FIRST LEVEL IS SET IN LOS ANGELES. HUDSON HAS TO WORK HIS WAY PAST ROTWEILERS, SECURITY GUARDS AND BIRDS SUFFERING FROM CHRONIC DIARRHOEA IN ORDER TO NICK A CERAMIC HORSE FROM A CITY AUCTION HOUSE! THIS LEVEL PUTS YOU RIGHT IN AT THE DEEP END. THE PUZZLE AT THE START IS ONE OF THE MOST DIFFICULT IN THE GAME

AND THE ENEMIES ARE VICIOUS AND TRICKY TO AVOID! HOWEVER, MOST OF THEM DON'T KILL YOU, BUT JUST DRAIN YOUR ENERGY AND ONCE YOU GET THE HANG OF IT, YOU'LL BE THROUGH TO LEVEL TWO WITHOUT ANY DIFFICULTY.

LEVEL TWO SEES YOU IN THE VATICAN. YOU'VE GOT TO NICK A SKETCH BOOK FROM THE CELLAR WITHOUT BEING STOPPED BY SOME OF THE MAD NUNS THEREIN. THESE NUNS LIKE TO BOMB YOU FROM PARACHUTES AND ATTACK YOU WITH SUB MACHINE GUNS! HOWEVER, DESPITE THEIR AMUSING ANTICS THESE NUNS ARE EASILY AVOIDED AND DO LITTLE TO PREVENT YOU FROM REACHING LEVEL THREE.

HAVING GIVEN THE GANG WHAT THEY WANTED, HUDSON'S FRIEND IS RELEASED. HOWEVER BEING THE GOOD CITIZEN HUDSON NOW IS, HE DECIDES TO SET OFF FOR THE CASTLE WHERE THE CRIMS ARE HIDING AND DESTROY THEIR HOPES OF REALISING THEIR DREAMS OF WORLD DOMINATION. LEVEL THREE SEES YOU IN THAT CASTLE. YOU MUST STEAL THE CRYSTAL FROM THE MACHINE THEY'VE ASSEMBLED TO MAKE USE OF ITS SPECIAL POWERS.

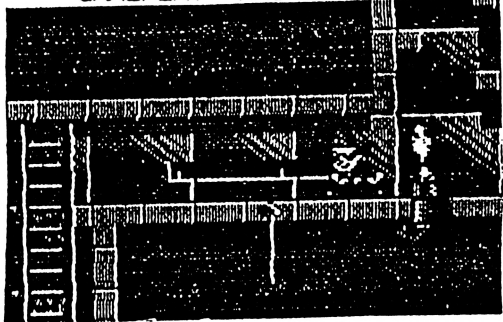
TO REACH THIS MACHINE YOU MUST NEGOTIATE YOUR WAY PAST THE BALLOONING GANG MEMBERS AND THE MANY ITEMS BEING THROWN FROM THE CASTLE WINDOWS. A CRUELLY DIFFICULT PUZZLE AWAITS YOU ON THE FINAL SCREEN.

EACH OF THE THREE MAIN LEVELS ARE SPLIT UP INTO SHORT STAGES. THESE STAGES FEATURE THREE DIFFERENT GAME STYLES.

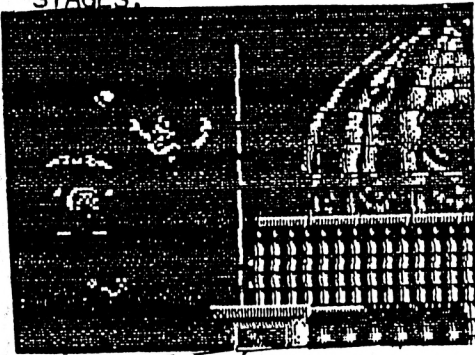
THE FIRST OF THE STYLES ARE THE OUTDOOR SECTIONS WHICH FEATURE PLENTY OF ENEMIES TO KILL OR AVOID AND ROPES TO CLIMB ACROSS. THERE IS ONLY A LITTLE REAL PLATFORMING ON THESE STAGES.

BURNT, SPEARED, ELECTROCUTED OR BEING TAKEN TO PIECES (LITERALLY) BY ELECTRIC FANS! ALTHOUGH BEING THE MOST DIFFICULT, THESE ARE THE MOST FUN SECTIONS.

HUDSON HAWK IS FAR BETTER THAN THE AWFUL FILM IT WAS BASED ON. THE GREAT GAMEPLAY HAS YOU HOOKED



OH BUGGER! I'M STUCK.



DIE NUN!!!

THE NEXT TYPE IS INSIDE BUILDINGS WITH ENEMIES AND LASER DEFENCE SYSTEMS TO CONTEND WITH. THESE TYPE OF LEVELS FEATURE NO PLATFORM ACTION AT ALL!

THE FINAL TYPE IS SET IN VENTILATION SHAFTS. THIS IS WHERE ALL THE PLATFORM FUN IS TO BE HAD. THE MANY DANGERS INCLUDE BEING

FROM THE START AND YOU'RE UNLIKELY TO WANT TO PLAY ANYTHING ELSE UNTIL YOU FINISH IT. THE GRAPHICS ARE VERY BLUE, BUT DETAILED AND AMUSING AND SOUND IS FINE.

HOWEVER, THIS GAME HAS TWO MAIN FAULTS. THE FIRST IS THE JERKY SCROLLING AND THE SECOND IS THAT IT'S JUST TOO EASY TO COMPLETE. ANY DECENT GAMESTER SHOULD FINISH IT WITHIN A WEEK!

THESE FAULTS ASIDE, IT'S A CLASSIC CONVERSION OF A BAD FILM THAT'S STILL PLAYABLE AFTER COMPLETION!

VERDICT : 82%

CHART ATTACK

WHAT A COMPILATION!
IT'S THE BIZZ. FIVE GAMES
AND ONLY ONE TURKEY. YES,
AS WITH ALL COMPILATIONS,
CHART ATTACK HAS A BAD
POINT. BUT, WHEN YOU PUT
THIS IN COMPARISON WITH
THE OTHER FOUR, IT CAN BE
EASILY OVERLOOKED. THE
FIRST GAME ON THE COMP IS
THAT TOTALLY BRILLIANT
DRIVE 'EM UP-LOTUS.

LOTUS:

THIS ONE'S EASY FOR ME
TO REVIEW, BECAUSE, KEITH
HAS ALREADY REVIEWED LOTUS
IN THE BUDGET SECTION. WHY
NOT TURN OVER THERE NOW
AND READ ALL ABOUT IT?
(AFTER YOU'VE FINISHED
READING MY REVIEW OF
COURSE).



SUPERCARS:

GREMLIN HAVE DONE IT
AGAIN AND COME UP WITH A
TOTALLY BRILLIANT GAME.
SUPERCARS LOOKS A BIT LIKE
SUPERSPRINT BUT THE MAIN

DIFFERENCE IS THAT
SUPERCARS SCROLLS! AS IS
USUAL WITH MOST GAMES YOU
START OFF WITH THE BIGGEST
LOAD OF CRAP AVAILABLE. FOR
THE FIRST FEW RACES YOU'LL
BE BUMBLING AROUND THE
TRACK LIKE A GRANNY WITH
ARTHRITIS. THEN, YOU'LL
WIN A RACE, GET SOME DOSH
AND LEG IT OVER TO THE
SHOP! IN THE SHOP YOU HAVE
A MASSIVE CHOICE OF THINGS
TO CHOOSE FROM. THESE
RANGE FROM MISSILES WITH
WHICH YOU CAN BLAST THE
OTHER DRIVERS OUT OF THE
RACE TO A MUCH MORE
REFINED PIECE OF MACHINERY
-POWER STEERING. THIS IS
ESSENTIAL IF YOU WANT TO
BE ABLE TO GO AROUND
CORNERS PROPERLY. THE WAY
THAT THE GAME GETS MORE
DIFFICULT IS PRETTY COOL.
THE COMPUTER TAKES THE
TYPE OF EQUIPMENT YOUR CAR
HAS, LAP TIMES AND LAP
POSITIONS etc TO CALCULATE
THE SPEED OF THE OTHER
DRIVERS. THE CONTROL
METHOD IS A BIT DOODY BUT
ONCE YOU GET THE HANG OF
IT YOU'LL NEVER LOOK BACK
(EXCEPT OF COURSE TO SEE
THE HAPLESS FACES OF THE
OTHER DRIVERS AS THEY EAT
YOUR DUST).

THE GRAPHICS ARE O.K.
WITHOUT BEING TOO BAD OR

FOR THAT MATTER) TOO GOOD EITHER. THE SCROLLING IS OF VERY HIGH QUALITY AND THE MUSIC IS VERY GOOD IN THE GAME.

SHADOW OF THE BEAST:

WHO SAYS YOU NEED A MYRIAD OF MODE 0 COLOURS TO MAKE A GOOD SHOOT 'EM UP??? ONCE AGAIN GREMLIN HAVE SHOWN THEIR SKILLS WITH MODE 1 GRAPHICS IN PRODUCING THE EXCELLENT SHADOW OF THE BEAST. IT IS A HORIZONTAL SCROLLING SHOOT 'EM UP. THE GRAPHICS AS I'VE SAID BEFORE ARE ABSOLUTELY INCREDIBLE. THEY AMAZINGLY WELL DETAILED. IF YOU'RE ONE OF THOSE PEOPLE WHO FIND THE STANDARD OF A LOT OF GAMES

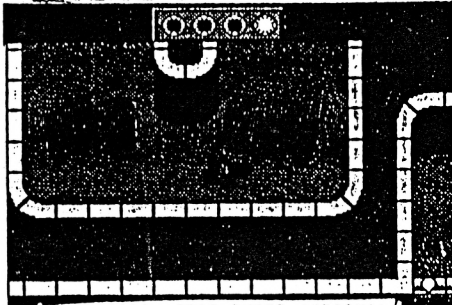
UNLIKE THE OTHER GAMES ON CHART ATTACK, G+G HAS CRAP GRAPHICS. IT LOOKS LIKE THEY WERE ORIGINALLY DESIGNED BACK IN THE DAYS WHEN MEN WERE MEN AND COMPUTERS WERE SPECTRUMS! THE GAMEPLAY IS VERY DIFFICULT MAINLY BECAUSE OF THE SHEER SIZE OF THE GAME. GREMLIN, I THINK, PUT THIS GAME ON THE COMPILATION AS A JOKE. WHY? BECAUSE EVERY TIME YOU GET HIT YOUR CHARACTER DROPS HIS PANTS!!! DO NOT BUY CHART ATTACK FOR THIS!

IMPOSSAMOLE:

MONTY MOLE IS BACK! THE MONTY GAMES ARE PLATFORM GAMES AND ALTHOUGH YOU'LL NEVER GO MAD OVER THEM, THEY'RE THE SORT OF GAME THAT CAN BE PLAYED AT ANY TIME BECAUSE EVERY SINGLE ONE IS GREAT FUN!

IMPOSSAMOLE IS BETTER THAN OTHER MONTY GAMES BECAUSE IT HAS BETTER GRAPHICS AND HAS FIVE TOUGH LEVELS TO GET THROUGH. UNFORTUNATELY, IT HAS BEEN MADE SLIGHTLY TOO TOUGH. MONTY GETS ONLY ONE LIFE AND HAS NO RESTART POINTS IN THE GAME. EACH LEVEL IS IN A DIFFERENT LOCATION IN THE WORLD. YOU CAN START ON ANY OF THE FIRST FOUR LEVELS BUT MUST CLEAR ALL OF THEM BEFORE YOU'RE SHOT AT THE BIG ONE-LEVEL 5. IMPOSSAMOLE IS A GOOD GAME AND A VALUABLE ASSET TO ANYONE'S COLLECTION.

VERDICT : 86%



'SUPERCARS IT'S SUPER (GROAN!)

TODAY TO EASY THEN THIS IS THE GAME FOR YOU. S.O.T.B. IS LONG AND TOUGH. IN MY OPINION MULTIFACES WERE INVENTED BECAUSE OF THIS GAME. PEOPLE WOULD SAVE THEIR POSITIONS EVERY TIME THEY GOT SOMEWHERE BECAUSE IT'S SO DIFFICULT TO GET ANYWHERE.

GHOULS+GHOSTS:

AS WITH EVERY COMPILATION THERE HAS TO BE A TURKEY! G+G IS IT.

THE ADDAMS FAMILY

128K ONLY!

THE SMASH HIT ADDAMS FAMILY TELLY PROGRAMME HAS ALREADY MADE ITS WAY ONTO THE CINEMA SCREEN AND NOW IT'S REACHED YOUR COMPUTER SCREEN.

FEATURING CHARACTERS WITH NAMES SUCH AS GOMEZ, MORTICA, GRANNY, LURCH, THING, PUGSLEY AND WEDNESDAY YOU MIGHT BE TEMPTED TO WALK AWAY SAYING "WELL, I'M SURE IT'S QUITE GOOD IN ITS OWN WAY". DO NOT DO THIS! IF YOU'RE IN A COMPUTER SHOP AND SEE A COPY OF THE ADDAMS FAMILY GRAB IT, THROW THE MONEY AT THE SHOPKEEPER AND RUN HOME TO LOAD IT UP!!!

WELL, WHAT IS THE GAME LIKE I HEAR YOU ASK. OK, I'LL TELL YOU (HOW KIND). YOU GET TO BE GOMEZ. THIS ISN'T BECAUSE HE'S A HERO AND REALLY COOL BY THE WAY. IT'S BECAUSE EVERYONE ELSE HAS BEEN CAPTURED AND HE'S THE ONLY ONE LEFT. OBVIOUSLY, YOUR JOB AS GOMEZ IS TO FREE THE REST OF THE FAMILY (NO, YOU DON'T SAY). TO DO THIS YOU JUMP ON THEIR HEADS!!! (NOT VERY POLITE, BUT YOU GOTTA DO WHAT YOU GOTTA DO).

UNFORTUNATELY, SOME **** (THAT WORD IS 'GNAT' BY THE WAY) HAS HIDDEN THE KEYS WHICH OPEN THE LOCKED DOORS (THAT WAS DIFFICULT TO FIGURE OUT NOW, WASN'T IT). THIS **** ALSO HASN'T TOLD GOMEZ WHERE THE KEYS ARE.

THE KEYS ARE USED TO OPEN LOCKED DOORS (THERE'S A SUPRISE). HOWEVER, TO GET THESE KEYS YOU NEED OTHER KEYS TO OPEN THE LOCKED DOORS THAT THE FIRST KEYS ARE BEHIND. THIS IS A VICIOUS CIRCLE THAT NEVER ENDS UNTIL YOU CLEAR THE GAME. AND, BELIEVE ME IT WILL TAKE MONTHS TO CLEAR THE GAME.

ON TOP OF FINDING KEYS, IN EVERY ROOM THERE IS SUCH AN ASSORTMENT OF HAZARDS AND 'BADDIES' THAT YOUR HEAD WILL SPIN.

THE GAME HAS OVER 240 SCREENS ALL OF WHICH ARE JAMPACKED WITH LOTS OF HORRIBLE THINGS. UNLIKE A LOT OF OTHER GAMES AROUND AT THE MOMENT THE ADDAMS FAMILY OFFERS A VERY HARD AND VERY DIFFICULT CHALLENGE. THIS GAME IS DEFINITELY NOT FOR THE WEAK AND THE MEAK.

THE ADDAMS FAMILY IS A

MASSIVE EXPLORE 'EM UP THAT WILL HAVE YOU EXPLORING FOR A VERY LONG TIME. MAKING A MAP IS A MUST, OTHERWISE YOU'LL BECOME TOTALLY LOST AND START KICKING YOUR COMPUTER AROUND THE ROOM IN FRUSTRATION!!!

THE URGE TO FREE THE REST OF THE FAMILY IS SO GREAT HOWEVER, THAT YOU'LL BE PLAYING THIS GAME FOR A VERY LONG TIME. EARLIER, I MENTIONED HOW TO FREE MEMBERS OF YOUR FAMILY. BUT, DID I SAY WHAT HAPPENS AFTER YOU JUMP ON THEIR HEADS? PUT SIMPLY-NO, I DIDN'T. AFTER BRAIN DAMAGING SOME ONE YOU ARE MAGICALLY TRANSPORTED TO A ROOM FILLED WITH MORE HORRIBLE THINGS THAN YOU CAN IMAGINE. IN IT, YOU MUST SURVIVE FOR SIXTY SECONDS, AND IF YOU DO THAT FAMILY MEMBER IS FREED. HURRAH!

GRAPHICS THROUGHOUT THE WHOLE GAME ARE EXCELLENT. YOU'LL FIND YOURSELF SHREIKING WITH DELIGHT AND

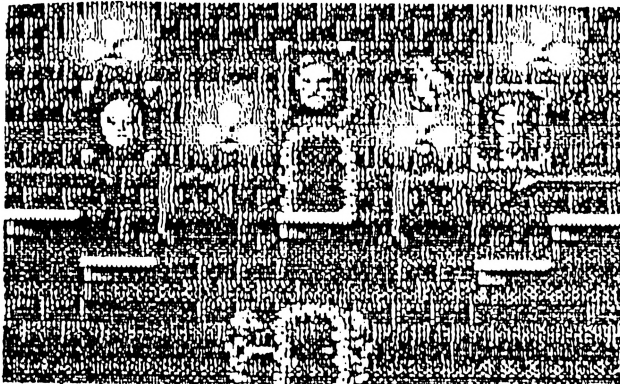
HAPPIENESS WHEN YOU RECOGNISE ONE OF YOUR FAVORITE CHARACTERS (OH, MAYBE YOU WON'T, BUT YOU WILL RECOGNISE THEM). THE GOMEZ SPRITE IS GOOD AND HE MOVES WELL AS HE BOUNDS THROUGH THE AIR IN SEARCH OF HIS LOVED ONES (QUIT THE HAM ACTING JOHN).

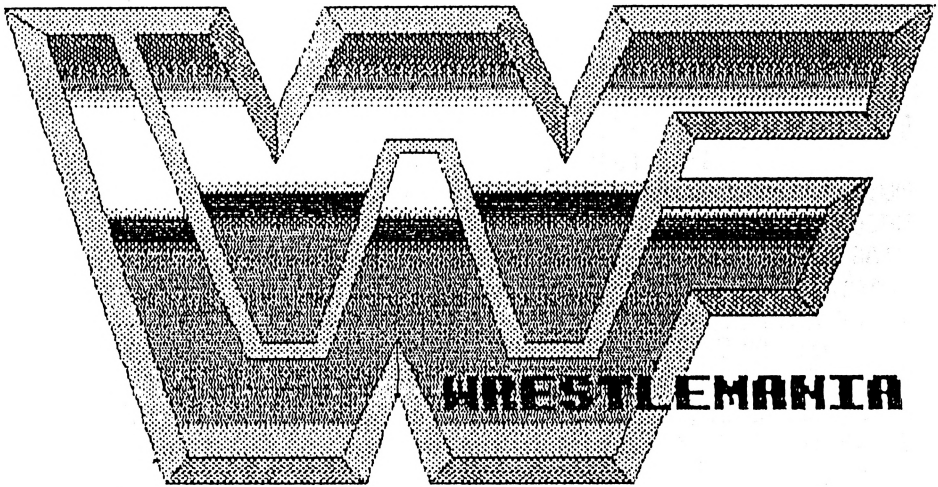
SOUND IS PRETTY GOOD AS WELL. THERE'S NO MUSIC IN GAME ITS SELF BUT THE SOUND FX'S ARE SPOT ON. ON THE TITLE SCREEN A PASSABLE RENDITION OF THE THEME TO THE ADDAMS FAMILY IS GIVEN.

THERE IS A LARGE RANGE OF BAD GUYS SUCH AS FLYING BLUE SPHERES, BOUNCING SCULLS AND KNIGHTS (HONEST, I'M NOT MAKING THESE UP). SOME OF THESE CAN BE KILLED BY CYEP, YOU'VE GUESSED IT) JUMPING ON THEIR HEADS.

THIS GAME IS A REAL CHALLENGE AND YOU WON'T BE ABLE TO STOP PLAYING. IT'S SO ADDICTIVE THAT IT GRABS YOU BY THE THROAT AND WON'T LET GO.

VERDICT : 90%





WRESTLEMANIA

"WHAT YA GONNA DO WHEN HULKAMANIA RUNS WILD ON YOU". THIS QUOTE WILL MOST PROBABLY BE KNOWN BY ALL. IT'S THE SAYING OF ONE OF THE BIGGEST ENTERTAINERS IN EUROPE AND AMERICA. NO, IT'S NOT MRS. ROBINSON OR JOHN MAJOR. IT IS IN FACT HULK HOGAN. YOU'RE EVEN ABLE TO SAY THIS DURING THE GAME JUST BEFORE YOU GET INTO THE RING TO FIGHT MR. PERFECT. OF COURSE, IF YOU THINK THE HULKSTER IS CRAP, YOU CAN PICK THE ULTIMATE WARRIOR OR THE BRITISH BULLDOG INSTEAD.

NO MORE WILL YOU HAVE TO IMAGINE HAVING MUSCLES LIKE THE ULTIMATE WARRIOR AND CO., BEING ABLE TO TAKE THAT MUCH PAIN WITHOUT QUITTING AND WORRY ABOUT THE CONSEQUENCES OF

SLAMMING YOUR ENEMY INTO THE GROUND. NOW, YOU TO CAN KICK SOME BUTT!!!!

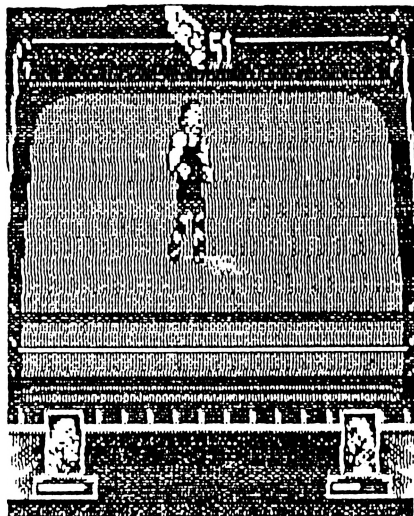
UNFORTUNATELY, AS SOON AS YOU STEP INTO THE RING WITH MR. PERFECT, HE IS GOING TO PICK YOU UP WITH HIS PERFECT HANDS, BATTER YOU AND EXECUTE A PERFECT PIN! EVEN WHEN YOU BECOME BRILLIANT, MR. PERFECT IS STILL GOING TO BEAT YOU. THIS IS WWF'S MAJOR PROBLEM. IT'S TOO DAMN HARD.

YOU HAVE A LARGE ENOUGH CHOICE OF MOVES VARYING FROM A STANDING PUNCH TO A FLYING DROPKICK. EVERY WRESTLER ALSO HAS HIS OWN SPECIAL MOVE. THIS IS EXECUTED AFTER A BIT OF A GRAPPLE IN THE RING. HULK HOGAN DOES A PILEDRIVER. THE ULTIMATE WARRIOR DOES A

GORILLA-PRESS AND THE BRITISH BULLDOG DOES A POWER SLAM. MY FAVORITE MOVE IS TO KNOCK THEM DOWN BY THE CORNER OF THE RING, CLIMB ONTO THE TOP ROPE AND LEAP INTO MID-AIR TO EXECUTE A BEAUTIFUL LANDING ON ONE KNEE RIGHT IN THE MIDDLE OF MY OPPONENTS STOMACH.

IT'S A BIT OF A JOYSTICK WAGGLER WHEN YOUR GRAPPLING IN THE RING. STOP WAGGLING FOR A SPLIT-SECOND HOWEVER, AND PERFECT WILL PUT YOU ON HIS SHOULDERS AND SHOW YOU A PERFECT SUPLEX! THIS GAME IS NOT FOR THOSE WHO WORRY ABOUT THEIR JOYSTICKS! AS YOU USUALLY CAN'T PIN SOMEONE TILL ALL THEIR ENERGY'S GONE, DO THIS. ONCE YOU'VE DONE YOUR SPECIAL MOVE START TO WIPE YOUR FEET ON YOUR OPPONENTS FACE i.e. STAMP ON THEM! DO THIS A COUPLE OF TIMES AND WATCH THEIR ENERGY BAR DIMINISH. ALAS! AS SOON AS MR PERFECT HAS NO ENERGY BAR HE BECOMES BRILLIANT. EVEN IF YOU HAVE FULL ENERGY, HE'LL STILL KICK YOUR BUTT. HE'LL ONLY STAY PINNED AFTER YOU'VE HOPPED ON HIM (OO'ER) ABOUT TWENTY TIMES.

WWF HAS GOOD GRAPHICS. THE BACKGROUND CONSISTS OF



THE RING AND NOTHING ELSE. WELL WHAT MORE DO YOU WANT IN A WRESTLING GAME? THE SPRITES ARE WELL DRAWN BUT OF THE THREE GOOD GUYS, ONLY THE HULKSTER IS INSTANTLY RECOGNISABLE. ALL THE SPRITES MOVE WELL AND ANIMATION IS EXCELLENT. SOUND IS PASSABLE, IT HAS THE USUAL NUMBER OF THUDS AND BIFFS!

WWF IS AN EXCELLENT GAME EXCEPT THAT IT IS FAR TOO DIFFICULT. EVEN IF YOU FINALLY BEAT MR. PERFECT, THE WARLORD WHOM YOU HAVE TO FIGHT NEXT WILL DISPOSE OF YOU WITHOUT TOO MUCH TROUBLE.

VERDICT : 79%



QUATTRO FANTASTIC

THIS COMPILATION IS JUST THE THING FOR ALL YOU COUCH POTATOES. THE GAMES IN IT ARE JUST THE THINGS YOU LIKE TO DO IN REAL LIFE.

FRUIT MACHINE SIMULATOR:

AS WITH ALL COMPILATIONS THERE HAS TO BE A CRAP GAME ON THIS ONE. FMS FITS THE BILL FOR THIS. IT IS EXACTLY LIKE A REAL FRUIT MACHINE EXCEPT YOU CAN'T WIN ANY MONEY. AS PEOPLE ONLY PLAY FRUIT MACHINES TO WIN MONEY THIS GAME IS ABSOLUTELY POINTLESS.

WACKY DARTS:

THIS GAME IS PRETTY DAMN EXCELLENT. BASICALLY, ALL YOU HAVE TO DO IS THROW THE DART AT THE DARTBOARD (SO THATS WHAT DARTS IS). THIS IS DONE BY MOVING A HAND FLOATING IN FRNT OF THE BOARD. THE FIRE BUTTON CHUCKS THE DART AT THE BOARD. THERE IS A GREAT SELECTION OF GRAPHICS AND THE GAME IS FUN TO PLAY WITH A LOT OF FUNNY INCIDENTS AND A LOT OF FUNNY CHARACTERS.

PUB TRIVIA:

FOR ANYONE WHO DOESN'T KNOW PUB TRIVIA IS THE DISCUSSION OF TRIVIAL THINGS IN A ER!, PUB. IT'S ALSO WHAT COUCH POTATOES DO WHEN THEY GO OUT.



DAMN, THERE GOES ANOTHER 10p.

PUB TRIVIA IS VERY DIFFICULT BECAUSE OF TWO THINGS. 1:THE QUESTIONS ARE VERY DIFFICULT (YES, OK, YOU CARRY ON) AND 2: YOU ONLY GET ONE GO WHEN YOU START OFF. i.e. GET ONE WRONG AND YOU'RE HISTORY.

MONTE CARLO CASINO:

MCC IS JUST THE THING FOR GAMBLING COUCH POTATOES. IT FEATURES GAMES SUCH AS POKER AND ROULETTE. IF YOU CAN'T PLAY POKER, DON'T WORRY YOU'LL SOON PICK IT UP. THE SAME GOES FOR ALL THE OTHER GAMES. THE GRAPHICS ARE GOOD THROUGHOUT THE WHOLE GAME. MCC IS ALSO VERY USER-FRIENDLY. IT ALL RUNS FROM A GOOD MENU.

VERDICT : 81%

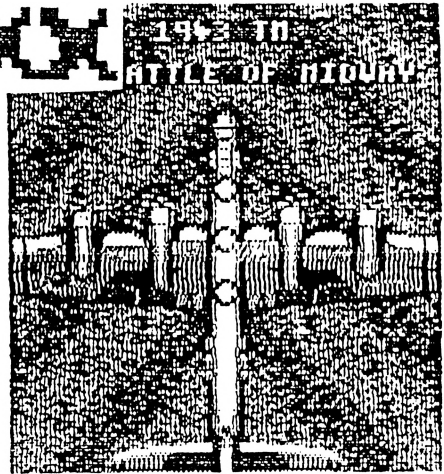
MULTIMIX 3

1943:

YEAH! THIS GAME IS COOL VALUE. IN IT YOU GET TO FLY A LITTLE WORLD WAR 2 PLANE SHOOTING EVERYTHING IN SIGHT. 1943 IS A HECTIC SHOOT 'EM UP. WITH A LARGE RANGE OF WEAPONS SUCH AS 3 WAY FIRE, LASERS, SMART BOMBS AND MORE, YOU'RE NEARLY SPOILED FOR CHOICE. THE ONLY DISADVANTAGE ABOUT THIS GAME IS THAT AFTER A WHILE IT BECOMES A BIT REPETITIVE. IN MY OPINION HOWEVER, THIS GAME IS TOTALLY EXCELLENT. IT'S VERY FAST AND THE GRAPHICS ARE QUITE GOOD.

STREET FIGHTER:

EXCUSE ME WHILE I LAUGH AT THIS GAME. IT IS TOTALLY SAD. THE SAVING POINT FOR STREET FIGHTER IS THAT IT'S GRAPHICS ARE OK. ENOUGH ABOUT ITS OK POINT HOWEVER. STREET FIGHTER IS NOT THE FASTEST GAME YOU'LL FIND. IN FACT, MY TORTOISE OUTRAN IT! THE FACT THAT EVERYBODY IN THE GAME EXCEPT FOR ONE CAN'T DO ANYTHING AGAINST YOUR SWEEP KICK HARDLY HELPS. DO NOT BUY MULTIMIX 3 FOR STREET FIGHTER.



BIONIC COMMANDO:

WHOOPS! THERE GOES AN ARM. NEVER MIND, BECOME A COMMANDO AND THEY'LL GIVE YOU A BIONIC ONE. WHEW! NOBODY NEEDS TO BE ONE ARMED THESE DAYS. IN FACT, YOUR NEW ARM IS QUITE DECENT. YOU CAN FIRE A BIG HOOK OUT OF IT WHICH WILL EITHER KILL THINGS OR IF IT LANDS ON SOMETHING WILL LET YOU CLIMB UP IT.

OF COURSE, THERE IS A DRAWBACK TO BEING A BIONIC COMMANDO. EVERY NOW AND THEN YOU GET SENT OFF ON A MISSION TO SAVE THE WORLD. THREE LEVELS STAND BETWEEN YOU AND CLEARING THE GAME. THE GRAPHICS ARE ALRIGHT AND THE SOUND IS CRAP. MM3 IS A GOOD BUY EXCEPT FOR STREET FIGHTER.

VERDICT : 70%

SEYMOUR GOES TO HOLLYWOOD

HERE'S SEYMOUR! HE'S THE COOIES NEWEST HERO IN THEIR ARCADE ADVENTURE LINE. THIS TYPE OF GAME MADE DIZZY A HOUSEHOLD NAME, AND IT LOOKS LIKE SEYMOUR IS GOING TO TAKE DIZZY'S CROWN. SEYMOUR GOES TO HOLLYWOOD (SGTH) HAS BETTER GRAPHICS THAN ALL ITS DIZZY PREDECESSORS. THE MAIN SPRITE (SEYMOUR) IS MORE DETAILED THAN DIZZY EVER WAS. SO WHAT IS SEYMOURS TASK??

AS YOU CAN PROBABLY GUESS FROM THE TITLE, SGTH IS SET IN THE MOVIE INDUSTRY. MANY BIG NAME MOVIE STARS ARE FEATURED IN THE GAME, SUCH AS RICK BRACY AND SHERLOCK BONES. SEYMOUR HAS TO GET THE SCRIPT AND SHOW IT TO EACH OF THE GAMES SIXTEEN CHARACTERS. HE ALSO HAS TO GIVE EACH CHARACTER AN OSCAR. SO WHAT'S THE PROB? IT DOESN'T SOUND TO HARD. FAMOUS LAST WORDS! BEFORE SEYMOUR CAN ACTUALLY GET INTO THE ROOM WHERE THE SCRIPT IS, HE HAS TO SOLVE ABOUT THIRTY PROBLEMS! HE ALSO HAS TO FIND ALL SIXTEEN OSCARS (HINT: AN OSCAR IS HIDDEN AT THE TOP RIGHT TREE HUT UNDER A BARREL).

THE GAMEPLAY IS VERY SIMILIAR TO THAT OF THE DIZZY GAMES. IT IS MADE BETTER HOWEVER, BY HAVING IMPROVED GRAPHICS AND (IN MY OPINION) BY BEING SET IN A MODERN ENVIROMENT. ALL THE DIZZY GAMES WERE IN A FANTASY WORLD SETTING WITH MAGICAL TASKS etc.

MOST OF THE PROBLEMS IN SGTH ARE LOGICAL AND CAN BE SOLVED AFTER A BIT (MAYBE A LOT) OF THOUGHT. SOME, HOWEVER, ARE VERY TRICKY AND WILL MAKE YOU STRAIN YOUR BRAIN TO ITS VERY LIMITS. IF YOU'VE READ THE TIPS AND CHEATS PAGE, YOU'LL HAVE SEEN THAT A DIZZY SOLUTION WILL



BE PRINTED IN EVERY ISSUE. AFTER WE'RE DONE WITH DIZZY--SEYMOURS NEXT!

VERDICT : 93%

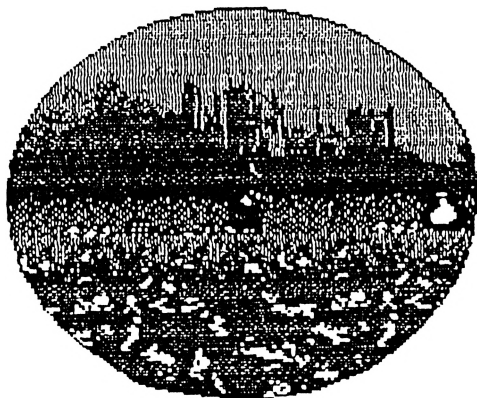
STRYKER AND THE CRYPTS OF TROGAN

MOST PEOPLE PROBABLY KNOW ABOUT STRYKER BY NOW. FOR THOSE OF YOU DON'T, THIS IS WHAT MAKES STRYKER SO COOL. WHEN AMSTRAD SOLD THE PLUS'S THEY SAID THAT THE CONSOLE'S EXTRA FEATURES COULDN'T BE USED FROM TAPE OR DISC. BZZZZ! WRONG. FROM THE MAN THAT BROUGHT YOU SWITCHBLADE, HE NOW BRINGS STRYKER. ALL THE CONSOLE'S EXTRA FEATURES ARE INCLUDED IN THIS GAME. STRYKER IS IN FACT VERY SIMILIAR TO SWITCHBLADE. HMMMM! THIS ASIDE HOWEVER, STRYKER IS AN EXCELLENT GAME. SO WHERE WOULD THIS GAME BE FOUND—WITH THE CARTRIDGES FOR £24.99, THE FULL PRICE DISC+TAPE GAMES FOR £12.99 (APPROX). NO, IT IS IN FACT ON THE £3.99 SHELF. THIS IS MOST PROBABLY BECAUSE IT'S BEEN RELEASED BY BUDGET SUPREMOS CODE-MASTERS. THIS IS ALL VERY WELL, BUT WHAT OF THE GAME ITSELF.

THERE ARE FIVE LEVELS TO BE COMPLETED ON STRYKER BEFORE YOU SAVE THE WORLD FROM TROGAN (HOLDER OF THE BEST NICKNAME AWARD - 'THE DIABOLICAL') WHO IS A 100% MEAN ****. STRYKER HAS A LARGE CHOICE OF WEAPONS SUCH AS PROTON STICKS AND

FIRE CRACKERS!! STRYKER IS OF COURSE GRAPHICALLY EXCELLENT ON THE PLUS AND THE GRAPHICS STILL LOOK GOOD ON THE CPC'S. STRYKER FEATURES SOME ABSOLUTELY AMAZING SCROLLING. THE SOUND EFFECTS ARE QUITE GOOD. COMPARED TO THE SOUND FROM SWITCHBLADE, STRYKER DOESN'T STAND A CHANCE. THE TAKES NOTHING AWAY FROM THE GAMEPLAY, HOWEVER.

TO DEFEAT TROGAN YOU MUST COLLECT THE SIXTEEN PARCHMENTS OF TRUTH WHICH ARE ALL AROUND THE GAME (REMEMBER THE 16 FRAGMENTS



OF THE FIREBLADE IN THAT OTHER GAME I'VE MENTIONED). STRYKER IS AN EXPLORE 'EM UP WITH A BIT FIRE POWER THROWN IN. BUY THIS GAME!!

VERDICT : 88%

35

GOLDEN AXE

KILL! MAIM! DESTROY! NO IT'S NOT THE JANUARY SALES IT'S GOLDEN AXE WHERE YOU HAVE TWO OBJECTIVES. THE FIRST IS TO KILL EVERY THING IN SIGHT AND THE SECOND IS...TO KILL EVERY THING IN SIGHT. YOU CAN BE ONE OF THREE CHARACTERS (ALL OF WHICH ARE SEVERELY MENTALLY DERANGED). THEN, THE ADVENTURE BEGINS. YOUR MISSION IS TO REACH DEATH ADDER (NOT A VERY NICE

IVAN "IRONMAN" STEWART'S SUPER OFF ROAD RACER

THIS IS THE MOST SOPHISTICATED OF THE SUPER SPRINT STYLE RACERS. WHAT MAKES THIS ONE DIFFERENT IS THAT THE ACTION'S SEEN FROM THE SIDE RATHER THAN JUST FROM ABOVE.

THE UNUSUAL VIEW WORKS WELL IN WHAT IS A VERY FUN GAME. FOUR DRIVERS RACE AROUND MANY VARIED TRACKS IN AN EFFORT TO BE THE TOP DRIVER OF THE SEASON. EACH RACE IS IMPORTANT. LOSING TO A COMPUTER DRIVER MEANS THE LOSS OF ONE OF YOUR FEW CREDITS SO WINNING IS

BLOKE) AND KILL HIM. YOU START OFF NEAR TURTLE VILLAGE AND START HACKING AND SLASHING. AFTER A LONG, LONG TIME WHEN YOU REACH THE END OF THE GAME YOU'LL BE FED UP WITH HACKING AND SLASHING. MY ONLY CRITICISM IS THAT IT'S A BIT SAMEY ALL THE WAY THROUGH. GREAT GRAPHICS AND SOUND MAKE UP FOR THIS HOWEVER. IF YOU MISSED THIS LAST YEAR THEN GET OUT AND BUY IT NOW.

VERDICT : 73%



VITAL. AFTER EACH RACE YOU GET PRIZE MONEY APPROPRIATE TO YOUR FINISHING POSITION WHICH CAN THEN BE USED TO BUY UPGRADES FOR YOUR CAR OR NITROS (SORT OF LIKE THE TURBOS IN CHASE HQ)

THE SCREENS UNNECESSARY SMALLNESS IS THE GRAPHICS ONLY FAULT. THE CARS MOVE CONVINCINGLY AND TUNE DRIVES THE GAME ALONG. THE OCCASIONAL ENTANGLEMENT OF CARS AND BAD CONTROL ARE THE ONLY FLAW IN OTHERWISE PERFECT FUN GAMEPLAY.

VERDICT : 78%

LOTUS ESPRIT TURBO CHALLENGE

YOU COMPETE AGAINST 15 OTHER DRIVERS IN A BID TO WIN THE CHAMPIONSHIP. THE ACTION TAKES PLACE IN UP TO FIFTEEN WORLD CIRCUITS. YOU START OFF ON AN EASY TRACK, HOWEVER EACH ONE IS HARDER THAN THE ONE BEFORE IT. TO GO ON TO THE NEXT TRACK YOU MUST FINISH 8th OR ABOVE. THIS IS NO EASY TASK, AS YOU'LL SOON FIND OUT WHEN YOU HAVE YOUR 1st GO AND FIND YOURSELF AMONG THE ROADSIDE FURNITURE WITHIN SECONDS. HOWEVER, WITH TIME YOU WILL IMPROVE

AND YOU'LL LEARN TO APPRECIATE JUST HOW GOOD THIS GAME REALLY IS.

THE GRAPHICS ARE A BIT DRAB, BUT SMOOTH AND FAST AND THE SOUND IS PERFECTLY ADEQUATE. HOWEVER, IT'S THE PLAYABILITY, REALISM AND FUN TWO PLAYER MODE THAT MAKES THIS THE BEST RACING GAME EVER RELEASED. YOU'LL NEVER GET BORED OF THIS!

VERDICT : 94%



TOYOTA CELICA GT RALLY

THIS IS ONE OF THE FEW GENUINE RACING SIMS ON THE AMSTRAD. THIS IS NOTHING LIKE MOST CAR GAMES. REALITY IS THE MOST IMPORTANT FACTOR IN THIS GAME. WHAT THIS MEANS IS THAT YOU CAN'T ACCELERATE AROUND THE TRACK LIKE A MAD-MAN, AS IN MOST RACING GAMES. INSTEAD, YOU MUST KEEP AT A SANE SPEED TO AVOID LEAVING THE ROAD.

YOU COMPETE AGAINST 31 OTHER DRIVERS IN 3 RALLYS. THIS IS A RALLY SO YOU'LL NEVER SEE OTHER DRIVERS.

INSTEAD, YOU RACE AGAINST THE CLOCK, AIMING TO BE THE FASTEST OF THE DRIVERS. THIS CAN BE HARD, AS TIME PENALTIES ARE IMPOSED FOR THINGS SUCH AS CRASHES AND FALSE STARTS. CO-DRIVERS NOTES CAN BE ADDED, TO WARN YOU OF APPROACHING TURNS.

THIS IS ONE DIFFICULT GAME, BUT PERSEVERENCE WILL BE REWARDED. THIS GAME HAS GREAT GRAPHICS, ACCURACY AND PRESENTATION. IF YOU LIKE RACING SIMS., THEN YOU'LL LOVE THIS!

VERDICT : 85% 37

CHASE H.Q.

THIS IS A DRIVE-EM-UP WITH A DIFFERENCE. INSTEAD OF RACING AGAINST OTHER DRIVERS YOU HAVE TO RAM THEM OFF THE ROAD!

IN EACH OF THE FIVE LEVELS YOU ARE GIVEN AN ESCAPING CRIMINAL TO CHASE AND APPREHEND. NANCY GIVES YOU ALL THE DETAILS OVER THE RADIO AND YOU SET OFF ON YOUR MISSION. TO HELP YOU ON YOUR WAY YOU'RE GIVEN THREE TURBOS. HITTING THE TURBO BUTTON MAKES YOUR CAR TRAVEL AT TRULY

BREATHTAKING SPEED. HOWEVER IT DOESN'T LAST LONG, AND SINCE YOU ONLY HAVE THREE YOU MUST USE THEM WISELY.

CHASE HQ IS A BRILLIANT ARCADE CONVERSION. THE COLOURFUL GRAPHICS ARE FAST AND SMOOTH (EVEN WITH TURBO) AND THE GAME IS A DREAM TO PLAY. ALTHOUGH THERE'S NO MUSIC THE SOUND EFFECTS ARE SUPERB AND THERE'S SOME GREAT SPEECH SYNTHESIS FOR 128K OWNERS. THIS WAS EXCELLENT AT FULL PRICE, AND ON BUDGET IT'S EVEN MORE SO. BRILLIANT!

VERDICT : 89%

F-16 COMBAT PILOT

F-16 COMBAT PILOT PUTS YOU IN THE COCKPIT OF THE FIGHTER FALCON, LETTING YOU FLY 6 RANDOMLY CALCULATED MISSIONS. FIRST YOU MUST EQUIP YOUR FIGHTER, THEN YOU CAN SET OFF ON YOUR MISSION.

YOU ARE GIVEN A PILOTS VIEW OF THE ACTION. BEFORE YOU IS A COMPLICATED CONTROL PANEL. IT PROVIDES YOU WITH ALL THE NECESSARY INFORMATION TO COMPLETE YOUR MISION. ABOVE THAT YOU CAN SEE THE WORLD OUTSIDE WHICH CONSISTS OF FAST, BUT CRUDE WIRE-FRAME GRAPHICS.



ONCE YOU'VE MASTERED THE CONTROLS, F-16 BECOMES A FUN AND ENGROSSING GAME. THE PRESENTATION, SPEED AND VARIETY OF MISSIONS MAKE THIS THE BEST AMSTRAD FLIGHT SIMULATOR AROUND!

VERDICT : 87%

Castle Master

CASTLE MASTER IS THE LAST AND THE BEST OF THE FREESCAPE GAMES. FOR THOSE OF YOU THAT AREN'T FAMILIAR WITH FREESCAPE, IT'S A SYSTEM THAT CREATES A 'VIRTUAL REALITY' TYPE INTERACTIVE 3D ENVIRONMENT THAT CAN BE MOVED THROUGH WITH EASE AND VIEWED FROM ANY ANGLE.

THIS ADVENTURE SEES YOU BECOMING A PRINCE/PRINCESS THAT MUST RESCUE HIS/HER PARTNER THAT IS BEING HELD CAPTIVE WITHIN THE CASTLE.



HE'S BACK...IN A BIGGER AND BETTER GAME THAN BEFORE!! IT'S TURRICAN 2, THE BEST, MOST DEADLY GAME EVER. IGNORE THE PLOT AND PREPARE FOR THE GAME OF A LIFETIME (IT TAKES THAT LONG ACTUALLY). TURRI 2 HAS AMAZING GRAPHICS AND SUPURB SCROLLING. YOU HAVE THE CHOICE OF MANY, MANY WEAPONS TO USE AND MANY, MANY BAD DUDES TO USE THEM ON. THE END OF LEVEL BADDIES ARE GRAPHICALLY EXCELLENT AND THE MUSIC IS SOME OF THE BEST EVER

YOUR MISSION IS HAMPERED BY SOME OF THE USUAL FREESCAPE PUZZLES AND MANY NEW ONES TOO. MOST IMPORTANT IS FINDING KEYS WHICH ALLOW YOU TO PROGRESS FURTHER INTO THE CASTLE. YOU ALSO HAVE TO KEEP AN EYE ON THE SPIRIT LEVEL, WHICH CAN BE BROUGHT DOWN BY KILLING SPIRITS, IF YOU DON'T WANT YOUR GAME TO COME TO A PREMATURE CONCLUSION.

THE FAST-MOVING 3D IS BRILLIANT. THIS ENTHRALLING GAME SHOULDN'T BE MISSED, ON BUDGET IT'S A GIVEAWAY!

VERDICT : 91%

PRODUCED ON THE COMPUTER. AS FOR THE GAMES SPEED LET'S JUST SAY THAT PARTS ARE A HELL OF A LOT FASTER THAN THE AMIGA VERSION (EAT THAT AMIGA OWNERS...). THE LOADING SCREEN AND THE END SCREEN ARE TOTALLY BRILL (YES, I CLEARED IT). TURRI 2 HAS A LOT OF VARIETY AS WELL (LEVEL 3 IS LIKE THE GAME R-TYPE) SO YOU WON'T GET BORED. ON BUDGET THIS MUST BE THE BEST BARGAIN EVER. WELL DON'T JUST SIT THERE. BUY IT!!!!

VERDICT : 94%

THE BLACKLIST

AS YOU'VE PROBABLY GATHERED FROM THE REVIEWS IN THE MAGAZINE, WE TEND TO REVIEW THE BETTER GAMES. SO, HOW DO YOU KNOW WHICH GAMES TO AVOID LIKE THE PLAGUE? EASY, READ THIS SECTION -THE BLACKLIST-

THE BLACKLIST DEALS WITH THE CRAPEST OF THE GAMES. WE DON'T THINK THAT THESE GAMES DESERVE A FULL REVIEW AND WE PREFER TO WRITE ABOUT GOOD GAMES. IF YOU THINK THESE GAMES SHOULD GET A REVIEW-LET US KNOW.

BUDGET BLACKLIST

- 1...SANTAS' XMAS CAPERS....WHO MADE THIS-AMSOFT??...
- 2...ALTERED BEAST....RE-RELEASED-WHY??.....
- 3...LAST NINJA 2....I HOPE IT IS THE LAST,IT'S CRAP.
- 4...MOUNTAIN BIKE 500....NO COMMENT.....
- 5...SUPER SEYMOUR....HE MIGHT BE,THE GAME ISN'T.....
- 6...PRO. FOOTBALLER....WHAT COULD BE MORE FUN?.....
- 7...DIZZY DOWN THE RAPIDS....IT'S SUICIDE TIME.....
- 8...RED HEAT....EVEN ARNIE CAN'T HELP THIS ONE!.....
- 9...XYBOTS....TOTALLY DEADLY(GOOD JOKE THERE).....
- 10..TURBO OUT RUN....WHAT SPEED.....

FULL-PRICE BLACKLIST

- 1...THE JETSONS....IT'S SO EXCITING(AHEM!).....
- 2...PIT FIGHTER....IT'S THE PITS(GROAN!).....
- 3...SUPER SPACE INVADERS....ANYONE SEE E-STREET?....
- 4...CISCO HEAT....WHAT A LOAD OF CRAP!!!.....
- 5...BABY JO....AMIGA SYNDROME-Graphics, THAT'S IT....
- 6...CAPTAIN PLANET....COO! WOW! THIS IS BULL****....
- 7...LONE WOLF....BUY THIS-AND YOU'LL REGRET IT.....
- 8...SKULL AND CROSS BONES....IT'S LEGOLAND, ISN'T IT.
- 9...THE SIMPSONS....IT SOLD ON ITS NAME.....
- 10..BONANZA BROS....IT'S METALLIC AND IT'S MENTAL...

COMPILATION BLACKLIST

- 1...T.N.T.2....WHATEVER YOU DO-DON'T BUY THIS.....
- 2...MULTIMIX 2....A BUDGET COMP-IT SHOWS.....
- 3...QUATTRO FIGHTERS....IT'S QUATTRO BAD.....
- 4...SUPERHEROES....DEFINITELY SARCASM.....
- 5...MOVIE PREMIERE....IT'S NOT AS BAD AS THE ABOVE..

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PLEASE DON'T SEND

COINS THROUGH THE WONDERFUL⁷ POSTAL SYSTEM. THEY MAY WELL BE INTERCEPTED AND SPENT ON BEER AND FAGS!

HEY! COOL
MAG MAN. ONLY
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IDEALLY WE WOULD LIKE POSTAL ORDERS, BUT CHEQUES WILL BE ACCEPTED. PLEASE MAKE CHEQUES/POSTAL ORDERS OUT TO JOHN O' BEIRNE OR KEITH WOODS AND NOT AMSTRAD FUN.

ALL PRICES ARE INCLUSIVE OF POSTAGE AND PACKING

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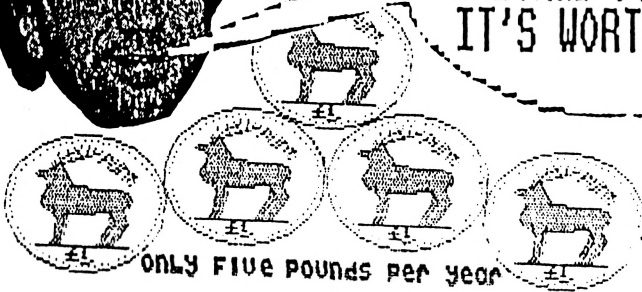
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BEGINNING WITH _____ '92 ISSUE!

AMSTRAD FUN TODAY!



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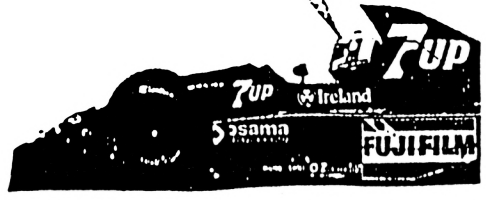


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PLEASE SEND ME THE
_____ '92 ISSUE!
I ENCLOSE £1.50
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BE A
WINNER WITH
AMSTRAD FUN!



REAR-END

AT LAST, THE FIRST ISSUE OF AMSTRAD FUN! A LOT OF HARD WORK HAS GONE INTO PRODUCING THIS ISSUE. WE'VE WORKED TWENTY FOUR HOURS A DAY (EH! TWO ACTUALLY), WE WENT WITHOUT FOOD AND DRINK (ONCE, FOR ABOUT HALF AN HOUR) AND WE'VE PUT BLOOD, SWEAT AND TEARS INTO THIS ISSUE (UGH! MUST MAKE IT FEEL DISGUSTING THEN). SO, WHAT AM I TRYING TO SAY. PUT SIMPLY—TELL EVERYONE YOU KNOW WHO OWNS AN AMSTRAD ABOUT US SO WE CAN MAKE LOADS OF DOSH (WHOOPS! WHAT HE MEANT TO SAY, WAS THAT WE COULD HELP MILLIONS OF POOR AMSTRAD OWNERS TO BUY BETTER GAMES AND IMPROVE THEIR LIVES). YES, YES THAT'S WHAT WAS MEANT ALL RIGHT.

WHAT, I HEAR YOU ASK IS THE POINT OF THIS PAGE? WELL, IT DOESN'T REALLY HAVE A POINT! WE HAD A SPARE PAGE LEFT OVER AND DIDN'T KNOW WHAT TO DO WITH IT SO WE CALLED IT REAR-END. SURELY, EVERYONE READING THIS KNOWS WHAT'S IN HIS/HER REAR-END! THAT'S THE SORT OF STUFF THAT GOES HERE. I WOULD HAVE PREFERRED TO CALL THIS PAGE THE ****-****!

UNFORTUNATELY, IT'S TOO RUDE TO BE PRINTED SO THE MEANING OF THOSE STARS CAN BE LEFT TO YOURSELVES!!!

AMSTRAD FUN'S P.D. LIBRARY GOT A SEVERE SHOCK THANKS TO THE STATE OF OUR WONDERFUL POSTAL SERVICE! WHAT'S THE POST GOT TO DO WITH OUR P.D. LIBRARY? AN AWFUL LOT ACTUALLY. THANKS TO THE POSTAL STRIKE WE WERE UNABLE TO GET ENOUGH P.D. STUFF TO MAKE EVEN A HALF-DECENT P.D. LIBRARY. DON'T WORRY THOUGH, THE NEXT ISSUE WILL SEE THE START OF A REGULAR P.D. COLUMN! AMSTRAD FUN'S P.D. LIBRARY WILL HAVE ONLY GAMES AND DEMOS. WE AIN'T GONNA STOCK SERIOUS STUFF. SO, FOR A LOWDOWN ON THE BEST GAMES AND DEMOS IN THE P.D. WORLD, BUY THE NEXT ISSUE OF AMSTRAD FUN!

AS WE ARE A NEW FANZINE ANY TIPS, POKES, CHEATS, P.D. LETTERS AND SUGGESTIONS etc WOULD BE GREATLY APPRECIATED. FOR EXAMPLE, IF A LOT OF YOU WOULD LIKE AN ADVENTURE COLUMN THEN WE'LL INCLUDE AN ADVENTURE COLUMN. REMEMBER, THIS IS YOUR FANZINE AND WHAT YOU WANT IS THE DECIDING FACTOR (BEAUTIFUL SPEECH EH!).