

# ZZAP! Fright

his pals from the enemy firing squad.

When *Who Dares Wins II* was first reviewed way back in issue eight, it earned a natty 90%. But 76 issues later it's back to haunt us. Don't get me wrong, it isn't dire, it just hasn't weathered the years too well.

The sprites are small and blocky, but very colourful. Blast-'em-up freaks will no doubt have a field day, 'coz it's still very playable.

**78%**

## Aliens

● In space no one can hear you play your Des O' Connor records (thank gawd). But out in space (he waves finger vaguely skywards) also lives a band of acid-blooded, human-hating, chest-bursting aliens.

In the movie *Alien* one such nightmare creature ripped the doggy doos out of the



spaceship *Nostramo*, and killed all but one member of the crew. Warrant Officer Ellen Ripley survived, and now 57 years after the awful event she's back on LV-426.

But the planet is now known as Acheron and the colony that settled there hasn't been heard from. So a squad of hard-ass colonial Marines are sent in, with Ripley as 'technical adviser'. And up against them are THE Aliens, merciless killers who'll tear the crap out of anything.

Even though this game is graphically very good (especially the briefing screens), it's too damn tough. I defy anyone to complete the dropship scene in their first few goes. Frustration is a swift and deadly opponent. A pity 'coz this game could have been a winner.

**60%**

weapon for blowing away the various jungle creatures that seem to take exception to your uninvited presence (no Tarzan-like kinship here), and a 'naughty' object with which you carry out your various atrocities.

Although the game is now three years old, its polished production means the game's dated very little. It runs quickly, collision detection is spot-on, and a well-planned layout makes it a must for mappers.

**80%**



## Auf Wiedersehen Monty

● After his altercations with the miners and the prison authorities, Monty feels he needs a holiday. Never one to do things by halves, he decides to buy a Greek island. But first he needs the money!

*Auf Wiedersehen Monty* is a vertically scrolling shoot-'em-up with... oh all right, it's another platforms-and-ladders collect-'em-up with a few puzzles thrown in for good measure. Monty must explore the underground caverns, collecting money and objects as he goes, while looking out for the weird and indescribable baddies that stand in his way. We're not told where these caverns are, which is a pity — if I knew where I could find bundles of loot lying around in heaps I'd tell Steve what I REALLY think of him and high-tail it over there!

As with all Monty games the

layout is superb — you have to keep playing to get just one screen further than last time. I especially liked the way score-ups and money icons are picked up automatically on contact. On the minus side some of the problems are a little obscure, and maybe the difficulty level is set just a tad too high.

**79%**

## Recommendation

*Multimix 5* is more than just a games compilation, it's a slice of C64 history. With too many software houses serving up clones of copies with a new film/TV/celebrity licence tagged on for good measure, it's great to remember what real home computer releases should be like. If you haven't got any of these games already, *Multimix 5* is an essential purchase.

**Ian! 90%**

## Fallen Angel

● No, this game isn't anything to do with the crusty old TV show *Highway To Heaven*, but is yer common or garden beat-'em-up.

You play a vigilante out for revenge on the drug pushers who caused your brother's death. Known only as the Fallen Angel, our hero has discovered that the international drugs ring is using the subway systems of major cities as distribution points. So with your martial-arts skills you set about avenging your brother's demise.

The game starts on the London Underground, although the thugs waiting on the platform ain't there to welcome you. If you get through that, you board a train and carry on the fight for survival. Until you reach the ring leader, and with his death you move to the next station.

Beat-'em-up games have been around for donkey's years. Frankly I'm teed off with this game type, and *Fallen Angel* isn't a very good example. It's programmed well enough, but the content is soooo boring.

**55%**



## Frightmare

● And finally we have *Frightmare*, a jolly little jaunt into the land of dreams (don't you mean nightmares? — Ed). Okay, nightmares then. I can't tell the difference these days. You enter the mind of a tormented soul who must escape back to the real world before 8.12 am.



This is achieved by exploration; six minutes are added to the clock with each new location. But there's a secondary objective: as you kill evil creatures and pick up and use objects your dream state increases.

Even though the graphics are good, *Frightmare* is a birrova turkey. Its simple collecting theme and frustrating gameplay let it down very badly. No wonder it only got 33% when first reviewed.

**30%**

## Recommendation

Nothing brilliant on offer here, but reasonable value for the four-quid price tag.

**Corky! 60%**