



## NEBULUS

● Hewson

**69** *Nebulus* is original. It's also a noteworthy technical achievement. Controlling a 'frog thing' — what is that sprite? — there are several towers to climb. Doesn't sound too novel? Well the catch is that the towers rotate as you move, bringing new platforms into view and looking pretty impressive at the same time. This, without playability, would be a pretty

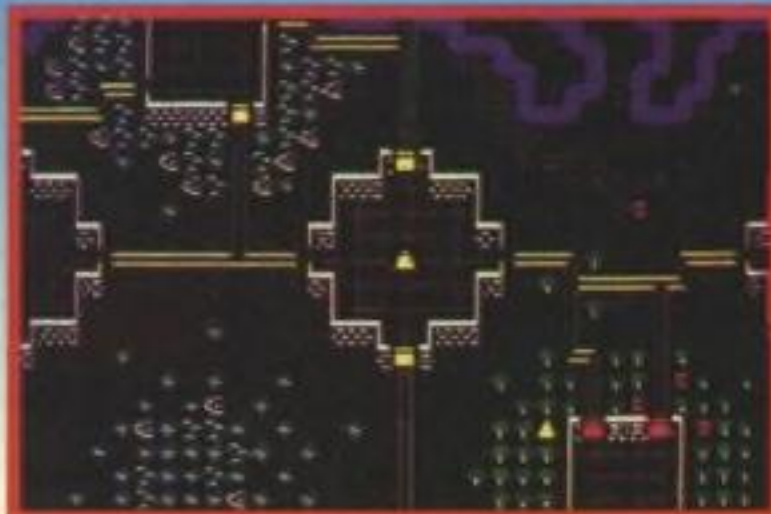
effect better suited to a PD release, but *Nebulus* is also an enjoyable game to play. It's one in the eye for Spectrum owners as well — their version couldn't fit the special bonus level in a single load, so it was left out...

## LORDS OF CHAOS

● Blade Software

**68** Julian Gollop — author of *Laser Squad* — went for a traditional wizards and warriors scenario with his last C64 game, *Lords of Chaos*. Up to four players can participate in its various scenarios; failing that, more-than-adequate computer opponents are there to challenge. What makes *Lords of Chaos* so playable is its well thought-out user interface and clear, well-defined play area. It plays like a D&D-style *Laser Squad*, and although it's brilliant in many respects, it can't match the sheer excellence of its aforementioned predecessor. For the arcade

junkie, it's worth a look, just to see — but if you're a fan of strategy games, this is an essential purchase.



## MYTH

● Kixx

**67** After considerable pre-release hype and rave previews, *Myth* surprised many by being pretty much as epic as it'd promised to be. A mixture of arcade adventuring, platform action and perhaps a trace of beat-'em-up gameplay, it combines its considerable graphical competence with thought-provoking and fast-moving gameplay. Alas, all those impressive sprites and natty

presentation do mean there's a multiload, and *Myth's* cassette incarnation suffers accordingly. Its disk version, however, compares favourably with the Amiga version for consistent, flowing play.

## SIM CITY

● Infogrammes

**66** Maxis' city management game created a stir when released for 16-bit computers. Despite its crude appearance and awful sound, the scope it offered was tremendous — you could create buildings, roads, stadiums and other things while trying to accrue money through taxes from your easily-offended population. *City's* non-linear gameplay almost certainly inspired the many 'god' games that can be found for the Amiga and its rivals. The C64 release of *Sim City* is, not surprisingly, a



cut-down version. Games of this genre don't work with multiloads, so certain features had to be left out. However, what's left is still absorbing; the making or breaking of your creations totally up to you, the save game option giving extra stability to this already excellent concept.

## BUDOKAN

● Electronic Arts

**65** The majority of beat-'em-ups are frenetic, fast-moving and require instinctive play. *Budokan* is different in that it adopts a far more simulation-based approach to the theme, with genuine strategy and thought being the only methods of reaching success in the long term. The thorn in its side is its multiload — painful on disk, its cassette version is virtually unplayable.

## GAUNTLET

● Kixx

**64** Despite its bugs and workman-like appearance, *Gauntlet* still packs a punch — even more so in two-player mode. Viewed from above, the action's spread across literally hundreds of different levels. Monsters attack you in your quest to find the exit point; fortunately, a generous allocation of energy and power-ups to collect almost guarantee long-lasting play. To top it all off, *Gauntlet's* multiload doesn't really restrict play in the slightest; levels are loaded in bulk, and quickly at that.

## SWIV

● Kixx

**63** Like a vertically-scrolling *Silkworm*, *SWIV* allows a player and a companion to blast through an enemy-packed landscape, in a helicopter and jeep respectively. Hailed as one of the best shoot-'em-ups ever, this is one game noteworthy for the challenge it presents — it's tough!



## BIONIC COMMANDO

● Capcom/GO!

**61** Despite lacking its coin-op parent's two-player option, *Bionic Commando* still plays very well. The twist that elevates *Bionic Commando* above the usual platform fare is that the main character has a bionic arm. This can be used to swing from platform to platform, as well as knocking troublesome assailants off their feet. What *really* makes *Commando* special is its superlative Tim Follin soundtrack. Adding atmosphere to the proceedings, it shows how accomplished musical backing can improve a game no end.

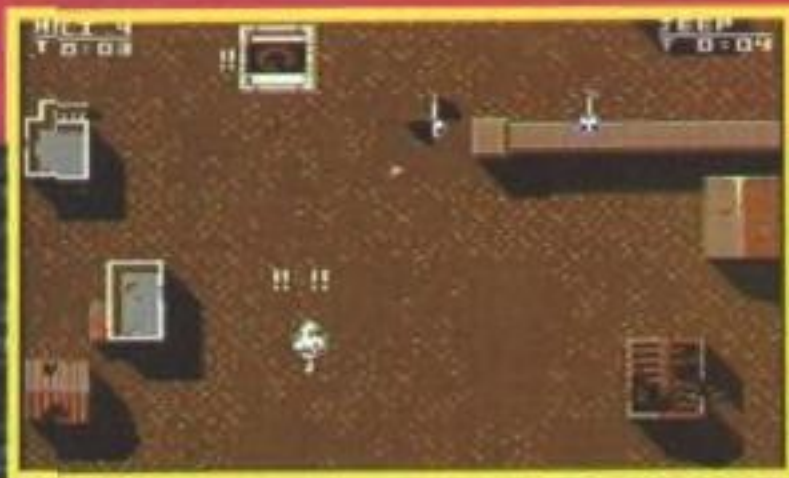


## ALIENS

● Electric Dreams

**59** Games that utilise a first-person perspective aren't exactly thick on the ground for the '64 — the amount of memory needed to make the graphics convincing is often beyond our fave 8-bit's less-than-generous allocation. *Aliens* uses this display method, and to great effect. Whereas your average movie tie-in lacks its subject matter's atmosphere, this is as tense (at times) and as action-packed as the genre gets. If there's anything that could be criticised about *Aliens*, it's that it's far too easy to end up walking





## DIZZY: PRINCE OF THE YOLKFOLK

● Codemasters

**58** Despite being the smallest of the eggs adventures (roughly 20-odd puzzles and 30-or-so screens in size), *Yolkfolk's* easily the most well thought-out. Each object has an obvious use, with none of the situations being as obscure as his other adventures — there's a challenge, but none of the 'try it and hope' business that's proved to be the downfall of many arcade adventures. To top off the (budget, may we add) excellence, *Yolkfolk's*

complemented by a well-written soundtrack — if you turn in down before the first hour of play has elapsed, you're a cold fish indeed.



## BATMAN: THE MOVIE

● The Hit Squad

**62** *Batman: The Movie* follows the traditional approach to movie tie-ins by incorporating a collection of gamestyles, bolted together with a multiload and justified by being loosely connected to sections of the film's plot. However, as its genre goes, it's one of the best — the platform sections are pure class. However, there's a price to pay for each section's graphical and gameplay content — yes, a multiload. Again, disk owners need fear not, but on cassette, the stop/start nature of the gameplay due to tape access does little to aid the caped crusaders cause. Another reason to get a disk drive?



## FLIMBO'S QUEST

● Kixx

**60** Get this... yet another platform game. However, if all games of this type were as polished as *Flimbo's Quest*, the world would be a better place. Gorgeous parallax, sprites and backgrounds oozing with colour... hey, there's even an admirable dose of gameplay to match! *Flimbo's*, at the end of the day, is infuriating at times, but there's always the compulsion to have 'just one more go' — and isn't that the kind of reaction good software should inspire?

round in circles — but if you're patient and make a map...



## NICK FALDO'S GOLF

● Grandslam

**57** Golf sims became fashionable towards the end of the eighties, with the famous *Leaderboard* series showing just how the '64 could produce a playable simulation of the sport. Arriving years after the aforementioned game, *Nick Faldo's* positively blows it off the fairway, through the bunker and into somebody's pint of beer back at the clubhouse — it's that much of an improvement.

## INTERNATIONAL 3D TENNIS

● GBH Gold

**56** *International 3D Tennis* is another simulation, but with a difference — rather than adopting the traditional sprite-based approach to games of this type, the programmers used wireframe 3D. This is — supposedly — not the C64's strong suit, due to its lack of processor speed. *Tennis* proves that, with clever programming techniques, the supposedly impossible (or potentially ridiculous) can become a reality. Its selection of views add a new dimension to the game; a plethora of moves and tactics — even styles of play — can be enacted, created... game set and match.

## OUTRUN EUROPA

● Kixx

**55** After the success of the first two *Outrun* conversions, a third was created as an original game. It's also by far the best of the trilogy; from its superb Jereon Tel soundtrack to its fast moving gameplay, it's an example to all programmers on just how fast the '64 can move if treated correctly. A healthy allocation of continues helps play to flow, but a multiload haunts the cassette version... yet again. Still, there's so much game to play, that it's almost something you can ignore.



## MICROPROSE SOCCER

● Kixx

**54** Predecessor to the 16-bits' mighty *Sensible Soccer*, *Microprose Soccer* was by far the best C64 soccer game available until the recent arrival of *Grandslam's Liverpool*. Now in second place, it's still an excellent footy game; its banana shots and varying weather conditions inspiration for many soccer sims that followed its original release. Like most games supporting the option, it's more enjoyable when played against a human opponent, but the computer's no push-over.

## MANIC MANSION

● Activision

**53** This disk-only graphic adventure uses an unusual point-'n'-click user interface. Games of this kind are rarely found on the C64; they tend to work better on the 16-bits where their larger amounts of memory can cope

with the amount of graphical data needed. *Manic Mansion* proves that a C64 can to a certain extent cope with them, but only with a disk drive attached. Bearing in mind it was estimated that roughly a mere fifteen percent of C64 owners have a disk drive, it's no wonder this genre hasn't been exploited more frequently — a profit's got to be made on the games, after all...

