

be taken down to just one, although this renders it very slow.

**Freescape** is a great achievement, and with the addition of *Driller's* huge scenario,

innovative ideas and involving gameplay, the whole package offers a bundle of entertainment to take you through this Christmas – and probably the next one!

### AMSTRAD CPC

Cassette: £14.95  
Diskette: £17.95

The Amstrad's benefit is the colour; using mode 1 (four colours) and a variety of shading techniques the colour comes alive, and makes close together blocks much easier to see than the on Spectrum. There's no music, which is unfortunate and the FX are little more than warning or explosive noises, but *Driller* has first-time excitement and long term playability. Definitely not to be missed.

**OVERALL 95%**

### SPECTRUM 48/128

Cassette: £14.95  
+3 Diskette: £17.95

Very much the same as on the Amstrad apart from the colour – although the shading works to an almost sinister effect – which because there is less to shift around means the Spectrum version runs slightly faster (even more so on the +3). And no multiloads; it is all squeezed into one 48K load – a considerable achievement for such a mammoth game. At a time when innovation seems halted, *Driller* not only makes a welcome change but also an excellent one.

**OVERALL 94%**

### COMMODORE 64/128

Cassette: £14.95  
Diskette: £17.95

Already well underway, Commodore *Driller* should be out a month after the Spectrum and Amstrad release. It uses solid colours rather than shading and includes an eight-minute theme tune. Look out for a version update next issue for the full assessment.

### 16-BIT

Incentive have planned Amiga and ST versions of *Driller* for 1988 and they promise to be faster than on 8-bit. Work has only just begun but we will try for a preview in the next issue.

**"Freescape is a great achievement . . . Driller's huge scenario and involving gameplay offers a bundle of entertainment . . ."**

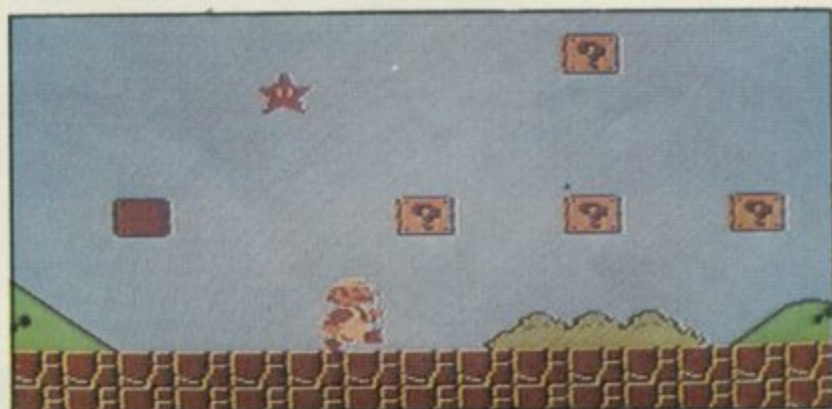
# MAKING TURTLE SOUP

## SUPER MARIO BROS.

Nintendo

Cartridge: £19.99

**M***ario Bros.* proved a great and playable game. A follow up was a certainty. *Super Mario Bros.*, it has to be said, has an even sillier plot: La principessa dei funghi è prigioniera della malvagia tribù delle tartarughe Koopa. Well, that's the Italian version, thanks to Nintendo's odd, but thoughtful, dual-language packaging, and very cultural too. Now in English . . .



Not content with rescuing fair damsels from giant apes, Mario and Luigi have been hired to defeat the evil Koopa tribe of turtles, who have imprisoned the people of the Mushroom Kingdom using a powerful black magic spell. Princess Toadstool (the Mushroom King's daughter) is the only person capable of reversing this spell, but she is a prisoner too, so it's up to the Bros. to rescue her and destroy the invaders.

The Mushroom Kingdom is divided into several worlds of four areas each. A time limit is given to reach the flagpole of the castle in each area, where any remaining time on the clock is converted into bonus points (except on the last castle). Not such an easy task – the path is strewn with obstacles and patrolled by turncoat mushrooms (who now serve the Turtle King), and several types of turtle guards including green Koopa Troopas, red Koopa Troopas, red and green Koopa Paratroopas, and the delightfully named Hammer Brothers, who throw hammers at brave rescuers.

As in the previous game, some bricks sporting question marks contain coins which give extra lives, whilst mushrooms increase Mario's size and provide a power boost and fire flowers award with fireballs to throw at all and sundry; last, but not least, picking up a Starman gives limited invincibility, although touching any baddies

whilst in Super or Fiery Mario mode returns him to his normal size.

Thus it is that after battling through the many hazards of the Mushroom Kingdom, Mario & Luigi finally come face to face with the evil wizard King Bowser, and following a titanic struggle defeats him, and like all good stories, everyone lives happily ever after – or no?

### COMMENT

To play this game is to get hooked. Simple to understand, it is therefore easy to play; no ploughing through bedsheet-sized instruction leaflets with this one. Nintendo's small-sized controller takes some getting used to, but perseverance reaps its own reward, because the graphics and sound are splendid, combining to make a game that is colourful, jolly and in places pleasantly frustrating as you try to work out the best route round a problem. Let us hope that *Super Mario Bros.* makes it onto home micros in better shape than did its predecessor.

**OVERALL 89%**

PRESS ANY KEY