

Jimmy's Grand Prix

Beyond Belief

The ZZAP! crew aren't cut out to be Grand Prix racing heroes. Corky and Phil are so fat they won't fit in the car, Ian can't find a crash helmet to fit over his big head, and Steve only has access to a Skoda! Not exactly a winning combination, but it could be worse...

Even so all this could soon change — Beyond Belief

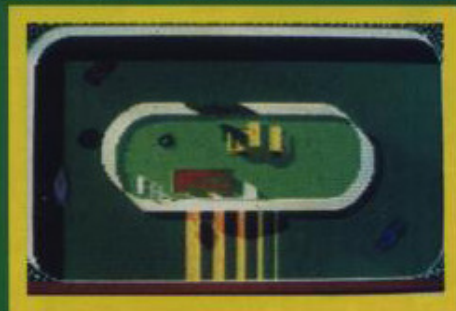
are busy beaver, bravely banging out the biggest, bestest, most brillo racer ever!

(Bog off — Ed.) A supercharged *Super Sprint* clone, would-be Nigel Mansells will have eight tracks of varying complexity to contend with, each of which is played on a single screen. As you can see from the screens, the graphics are ace: crisp, crystal-clear sprites on an exciting yet functional background.

Beat the opposition to get wads of cash to upgrade your car. You need to refuel too — come last too

often and you'll find yourself running out mid-race! (Sigh — Sterling Moss never had this trouble!) Win five races in a row and you can hold a press conference and tell everyone what a genius you are! (Actually that's a lie, but who cares?)

Jimmy's Grand Prix is coming to a motorway service station near you, soon! In the meantime grow a moustache and move to the Isle of Man — it won't improve your driving, but it'll do wonders for your image! (Actually, that's a lie too!)



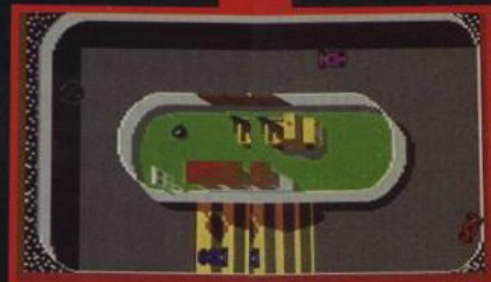
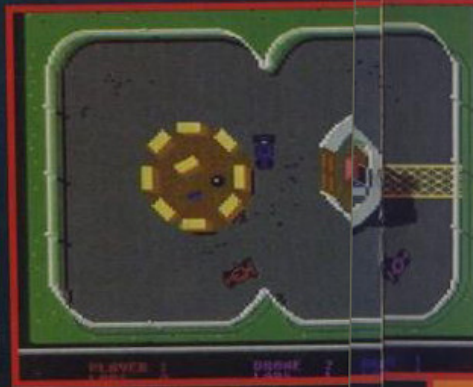
■ ZZAP! 64 No.87 ■ August 1992

JIMMY'S GRAND PRIX

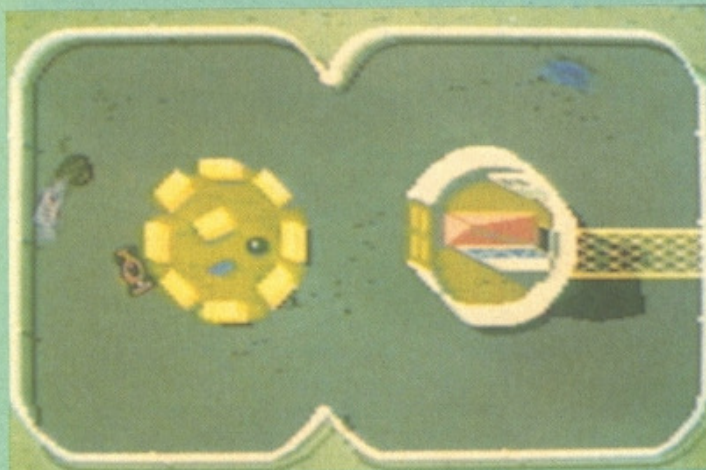
It's lean, it's mean and it's coming to a C64 near you — soon! *Jimmy's Grand Prix* is a *Supersprint* variant, featuring eight tracks and three cars.

Beyond Belief aren't too happy with the movement at present — the current 16 degrees of turn will be expanded to 32, and at the moment the cars tend to 'bounce' on collision with walls. This is will be reduced, making it play more like a Formula 1 event and less like dodgems.

We've been waiting a long time for this one (eight months in development), but it looks likely to be worth it. And its chances of success? It's got a picture of Nigel Mansell on the front, so it's bound to do well!



■ C-FORCE No.1 ■ JANUARY 1993



It may look like a simple figure of eight, but to the drivers it's a nightmare-packed vision of motor-hell autogeddon.

JIMMY'S GRAND PRIX

Your heart pounds, the revs build, everyone is tense.

Suddenly the lights change and you're off, racing around the twisty, turny circuit against two other drivers who seem intent on not only beating you, but trashing your car in the process.

Jimmy's Grand Prix is another budget game from the Beyond Belief stable. The idea is similar to that of *Supersprint* and *Badlands*; each track fits on to one screen, and is packed with totally, utterly revolting corners.

There are eight of these tracks, and between each race you get the chance to buy loads of stuff to make your car go better and increase the chance of embarrassing and damaging your enemies.


Of course, you can expect to see the two-player option that makes racing games like this so exciting, even if they do tend to end up as mindless wars between the two humans involved. Hopefully, in order to keep these wars interesting, there'll also be large amounts of seriously offensive weaponry to fire at the other folk on the circuit. Missiles, mines, armour and specially-strengthened ram-bars, you know the sort of things; they should all be here.

If the Gods see fit, we'll be reviewing *Jimmy's Grand Prix* next

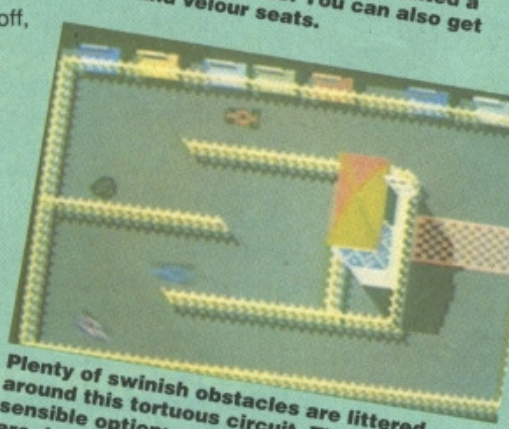
issue, so if you're in the market for a racing game, keep your peepers peeled for the details.

JAMES LEACH

Game	Jimmy's Grand Prix
Publisher	Beyond Belief
Release	August
Price	£3.99
Contact	0933 311790



And here is the next generation of Formula One car. Lean, fast and painted a quite nice duck-egg blue. You can also get a sun-roof and velour seats.



Plenty of swinish obstacles are littered around this tortuous circuit. There's only one sensible option: speed up, close your eyes and drive like a loony (© Sega Power 1992).