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Paul Jones reviews hunting for you (the one that the wands?)

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Amongst many other things, Commodore's new CDTV comes up for scrutiny in this month's CVG News. Also, witness the winners of the magazine's Photo Comp (get their just desserts!)



## YOB'S

## MAILBAG

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YOB's been reasonably happy with the Mailbag this month of that's it all possible, as he's ended up with another decent batch of letters!

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Get an 'real review, this 'ere is from CVG's leading magazines, with and if you dig these 'ere numbers, you would be grateful' and of them! So do you want to win? Know when to stop!



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31

How! Have you got a competition for you, or what? Not only can our lucky reader bag themselves a brand-spanking-new top of the range Sony video recorder, but a bumper bundle of videos, and a Tony Danza as well! Please!

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30

A real battle for Sega's challenger this month, as he takes on Electronic Arts' finest and CVG's experts on Battle Squadron, PGA Tour Golf and Backyard.



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36

Sadie writes the high-scoring column from the incompetent staff.

ADVERTISEMENT MANAGER: James "The Man" Owens SENIORITY ADVERTISING MANAGER: Martin "The Woman" McLaughlin SALES EXECUTIVE: Greg "The Lad" Wilson PRODUCTION ASSISTANT: Emma "The Bitch" Saylor PUBLISHER: Graham "The Kingpin" Taylor

SUBSCRIPTION ENQUIRIES: 0-110 SUBSCRIPTIONS, PO Box 560, Letchworth, Herts SG8 5LN. TEL: 0455 410016. EDITORIAL AND ADVERTISING: CONTACT: P.O. Priority Centre, 26-28 Park Square Lane, London E2 1RQ. TEL: 071 261 6222 FAX: 071 261 6225.

**MANAGING EDITOR****JULIAN RIGGALL**

The highlights of Jazz's month around including the homepage design in Jazz, and giving all of his 30 games into the new and Street Fighter 2 arcade required the last time. The highlights include a plenty and narrow (which includes the term "a close shave") and a final dose of statistics. It's a hard life, isn't it?

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**ASSOCIATE EDITOR****PAUL CLANCEY**

Paul has been enjoying his time between editing GVL, and his other job as a part-time taxi cab driver. Paul is finally able to remember where he lives without the need for his phone to be dialed into the office every day.

**ART EDITOR****JOHN BELLINGTON**

John spent the month improving single-line resolution on and on, working on the quality of his scanning from CD-ROMs, the latest pictures, offering some advice to beginning staff writers and showing all-around advice approaches to his desk. Luckily, there are very few people who it would be get that close to him, so he is both pretty quiet on his.

**STAFF WRITER****RICHARD LEAGRETT**

Richard has spent the month working on all the new, including CD-ROM, and getting some of the PT, which and generally taking one good look, the good to buy it looking up, things and that more in his own time, more years to look, but that's Rich for you.

**STAFF WRITER****ROBERT 'BOBO' SWAN**

Writing a book, setting up his own software development house, searching a magazine and signing off on his own work. (and how many words are just a few of the writing plans that I dreamed up when he's leaving GVL, so who wants his work?)

**JAZZ'S ARCADE ACTION 118**

Don't worry, Managing Editor comes back from the Land of the Rising Color first with that full load-down on Capcom's mega-mashing beat 'em up sequel, Street Fighter 2!

**EVENTS****PREVIEWS****122**

The Previews section breaks the sound barrier this month with a red-hot look at what could be the best Negative game ever - Sonic the Hedgehog! Not only that, but EA's long-awaited Rank, now entitled the Birds of Prey, LucasArts's own conversion of Star Wars for the Nintendo, and an of Donkey's new coin-op conversion Super Star!

# ED-FIRST

## DOUBLE PAGE BONANZA SPECIAL



Hi! I've got a couple of things to tell you about this month. And, er, well, here they are.

### HOW TO USE YOUR FREE GLOW IN THE DARK STICKERS TO WIN A SUPER FAMICOM

First off, have you checked out your free glow-in-the-dark stickers on the cover? Leave them in the light for a minute, then close the curtains or switch the lights off, or stick a coat over your head, and scream in honor of those ravenous teeth or zombie-like eyes light up!

Not only can these stickers put the wind up your feeble-minded enemies, they can also win you a Super Famicom! There are four sets of stickers in total. Two come free with the June and July issues of CVG, and two come free with the June and July issues of MEAN MACHINES.

On each set, there will be a competition token sticker, and all you have to do is collect all four stickers, then attach them to the competition entry form which will be printed in the July issues of both magazines. Then, answer a simple question or two and send in your completed form and you will be entered for the competition to win one of four Super Famicoms - two of which will go to CVG readers, and two of which will go to MEAN MACHINES readers.

So, make sure you get hold of the next issue of CVG and the June and July issues of MEAN MACHINES and one of these raunchy consoles could be yours!



### HOW TO GET A JOB WITH CVG

Also this month we wave farewell to little Rob Swan who is leaving our happy band to become even more famous and earn even more money than he is already. In his time with us, Rob has provided many a smile, a song, and occasionally, an ulcer. But that's all in the past now, because he's setting up his own programming team (Steel Developments - watch out for their first blockbuster, CDP, starring a robot that transforms into a Lamborghini), and his own freelance wordsmithery with fellow metal-merchant and ex-CVG reviewer Tony Dillon. In whatever free time he has left, ultra-entrepreneur Rob also plans to write a best-selling novel. Based on his, no doubt, best-selling game. He's always been good at story-telling, so he is assured success, and we hardly need wish him good luck. Luckily, he's promised to make some time to make the occasional appearance in the review pages. Still, eh?

Anyway, this leaves us one man down, as it were, and we need someone to fill Rob's seat. So, I would draw your attention to the advertisement on these very pages. If you think you're the person for the job, send in some reviews and a CV, but I would warn you that it's not all playing games. In fact it's a lot of hard work and a fair few late nights, but the rewards are more than just financial.

*Rob climbs aboard his Felmobility for the last time, waves a cheery farewell and puts off in the direction of Chatham.*





# WANTED

PREFERABLY ALIVE



## REWARD: DEPENDS

An imaginative writer wanting to start a full-time career in computer journalism with Britain's number one computer mag. You will need to be incredibly hard-working, have a vast knowledge of computer and console games and must be able to write your opinions in clear and entertaining English. Some English qualifications are essential and we would prefer it if you are over 18. If you think you fit the bill send in a CV and a review of your favourite game, your least favourite game, and one you don't feel too strongly about either way. Write to:

STAFF WRITER APPLICATIONS, COMPUTER AND VIDEO GAMES,  
FRIGY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU

### HOW TO MAKE MY LIFE EASIER

**R**ab isn't the only one who's stepping down this month, I'm afraid I've had enough of Jon, and I'm going back to Deputy Editor so I don't have to go near him quite so often. What this means is that, as of the July issue, there should be someone else writing this bit, and that someone else will be our new editor Tim Boone. Tim's a self-confessed games freak from Hull, as well as being an excellent journalist and he's also a terribly nice fellow, so I know you'll be in good hands.

**PAUL**

**PAUL GLANCEY**  
ASSOCIATE EDITOR



### KOMPACT KOMPO KORNER

There weren't too many competitors in the April issue, so there's not much on the competition results front this month, but ahead. Still, if you entered one of the Hotline's contests, look below for your winner!

#### HOTLINES

DEAN DODD, W CROYDON, SUSSEX wins a Super Family coin  
GEORGE COLLIER, ABERDEEN, SCOTLAND wins a Mega Drive  
SARON BARRETT, CHURCH VILLAGE, NR PONTYPRID, S WALES wins a PC Engine  
GARY NIBBLE, HEMEL HEMPSTEAD, HERTS wins a Gameboy

# CVG NEWS

SPECIAL REPORT



## WHAT IS CD-ROM ANYWAY?

The ideas behind CD-ROM (Compact Disc Read-Only Memory) aren't really that different from the principles involved with floppy disks, it's just that far more information can be stored on a compact disc (about seven hundred disks' worth of data can be programmed onto one CD). In short, programmers are no longer limited by the amount of memory they have to spare when programming games. This in itself should revolutionize the games we play by providing massive amount of levels, CD-quality sampled sound and almost unlimited game play. Well, that's the theory anyway.

## THE CDTV UNVEILED

Although the timing may make the CDTV look more like a CD player than a computer, the CDTV is in fact based on existing Amiga technology. This means that technically speaking, the CDTV is no more powerful than a top-standard Amiga 500. The CDTV has the same processor as 10-50 68008 with a speed of around 7.1 MHz running the show, and the graphic capabilities of the machine remain unchanged. Without special programming, most games will run with 16 or 32 colours on-screen at once from a palette of 4,096. The CDTV comes with a

megabyte of memory as standard.

The CDTV becomes far more impressive when its CD-ROM is unveiled. Each disc can hold around 550 megabytes of data, and if it's fast, up to five megabytes can be loaded in one second (that's four times as much data as the average single-load Amiga game). The CDTV also doubles up as a normal CD player, and also has capabilities for playing CD Video discs.

## INS AND OUTS

The CDTV has built-in ports that enable users to connect the machine to their stereo (to gain maximum benefit from the CD-quality

sound), as well as MIDI ports, printer ports and joystick/mouse ports. There's also capabilities to make use of a standard Amiga external disk drive. There's even a stereo headphone socket for private listening.

## INFRA-RED CONTROL

Rather like your TV or VCR, the CDTV is controlled via an infra-red control unit. Along with numeric keys, the control unit also doubles up as a joystick or controller. All of the CD-audio commands for playing, pausing, altering volume levels and the like can also be accessed with this pad. You

can even turn your CDTV on and off with this useful little gadget. Commodore also want to release an infra-red joystick and trackball for the new machine.

## SMART CARD CITY

There's only one problem with CD-ROM. Unlike floppy disks, you can't actually save data on a CD. So, like the Neo-Geo, the CDTV has the option to use personal smart cards. The main use of these cards is games players will probably be to save your position in a game. Personal smart cards hold up to 60K of data.



# Commodore's Daring Techno Venture



## POTENTIALS UNLIMITED

Because of its large storage capabilities, the CDTV has great potential as an educational tool, and the first products available for the machine will be encyclopedias and other educational programs, so the CDTV could well turn up in classrooms before too long.

Lucasfilm are one games company expanding into CDTV territory. The new Indiana Jones adventure title (Indiana Jones and the Temple of Doom, due out later this year) is a much bigger game than the first, and features perfect reproductions of the Bill John Williams movie scores, and a lot of very effective incidental music. Their other graphic adventure games make heavy use of the CD for storing vast amounts of hand-drawn, then-digested scenery.

The CDTV has also attracted a lot of interest among British software companies. Microsoft are promising to release Defender of the Crown (great strategy game), Falcon (great simulation of the F16 fighter) and Xenon 2: Megablast (the Bitmap Brothers' superb shoot 'em up - with a CD-quality Bomb The Base soundtrack).

Psygnosis, too, have a CDTV game in production, which goes by the working title of PlanetSide. The vast amount of storage space on a CD has meant that their graphic artists can really run riot on the sort of astounding, ray-traced scenes that have featured in the intro sequences of many Psygnosis games.

What makes development easy is the fact that most pro-

grammers are very familiar with the Amiga, so they shouldn't have that much difficulty getting to grips with, and making the best of, the new system.

## THE VERDICT

There are only two problems with this potentially superb machine. First of all, Commodore are branding the machine as a home entertainment device, rather than just another computer, and the expected price tag is £700-80, which puts it out of the reach of most people who would use the machine for leisure purposes.

Secondly, the Amiga heart of the CDTV is six-year-old technology and although the Amiga is a good machine, it has been somewhat surpassed by the likes of the Megadrive and Super Famicom - both of which have CD-ROM drives on the way, which will be far cheaper and potentially even more impressive.

However, Commodore see the CDTV as a tool for use in education. The whole of the Encyclopaedia Britannica can be stored on one CD and many educational products are lined up for release. The CDTV could also come into its own in business, with the unique remote control interface allowing immediate access to machines 25505555.

But for most home users, if the games that count and it remains to be seen how the CDTV will measure up in the 386 and how it will compete with the console-based CD systems.



# CVG NEWS

## TITUS GET THE BLUES

**T**itus, publisher of titles such as Dick Tracy and the upcoming *Crash Cars II*, have signed up the license for one of the biggest cult films in the world, *The Blues Brothers*. The movie, starring Dan Aykroyd and the late John Belushi as law-obsessed bluesmen on a mission from God to save an orphanage, is a non-stop riot of brilliant music and hilarious action. The game of the film will be released across all formats, and Titus have revealed that console versions of the game are also in preparation. *Crash* the previous cut in a later slot. Oh, and if you're interested, the video's out on sale for a paltry £12.99, so check it out!



## LOTSA LUCASFILM LAFFS

**L**ucasfilm are certainly gearing themselves up for the summer, with the announcement of the following releases: *Servant Weapons* of the Laffwaffle (one of their fight arcs, which should be reviewed next month), *Star Wars* for the NES (see the *Peppers* section for more details), with the rest of the trilogy to follow. On the graphic adventure front, there's *Monkey Island II: The Gluck's Revenge*, and *The Dig* (based on a film script by Steven Spielberg, which never made it to celluloid). The one that's got most people waiting in anticipation is the latest Indy Jones game, *Indiana Jones and the Fate of Atlantis* (which is currently being retitled in comic form by Dark Horse).

Also in the pipeline are CD-ROM conversions of *The Secret of Monkey Island* and *Indiana Jones and the Last Crusade*, as well as *Fate of Atlantis* and *The Dig*, making the leap over to compact disc. All titles will have full orchestral steel soundtracks and live actors providing the relevant speeches.

# THE GOLDEN JOYSTICK AWARDS '91



**D**elaine - Thursday, April 6th, 1991. Location: the Rooftop Gardens, Kensington. The occasion: EMAP Image a cloud in Jeywick Asquith's hair, Mike, after the sackloads of nomination forms that inundated us here at CVG Central (Aldin's still trying to clean away the rest of the animal), all the results were freshly pounded up, checked, divided by six and a half, and these were the final standings:

- BEST GRAPHICS - 16 BIT**  
Shadow of the Beast 2 - Psygnosis
- BEST GRAPHICS - 8 BIT**  
Midnight Resistance - Ocean
- BEST SOUNDTRACK - 16 BIT**  
Speedball 2 - Microprose
- BEST SOUNDTRACK - 8 BIT**  
Ricochet 2 - Ocean
- BEST SIMULATION - 16 BIT**  
F-19 Stealth Fighter - Microprose
- BEST SIMULATION - 8 BIT**  
F-19 Stealth Fighter - Microprose
- BEST COM-OP CONVERSION - 16 BIT**  
Duke: A Tale of Two Cities - Virgin
- BEST COM-OP CONVERSION - 8 BIT**  
Raiden Islands - Ocean
- BEST CONSOLE GAME - 16 BIT**  
John Madden's Football - Electronic Arts
- BEST CONSOLE GAME - 8 BIT**  
Mega Man - Nintendo
- PC GAME OF THE YEAR**  
Planet Tyrann - Microprose
- GAME OF THE YEAR - 16 BIT**  
Korin Of 2 - Access
- GAME OF THE YEAR - 8 BIT**  
Necromancer 2 - Microprose
- HARDWARE MANUFACTURER OF THE YEAR**  
Sega
- SOFTWARE HOUSE OF THE YEAR**  
Ocean



## COMPACT ARCADE MUSIC MALARKEY

**T**hose wacky Japanese have a tendency to stick coin-op music on CD, then fog it to the punters - and it's surprisingly big business over in the Land of the Rising Sun. Now, console importers Console Concepts have managed to bag a few, and are selling them for the grand total of £20 each. There's only one snag - it's a case of 'you get what you're given' when you make an order, as slots are limited, and these won't last long. If you're interested, Console Concepts can be reached on 0760 717199.



# CVG NEWS

## CAPTAIN WHO?

Captain Planet, that's who - he and his Planeteers are the subject of the latest Big Thing in the U.S. an environmentally-friendly cartoon! The good Captain is up against the forces of evil, and those who would do our pleasant world irreparable environmental damage. Sounds interesting enough, but what's even more surprising is that Captain Planet and the Planeteers is even bigger over the Pond than these dastardly Turtles! What's all this got to do with games, we hear you cry. Well, as it happens, Microsoft have acquired the licence to this little gem, and we reckon if they make a good enough job, this could be the surprise smash of the year. Oh, and watch out for the cartoon series itself, due to hit the small screen sometime during the summer.

## CONSOLE BOOK BECOMES SEGA BOOK!

If you're the proud owner of a Sega Megadrive or Master System (or even a Game Gear) you'll be interested to know that we're about to unleash yet another Console Guide! The Complete Guide to Sega Consoles. Covering practically every game on both consoles (and as much info on the Game Gear as is humanly possible), this informative tome of knowledge will be out on the shelves for the start of May, and all for the measly price of £2.95. So do yourself a favour... and get your newspaper to order it!



## NYUKI THREE STOOGES WORK CHEAP

The latest releases on Microsoft's Mirror Image cheap label are CinemaWare's The Three Stooges (Amiga and PC), and The Stooges Brothers Kooze 2 (Amiga, ST and PC). A pair of decent titles there, and for only £3.95, not bad value for money either. Check 'em out!



# CVG NEWS

## SALES CURVE STORM NINTENDO

The Sales Curve (the people behind such hits as *Silverball*, *Ninja Warriors* and the brilliant *WWF*) have announced their acquisition of a license to publish software for the NES, Game Boy and the Super Famicom. "Watney" The only question now remains - which will be the first Sales Curve release? *Wally Jumping* for SNES, *Survivitis*, but as soon as we have any concrete news, you can expect to be the first to know.



## MICROPROSE TEE-OFF

Microprose are currently teetering away on a potentially stunning 3D golf simulation for the ST and Amiga. The action takes place on a realistic polygon-driven 3D course, which the player can view from almost any angle. When you hit the ball, rather than see the little white object zoom into the distance, the viewpoint actually follows the ball as it flies through the air.

There's some preview shots of the game in action. The main player sprite has yet to be added, but Microprose want a fully animated digitized image to be included. They also have plans to incorporate four 18-hole courses into the final product. From what we've seen, the game has the potential to top *PGA Tour Golf* as the definitive golfing game. Stay tuned to a future issue of CVG for the definitive review.



## US GOLD TO KICK OFF, TOO

Sega Master System owners harboring after a bit of soccer fixation can now take heart in the knowledge that US Gold will soon be releasing *Super Kick Off* for their machines. Anco, publishers of the original *Kick Off* games, are certainly set to hit the heights of Superstar-dom, what with the Super Famicom edition entitled *Pro Soccer* - there's already a game called *Kick Off* in Japan about to emerge in Japan, courtesy of Intergame.

Intertex (the team working on the Sega game) can produce a version up to the high standards of the Amiga version, then this should definitely be something worth shelling out the shillings for. *Super Kick Off* should be out and about towards November - as soon as we can, we'll bring you the detailed preview.



## MORE US GOLD NEWS

A couple of other USG updates. Firstly, as well as all the better things they're doing all the moment, USG have the license rights for Sega's weekly burglary con-ops, *Beneath Brothers*.

Secondly, US Gold have started up a 24 hours a day, seven days a week telephone helpline service for players of the new Sega games. Their games hotline will be ready for your call. It provide tips on *Indiana Jones* and the *Lost Crusade*, *Incredible Mission*, *Reptoyce* and *Daunted*. The number to dial is 0800 894 274, and it costs 30p per minute (off-peak) or 44p per minute (all other times), so if you don't pay the phone bill be sure to the permission of whoever does before calling.

## ELITE ACTIVITY EXPLOSION

Elite have been a little quiet of late, only *Green Ice 2* stands out as the most recent major release from the Shabell-based outfit (*World Championship Soccer* and *Tournament Golf* didn't really cut the cheese). But now Elite are back with a vengeance, and with a heap of a lot of coin-op conversions due to hit the screen during the next 12 months: *Dragon's Lair* (the NES platform game version - Sega: ST), *European Championship 1980* (converted from Tecmo's *World Cup 80*; ST, Amiga, PC, C64 - Nov '91), *Data East's Covetous Ninja* (ST, Amiga, PC, C64 - Dec '91), *Harcot's Suzuka GP-Winning Plus 2* (ST, Amiga, PC, C64 - Spring '92), and *Data East's Edward*. Rarely legal, all formats for spring '92. No news on what's going to be working on what at this stage, but even so, it should be interesting to see the end results as and when they emerge.

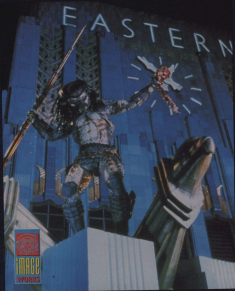
## SEGA TO TOUR WITH BOBBY CHARLTONI

Sega are going on the road to begin this summer for another *Sega MasterMaster Championship!* This time they've teamed up with Bobby Charlton and will be running regional games-playing heats up and down the country, wherever hosts of his *Soccer Stars* six-a-side soccer tournament are taking place. Anyone who wants to enter has to play one of 140 Sega games, and the highest scores will win a Sega MasterSystem and go on to a regional final. The winners of the regional finals get a Mega drive, and go on to the Grand Finals at Old Trafford. Whoever wins THAT gets tickets and VIP treatment at the England vs. Turkey European Championship match at Wembley! If you want any further information on where your nearest heat will be, call Sega on 071 707 8000.

Some footballers,  
 ♣ Just like Bobby Charlton



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# NAVY SEALS

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# BACK TO THE FUTURE

## THE PINBALL CHALLENGE!

# CVG NEWS

### SPECIAL REPORT



Jason's on a roll - surprising, seeing as this was only the third time he'd ever played pinball in his whole life!

Rob and Garth face off - have you ever seen two ogler argue?



**Dateline:** a sunny Monday, 8 April, 1991. Location: Invis House, London - home base of Microsoft. The event: the first showdown between the winners of the CVG-SU Back to the Future Pinball Challenge (featured back in issue 118). Our own Rockin' Rob Swan, along with SU's Groovin' Garth Sampson and Screamin' Steve Keen, went along with their respective challengers, and this is what happened...

Lee gives the table a whirl, whilst Rob looks on in anticipation - can our CVG challenger do the job?



In fact, no he can't. Still, gallant in defeat, Lee accepts his runners-up prize - a brand spanking new video - from Microsoft's PR supreme Cathy Campion.



Even in a heated competition like this, the two challengers still find time to shake hands like true gentlemen!

Returning to EMAP Towers, the eccentric Jason gives madly excited you, if you just won £4,000 of pinball table(s), whilst Rob tries to hide his disappointment with a half-smile...

The winner, Jason Bates - and the lucky devil even gets a chauffeur-driven ride home!





The hairy two-somes, Rob and Steve, face off for a reviewer's challenge - as to be expected, Rob lost - eternally (it was a SU - Rob)...

The rules were set - 1000 games, with the overall winner taking the title CVG's challenge. Lee Hunter (who had arrived accompanied by his whole love life), started the ball rolling literally, and took the first game by the scruff of the neck, racking up a decent score. SU's challenger, Jason Bates, tried his best to come back, but fell just short of the mark, about 10,000 points behind.

The second round was a whole different ball game, however, with Lee quickly falling out, and Jason rushing back from behind to nab the games.

It was the third round, though, that proved to be the most dramatic of all. Lee, determined to take the final game, racked up an astounding score of over 2,000,000 points, leaving Jason over a million and a half behind, and with one ball to play. Amazingly enough, Jason managed not only to draw level, but smash Lee's score by an incredible 800,000 points... Finally winning the table! Phew!

Lee didn't walk away empty handed, however - he grabbed the runners-up prize of a top of the range video recorder, with a copy of Back to the Future III! And so the battle was over, with Rob a disappointed wreck (further humiliated by being beaten by Steve in a reviewer's challenge). Ah well, maybe next time...

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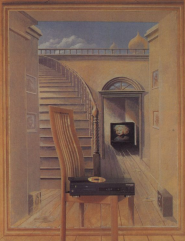
BURIED TREASURE. BURROW

DEEPER  ER, WHAT'S UP DOC?



THAT'S ALL FOLKS! 





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# REVIEW

AMIGA  
SPECTRUM

BY US GOLD

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The unthinkable has happened - the President of the United States has been kidnapped! The fanatical guerrillas have taken him to the African country of Zuluia and due to the delicacy of the situation (and the bad US relations with Zuluia), no military action can be taken against the terrorist organisation. However, the Secretary of State has called in the MERCOS - a two-man, mercenary unit with years of combat and espionage experience. Their task is to travel into the heart of the terrorist island, find and rescue the President, while wiping out as much of the organisation's military muscle as possible.

This involves one or two players battling Commando-style through eight levels of action, blasting ground targets, gun placements, tanks and armor as they go, whilst collecting more powerful weapons, power-ups, missiles (which cause widespread devastation, but are limited in number) and fuel. At the end of each level lies a large enemy stock vehicle, which will try to halt the mission in its tracks. When destroyed, the two mercenaries can breathe a sigh of relief. If they fail, the President is doomed.



I definitely agree with Rob on this one. MERCOS is a great blast whichever way you look at it with big levels, big guns and massive explosions! The Commando theme may be quite a tired genre, but it's one that hasn't exactly been done very well on the Amiga. All

of the features of the arcade have been successfully translated, even down to the massive gun turret that the boss can commandeer and use to their great advantage! The eight-way scrolling playfield works well and is a nice innovation. The graphics themselves are as close to the coin-op as can be expected and there's a nice variety in all of the backdrops and sprites. For the most part, the sound and music fit the bill perfectly (though the music at the end of each level is a bit lacking) with nice razzmatazz explosions and hand drums to accompany the frenetic action. MERCOS is a nice conversion that fans of the coin-op original will love to bits.



## UPDATE

MERCs should be looking out for the ST (219.99), C&A and Armada (219.99) very soon now. Keep your fingers on the relevant By-Results sections for an update.



▲ Flame-throwers and missiles make this baby steady!

## JUNGLE JEEP JAPES

On your journey into the terrorist-infested jungle, there's a chance you'll come across some abandoned vehicles. Our mercenary heroes can commandeering these vehicles and use their destructive firepower against their enemies! In two-player mode, one Merc drives while the other controls the general Jeeps, tanks and loads are all available for use by our gun-toting chums. Watch out for enemy fire though, because each vehicle can only take a certain number of hits before it explodes!



## BAD GUY BALLYHOO

At the end of each level, a massive assault tank appears, and does its utmost to put you into an early grave. These include a massive jet fighter on level one, a flame-spewing tank on level two, and a deadly helicopter gunship armed to the teeth on level three! These are certainly no pushovers, and take all the firepower you can muster to annihilate them!



▲ Our MERC hero torches all who cross his path!

## GUNS 'N' STUFF

The Mercs can collect various forms of firepower along the way, with which they can inflict more damage upon the enemy.



**MACHINE GUN:** The standard weapon, this can be enhanced up to four shots at the same time.



**PIPE CANNON:** This blasts out a spray of lethal projectiles.



**FLAME THROWER:** Probably the deadliest of the weapons available, this fries everything in its path!



**MISSILE:** Wide-spread annihilation in a nutshell!

Not only that, but food can be collected along the way to top up the Merc's energy bar. This appears in several forms, including chicken legs, a cheeseburger, and even a can of spinach! Watch out for the evil dangers of cigarettes though, as these drain our heroes' energy.

## MERCENARY COIN-OP CAPERS

Capcom's MERCOS was the first (and Warriors-style) game ever that enabled three players to play simultaneously. Indeed, Capcom were touting MERCOS as the coin-op that would out-sell the massive Teenage Mutant Hero Turtles! Although it didn't do quite that well (Turtles was the biggest-selling dedicated coin-op of 1990), it was very well received and was awarded with the title of Best Combat Game of 1990 by the American computer magazine industry! Here's a few arcade screen shots to show you how US Gold's conversion compares with the coin-op original.



MERCOS is a fun coin-op to play, and is certainly addictive enough - playing brought back old memories of blasting away on Commando for hours on end. Unlike the team behind the Amiga conversion, certainly have to be commended upon this - the graphics are brilliant (if a tad small), but still retain the feel of the arcade, and move rapidly enough to keep the adrenalin-pumping pace intact. The gameplay is the main thing, however, and this has been captured perfectly - firing around the screen, guns blazing, is certainly as much fun here as it is on the coin-op. MERCOS is by no means easy, but with either one or two players, it's a real treat. If Commando-style action is your bag, go forth to your local softshop, and get this card!

**ROBERT SWAN**

## SPECTRUM

GRAPHICS	81
SOUNDS	74
PLAYABILITY	87
LASTABILITY	85

**OVERALL 87**

## AMIGA

GRAPHICS	90
SOUNDS	86
PLAYABILITY	89
LASTABILITY	92

**OVERALL 90**

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- ✓ Blasting speed and graphics!



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HYDRA  
HYDRA  
HYDRA

**DOMARK**

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

# HOT LINES



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Wow! A bunch of serious letters in the Mailbag this month! What is going on? I had to get seriously soufaced before I could answer most of them. I think after all this, I need you to send in some good jokes in time for next month's Mailbag. Bung your favourite larks or your serious letters on a bit of clean paper and send 'em to: YOB'S MILDLY MIRTH-RIDDEN MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. The best letter of the month, be it silly or stern, gets £100.00! This month the cash goes to Robert Holland, for raising an interesting point...

## THE ARCADE APOCALYPSE!

Dear YOB,  
Congratulations on the new look magazine. I don't think there was any room for improvement, but there you go. I'm writing out of concern for Britain's amusement arcades, because from where I am, it looks like coin-ops could soon become a thing of the past. Many of my friends don't go to arcades any more, because it has become like the cinema; people don't go to the movies because all the films will be on sale on video within a few months - people don't visit arcades because all the new games will

appear on the shelves of their local software shop in a few months.

I get the feeling that one day all games will go straight to computer, console or handheld, leaving the coin-ops out of the process. Of course, there are some really stylish coin-ops, but they're very expensive for arcade owners to buy, even though they pay for themselves eventually. I think arcade machines should be made available to the public - I personally would love to get my hands on the old Atari Return of the Jedi coin-op. Perhaps you can offer some words of assurance?  
Robert Holland, Woodlands, Southampton

YOB: Arcade games a thing of the past? Haassant! You have to remember that while consoles and computers are limited in what they can do by the hardware, arcade games can be custom-built around the requirements of a particular game. While a computer conversion can attempt to copy an arcade game, it will never (unless the game was very simple anyway) be able to replace it. I mean, would you rather play Out Run on an ST or in an arcade? I'll tell you what though, Bob. What does concern me about the current arcade scene is that it's become pretty stale - yet more horizontally-scrolling shoot 'em ups and yet more up-the-screen combat games. I reckon it's that lack of originality that spells doom for the arcades rather than the rapid production of conversions. Anybody agree with me, or do you think Robert's angle is 'the way it is'?

## SUPPORT LEEDS UTD?

Dear YOB  
I think you are totally into-sorts, and always enjoy a good laugh when I read your section (which is too amusing of me!) the C+ will I am your number one fan, but have a couple of questions to ask you.

- 1) Why does it say Leeds Utd in the top left hand corner of your picture? I hope you don't support them - they're as crap as "Turbo Car Racer"!
  - 2) Is there something going on between you and Sade (judge, judge, wink, wink)?
  - 3) Could you please print something nasty about my mum, as I asked her to buy me a Commodore 64, but she bought me a Spectry! Jon Swaine, Grimthorpe, Barnsley
- I don't support Leeds United, it's just that the wall I happened to be standing next to when the artist drew that picture had the words LEEDS UTD written on it. So he put it on the drawing - see, obvious when you're not a driving fan. As for Sade... well, I think that's for me to know and you to mind your own business about.

YEAH, SO WATCH IT!





## LADIES AND GENTLEMEN... GLEN AND HIS DOPEY FRIEND!

Dear YOB,

My friend is a real dope, because instead of getting amazing entertainment out of his Super Pacman, he spends his butter on it and attempts to eat it for his breakfast this morn and dad recently spend a fortune buying him a pair of false teeth for his birthday! On other occasions he's tried peeing his nose with it, feeding it to his puppy dog (killing it in the process), and on the odd occasion, tried wiping his but with it. I was going to buy it from him for the tiny sum of 10p, but changed my mind when I saw it - I had teeth marks, was stained with butter, covered in spit and dog g-bites, and a number of fleas hovering over a small patch of equally brown shit. What do you think of my friend's habits, and do you think I was right to turn down his offer???

Glen Shelton, Maseley Rd, Liverpool

YOB: I think you were stupid to write this letter.

## MY OTHER MOTHER

Ye, YOB!

Now are you, me old punk-rocker-mean-mutha-from-Hell dog-leg-eating-cool-dude! This is your mother writing you a lovely hand-written letter. Seeing that you brought me that dude Ariga computer thing for Christmas, I wondered if you would answer me a couple of your little questions.

1) Are there any decent Wolf! American Wrestling games out for my little old Ariga thing, or will there be any out soon, very soon, very very soon?

2) Have you seen that strawberry-and-galaxy African meat-leaf yet? The one I sent you for Christmas 1987?

3) Have you any sheets for Lemmings, or for em, what's it called, oh, yeah, Pong, no, em, Pang - that's it!

4) Have you drunk your hot milk and taken your Sun-Lun tablets?

5) Do you know any decent software shops in the Stoke-on-Trent area?

6) Have you got one hundred pounds you could lend me.

As I can go to the software shop you recommended from question 5? Or are you going to send me some decent games from London? Don't forget, I love my little honey-bunny, and I'll even try to get down there and see you one day. Perhaps we can even go to a Leeds Utd match, or watch wrestling! And no more watching the same Street, because you know it gives you nightmares! So until next time, my little sugar-bunch, lots of love and stinky kisses. Mumsie-Wumsie, Stoke-on-Trent, Staffs



Imposter! You've not my Mumsie-Wumsie! For one thing, my Mumsie-Wumsie isn't looked up anywhere near Stoke, and for another, the doctors at the Institute would never let her food anything as filthy as a bin in case she injures herself. Also, my real Mumsie-Wumsie would know that I never, ever eat doggies' tails. So that's you exposed, isn't it?

## TESTING ZE LITTLE GREY CELLS

Dear YOB

Here are a few questions to test that little grey brain cell of yours:

- 1) I have just purchased a Nintendo, and was wondering if I could buy an adapter which would let me use my C&A joystick on it?
  - 2) When will HeadBall (or Speedball, as it's known here) be released on the NES, and how much money will I have to fork out for it?
  - 3) Where can I acquire a Matell PowerGlove from, and how much?
  - 4) Lastly, what the hell is an FM Trainer?
- Please print this, or I'll go out and buy Frogger on the Speedy.  
7 Fletcher (known to his

friends as 'you stupid little git, Thanked, Essex



Here a few answers for you to load up the empty space in your skull with:

- 1) No you can't. How would you be able to use a single button joystick with a Nintendo game which requires two buttons? Ridiculous.
- 2) Who knows? It's out in the USA but when it will arrive over here is a mystery. 3) Not telling.
- 4) According to the brochures, an FM Trainer is "the world's first multimedia PC built around an interactive CD-ROM!" Basically, it's the most exotic PC you can't yet buy in the UK. So now you know.

## THE SHAME OF JONATHAN CLIVE

Dear YOB,

After reading the new look issue, I write this piece in shame. I'm afraid that CVG will no longer be the best-selling computer mag for long if it stays like the first overpriced pamphlet. The front cover and contents pages still give the mag a good start, but then you come to 'Go Four', giving you a dry month's reviews instead of the reviews index, the results, and a stupid piece of test not worth reading. News is still brilliant, but could do with more pages (as could the excellent Mailbag). The competitions are excellent as usual, and Cheat Mode is much improved. The charts are better, too. High scores are still as crap as usual, and what really gets me is the reviews, which haven't enough text, and most can be done into Bytestalk with about one sentence to review them in. The part that makes me want to throw up is the stupid pictures of the reviewers, and the rest of the artwork. If you ask me, and I thought you might after that, you should get James and Richard to do the reviewing, and Oz Browne to do all the artwork with his gifted skill in cartoon style. Also bring back the

'game of the month', and give it a four page spread (as well as all games over 50%), and all CVG hits on ten pages. You seem to be more interested in concises reviewing in MEGAN MACHINES to care about CVG, Mr Flynn! (I don't blame you though - I'd rather review a Megadrive game than a floppy one.) Jonathan Clive, Grafton Wicken, Essex

YOB: It's not surprising that you write "in shame" if I review a letter like that I'd be pretty ashamed too! First of all, thanks for slugging the mag off when you seem to think so much of it is "excellent", and illustrating your arguments with out-of-date factual (haven't you noticed that for three months now the reviews index has appeared in large print on the Contents page. Whether or not high scores are "as crap as ever" is a matter of opinion. We changed it to stop it looking like means and means of numbers which weren't very interesting to look at, and since that change the amount of paid from potential subscribers has increased dramatically. Surely that suggests the popularity of the section has also increased? As for the reviews - have you seen a recent issue of CVG? The extra pictures, the information boxes and the extra comment make CVG reviews more detailed than EVER! Cover games always get at least three pages, usually four, and most hits get three as well. By the way Oz sends his regards, but says that it's Gary Harrod who illustrates MEGAN MACHINES, not him. Writing the getting your facts straight to strengthen your argument, is there? Oh, and over-priced! How many other multi-format monthlies cost less than £1.50?

YOB HAS GIVEN ME YOUR FULL ADDRESS! GREEP! Jon(APT etc)

## LOOK AT THE SIZE OF THAT MESSAGE!

Dear Mr YOB

I just thought that I'd say "Hi". Anyway, hi Mr Somebody that you don't know from London YOB: Dear Mr S, 'Bye!

## ONE OF NORWAY'S FINEST

Dear YOB

I think there is a distinct lack of originality in the software industry. The games are all very similar, and when an original concept is made, soon others are made in the same style. I'm not saying that I'm tired of playing the games (I never will be), but games for my computer are very expensive, varying from £20 to £35. That's why I think the computer industry should be a little more inventive, and try to think of some new ideas.

I've got an original (but very boring and stupid) game concept - you're controlling an animated person trying to sleep. He'll stay asleep as long as you don't touch the joystick. Well, eh?

Tomás Møller, Jossingvegen 2, Norway

YOB: Yeah, fair point Tomás, but there are they going to get these new ideas from? And why should they when everyone is paying between £20 and £35 for lush horizontally-scrolling-shoot-'em-up-with-extra-weapons. Coming up with something which is entirely new and which is good enough to beat the game-buying public out of the rut they're in isn't easy. So it's up to you lot to get onto your favourite software company and encourage them to do something new or even send them your ideas. If they get enough people writing in, it could be the start of a new era in computer entertainment - that's what democracy and free markets are all about. Or something.

## YOB SCORES

Dear YOB

My sister, who is 16, is madly in love with you. She nearly killed me when I said I didn't buy issue 115, so I promised her that I'd try to win the cash prize for her with your lovely handwriting on it (so that she can buy the same clothes as you sit in wear at parties). But, if I don't win, I'd have to ask my sis one last favour before she kills me - to put a picture on my game so she can post my CV to a real boss!

Trevor Clarke, Kilgobbin, Birmingham

I might have given you a prize of some description if you had provided some kind of "photograph" of your sister. I think we both know what I'm talking about (biggles eyebrows suggestively).



## NEIL'S TOP TEN IDEAS FOR NEW GAMES (RATED: QUITE FUNNY)

Dear YOB, Here's my top ten ideas for new games:

- 1) First Time Buyer - collect the keys and have them re-pressed a few months later.
  - 2) Leeds United - a best 'em up.
  - 3) Magic Mirror - an Arthur Scargill RPG.
  - 4) Phras to Phras Brain Transplant - space trading, get it?
  - 5) 10 Downing Street - A "Dragon's Lair" clone.
  - 6) George Bush - a graphic adventure, but unfortunately the main character is a little hard to control.
  - 7) Saddam Hussein's Middle East Conquest - a fantasy role playing game.
  - 8) Operation Stealth II - some home called, and get past the missile!
  - 9) Fire and Forget III - Mrs Thatcher's cabinet reshuffle simulator.
  - 10) Days of Thunder II - a visitation simulator.
- Neil Parker, Exileton, Lancs  
Don't Tell! You didn't hurt get the lads in the office shorting with that little fat, Neil. Unfortunately I seem to be having a bit of a grumpy month, so fit not laughing. Sorry.

## IS THE LYNX LOSING OUT?

Dear YOB,

Why is it that CVDG or MEAN MACHINES never seem to review, or even preview any Lynx games? Since it's the best handheld out, I think that it should be your duty to do a good old review now and again. By the way, CVDG is still.

Andy Morgan, Crosby, Liverpool

What'syamean, Andy? We've reviewed every Lynx release this year so far in CVDG, and we also reviewed the batch of Lynx games which appeared just before Christmas. And when Atari bring out the next Lynx game we'll review those too.

## FILTHY FANICOM FETISHIST. DISGRACEFUL YOUNG PEOPLE TODAY. ETC.

Dear YOB (the aging sort), Please help me. I'm a teenager who has fallen head over heels in love with a Super Famicom. I'm not eating or sleeping properly, and I'm thinking about her... erm, "it" all the time. I go to see it every Saturday at my local computer shop, where I stand and stare at its beautiful grey and white exterior for nearly half an hour, and when the shopkeeper plugs in one of the cartridges I nearly swoon in admiration.

The only problem is, I don't think the Super Famicom likes me. I've tried getting close to it, but the shopkeeper doesn't let anyone near it (unusually strict). The only thing I can do is give him £400, and he'll let me have it. This is where you can help me, YOB. You go into the shop and threaten him with one of your socks, and he's sure to hand one over. Or you could just send me some software for the console I've been going out with for a while, my MSX. At least I'm being faithful.

Julian Hester, Blandford, Dorset  
And just what's wrong with my socks that would frighten shopkeepers?

Such an insult leaves me without sympathy for your plight, and I can only suggest you use your own underwear to threaten your local Super Famicom salesman. And as for sending you Nintendo software! You shameless heathen! You'd just better work out where your loyalties stand before I call the Parental Police! In fact, someone pass me a phone 9... 9...



## THE HANGING QUESTION

Yes, YOB!

How's it hanging? Look, I've just got to tell ya that your new look CVDG is great! I love it! There's only one very funny, very fine, small problem - why do you keep on reviewing console games? I mean, you've only just started MEAN MACHINES, so why don't you keep CVDG a computer mag, and MEAN MACHINES a console mag? It makes sense to me! (Yeah, it would... Jess, what a zap-YOB)

On a different note, changing the scoring system to 100% for a CVDG Hit! is a great idea! Finally, do you think the Lynx is better than the Game Boy? Keep up the great work! Ben Meadows, Royston, Herts

The Lynx is better than the Game Boy only insofar as it has great graphics and a real colour screen. At the moment, the Game Boy has the more enjoyable games, and is much cheaper to run.

## SHAUN PREECE, MOANING MEGADRIVE CHEAPSKATE

Dear YOB,

I am a proud 14 year old owner of a Megadrive. Reading through your magazine, it's obvious that the Megadrive is growing in popularity, what with the Hot Seat (as reviewed in MEAN MACHINES) and the Megaplay. Also, there are large quantities

# Eat my shorts if we're not giving away this radical **SIMPSONS PINBALL!!**

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ties of games being imported into the UK, but there are two problems with these: 1) Only a quarter of them are any good. 2) All the games seem to be on the same times, eg. horror - all about '81 are up.

Can't programmers do anything about this? As I'm only 14, games are hard to come by (due to my small wage), so it's hard to see that games which I fancy, such as John Madden's Football, Soccer, Golden Axe and Shinobi are all out of my grasp. Do you think budget games will be introduced? You may think this a shaggy-dog, saying all this, but believe me, I reckon any games are worth every penny of £20 - it's like having an arcade in your own room!

Judging by your own reviews, it seems that the Super Famicom is going to take the console world by storm, and knock the Megadrive into orbit. Is this true? If it ever makes it officially to our shores, I fear the Megadrive is in deep trouble. I think Sega will have to reduce the price in order to compete with the Famicom, either that or release the revamped Megadrive II. Do you think the Megadrive can compete with the more superior Famicom? Shaun Peters, Hylsham, Monmouth

I think the Megadrive will be able to compete with the Super Famicom for as long as it is significantly cheaper. At the moment, an official Megadrive is half the price of an imported Super Famicom, and has a lot more games available for it, and these games are good enough to keep people buying it. If the Super Famicom was officially released at about £200, then I think Sega would have something to worry about. Exciting, this console business, isn't it?

## AMS-SAD

Dear YOB,  
It's okay, you can stop chucking crinkled bits of recycled paper into the waste basket. I'm not going to ask you 101 questions about stupid remarks like "Does it take a lot of practice to become an idiot" by Mike All-Stupid (oops, my mistake) from issue 112. Anyway, why do you bother printing crummy bits of rubbish like that? Anyway, enough of that - I'll get down to the point. I own

an Amstrad CPC464, and am desperately in need of some decent games. Problem is, no half-decent games have dared to enter the Amstrad shelves. So please, please, please could you give me a few games that are worth at least poking up off the shelf? I've had a glance at the Amstrad chart, but nothing seems to apply, especially number one JetSet, surprisingly, is the Turtle. I wish they'd just "lock steady" away to the servers, never to return!

Mark Wilson, Darbury, Essex  
It's true that so many people abandon their Spectrums, Amstrads and C64s for 16-bit machines and consoles, software producers have also started to concentrate on the newer machines, simply because that's where they can make their money. Obviously this is a right callus in the browser for all the Amstrad, etc. owners out there who have to make do with budget games and releases, but then that's the price of progress, and the only solution is to eventually move on to bigger and better machines. Is life a bitch or what?



## TASTY NINJA LOVER

Dear YOB  
Let me start like this: I own a C64, and am trying to get another game. When I heard about "Last Ninja 2", I thought about getting it. This is the problem: my mum and day say that Ninja 2 costs too much! I thought about killing myself by watching "Home and Away". Couldn't you explain:  
1) Why can't I get this game when I'm paying with my own money?  
2) When they say it costs too much, like this is only one game for £25, when nearly all the Amiga and ST games cost that or more?  
Chris Murray, Killary, Co Dublin, Ireland

YOB: Just tell them that it's probably the best C64 game you'll have bought for ages. And it will keep you going for ages and ages. And you'll share the dog if she doesn't let you. There, how's that?

## THE THIRD MAN

Dear YOB,  
I think the high score pages should be scraped (scraped?) - YOB!, because not many people are taking part, and the prize for winning is merely wiggling pistons with the rods of DVG, and it's easy to cheat with a little alternator. In your review of Final Fight, only Haggard and Andy appear, but on the arcade game there is a third fighter. Am I mistaken?  
Michael Rice, Pollockshields, Glasgow



## A BUDGET CAR REVIEWER

There is indeed a third fighter in the arcade version of Final Fight, and his name is Guy. For some reason the programmers of the Super Famicom version didn't include him in the conversion. For some other reason, the dumpy DVG reviewers didn't mention it in the reviews. They won't make THAT mistake again.

## YOU LYING GET!

Dear YOB,  
My brother Kevin has been telling me about a new type of Amiga. Is this true, or is he telling me a load of bog-standard? "Muggler" Mattson, Tuckhill, 5 Yorkshire  
YOB: Well, ask him if he means the CDTV (a "home entertainment system" which consists of an Amiga with a CD-ROM drive attached). But if he doesn't mean that you have my permission to put his fingers in a toaster.



## LETTER FROM THE EDITOR

Dear YOB,  
I was just wondering the other day, what game the readers are most looking forward to, or whether there's some unloved console or film they'd like to see turned into a game. Then we can get on the blower to the software houses and say, "Oi, why don't you produce a game based on whatever, because that's what the punters want". Am I full of good ideas or what? By the way, why don't you cheer up and stop being such a sissy git? The editor who Pays Your Money, Don't Forget Would I forget? What a stunning idea, Paul. We realised a few of you readers are a little keen on WWF Wrestling, but are there any other films, TV shows, cartoons or sports you'd like to see on your computer? Send in your suggestion (or suggestions) on a postcard, with your name, address and machine, and I'll organise a special YOB-type mini-prize for whoever has the best idea. The address is the usual YOB address, but mark the postcard "MR GAMES WRITER WOULD I FORGET GAMER". Come on! This is your chance to get the games you want on the shelves! And I promise not to be miserable next month (he says, secretly keeping his fingers crossed behind his back - EC).



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## GAME ONE: BATTLE SQUADRON

**B**attle Squadron never really appealed to me. Although there's lots of explosions and napalm death, the ship weapons just don't seem to inflict the massive amounts of pain and destruction required in games today. However, both enemy Pignall and Gary Harrod seemed rather happy about playing this game - and it was quite an effort for me to keep their enemy hands away from the poppad while James practiced. Scott spent his practice-time moaning about the game itself, confessing that he was "leap" and wondering why he couldn't play John Madden's instead.

I threatened to introduce the toe of my boot to his tender parts before he wisely decided to shut up. It decided that the winner of this round would be the person who scored the most points in a three-minute game.

Welcome to the latest CVG challenge, my way of exposing the crutinous CVG reviewers that they truly are. My latest challenge revolved around the latest bunch of Electronic Arts titles released on the Sega Megadrive namely, *Battle Squadron*, *PGA Tour Golf* and *Budokan*. My objective was simple: to inflict maximum humiliation on my sworn enemies!

## THE CHALLENGERS

**M**y chosen CVG-reading joystick warrior was one James Davis, who hails from Westport in London. He'd proven his scoring worth with the aid of his Amstrad, and seemed keen to paragon his opponents into the ground. Gary Harrod (GARY HARROD is a slaving person and captain/holder of the 1981 Singapore Award) was my next challenger and he too seemed confident of victory.

Electronic Arts provided a worthy challenger in the form of the mysterious Scott Probin. Well known to MEAN MAGAZINE readers as the winner of their John Madden Challenge and highly reputed for his dirty tactics - just what I liked! Last, and definitely least, entered CVG's Managing Editor, Julian Pignall - he of the ridiculous orange ribbon hairstyle. His proven record in these competitions makes scoring reading, but I was sure that versus Pignall and his Punitive Harrod a disingering self-confidence would be reduced to a wobbling mess, and so officially opened my challenge.

# THE CVG CHALLENGE

WITH  
SADIE



▲ Harrod's amazing Jack Nicholson impression.



▲ Here is Julian's impression of Gary Harrod.

Harrod James played a pretty boring game, taking out a good deal of the enemy fleet, but losing too many lives for comfort. He also missed a few of the vital green crosses that dot the landscape. He finished his game with a poor 80,000 points. I had expected more from the lad.

Gary Harrod, friend to the troops, arrived next as the joy-ped, the unhealthy lad like one more than ready to take on the enemy empire. He borrowed the power-up weaponry, proclaiming that he "got the trigger weapons over made".



▲ A pensive moment for the dicker twins.

Unfortunately, Harrod's shoot 'em up skills proved to be marginally more effective than his slender pipi on the English language and he was rather pleased with his 80,400 performance. Thinking that he'd won the round, he manly slumped back to his drawing desk - a sickening smile of smugness spreading slowly over his pearly fangs.



▲ The challenging commence combat.



Scott's enthusiasm for his own shoot 'em up skills was completely non-existent and as he approached the Mega-drive he made many apologetic noises to his EA boss, Simon Jeffrey. His performance turned out to be predictably flaccid. At one point only three bullets were in-jar, and Scott managed to park his ship right on top of one! Do! He followed up this feat of incompetence by losing three lives in a mere 20 seconds. Just when he thought it couldn't get any worse, he developed the interesting habit of mashing his pause key for the smart bomb button - thus losing precious

seconds. However, the Gods were with Scott and he finished the round with 80,750, 750 points more than James. Do!

The odious Hignell, MEAN MACHINES mega mover, took his turn in front of the Mega-drive, extremely eager to let the digital carnage begin. His smug over-confidence was only boosted by his performance on this game. Since this was a tired game, Hignell made excessive use of his smart bombs, deliberately tying an outpost in order to regain another component of these lethal weapons. "Adapting tactics with the



▲ According to Jay, it's all in the unfair action.



▲ The action's too much for Gary, who does o!..

boundaries of the rules", the vile one called it. Plain cheating more like. I scathed with anger as the hapless hypochondriac took the round (and the lead) with a meagre 80,000 points! I felt (physically) sick as he made many feeble revoluting noises of jubilation.



▲ ...Prompting a friendly nod from the warped Jay.

# THE

# CVG CHALLENGE



Blundering through Budokan's complicated control method, Julian managed to pummel James with his big stick but his luck didn't extend to his duels with Scott and Gary. He lost both of them and seemed rather annoyed. I laughed a lot at his ineptitude and his malarkey, but the man with less charm than a Zambian Stink Pig with 5G problems swung revenge in the next game, PGA Tour Golf.

Harold meanwhile, lost only to Scott - surprising, because



his usual red-welding is about as limp as a lettuce in a sauna. He therefore equaled Scott's achievement of two wins and one defeat. Julian and James came joint third with one win and two defeats to their names.

The challenge broke up for lunch, whereupon the simpering Paul Starvo arrived to take the assembled players out for a lazy omelette at his favourite omelette emporium.

## GAME THREE: PGA TOUR GOLF



PGA Tour Golf is a strangely relaxing game, which generally involves hitting small white balls with a large club (sounds like my sort of game). Scott wasted no time in spouting forth his own playing tips. He refused to begin the golfing action before he'd had the opportunity to rearrange his caddy and swap some of his clubs about, much to the bemusement of his challengers.

And so the last round began, and Gary seemed confident on winning this game and thus clinching his contest. I could only hope that Gary could snatch defeat from the jaws of victory.



## CONTINUES...

### GAME TWO: BUDOKAN



**A**h! This is a bit better! The one-on-one close-up violence of Budokan is more my sort of game, and for this round each challenger would take on each other. There are four weapons to choose from, and I decided that for this challenge



the Bo (big pony stick) would be used. This seemed to be a point of much rivalry for the non-participating Richard Leach, who learned the Bo is a broom handle - an item of which he has particular affection for, it would seem.

James seemed a bit under-confident after his defeat in



Battle Squadron, but was more than glossed when he decked the reigning Scott (who actually play-tested the Amiga version of the game). Scott, or should that be Sorosa, made many excuses about his lacklustre performance, saying that "it's nothing like the Amiga version". His whinging nooses were beginning to annoy me. Thankfully they stopped after this defeat, since he managed to deck both Julian and Gary quite effectively.



### HOLE ONE

Scott managed to hit the jar level with little effort, but this cunning course confounded the other assembled cretins who all managed to get one over par. What a bunch of imbeciles!

### HOLE TWO

Gary, Scott and Jaz managed to get one below par on the second hole making the contest rather more even. James needed one more shot.

### HOLE THREE

A hole so easy that even Gary Harrod managed to reach the jar level with little effort or brain-power. Everyone else followed suit.

### HOLE FOUR

Over! James didn't do too well here, needing eight shots before he completed the hole. Scott and Jaz made the jar level, leaving Gary to get a bottle (the only bottle he'll ever pick up!)

### HOLE FIVE

Both Gary and Scott got a bottle on this simple hole, leaving space for Jaz to completely muck up his chances - he needed seven shots to finish the hole! James only needed four to do the same job.

### HOLE SIX

Scott and Gary made another bottle (what a bizarre term). Julian needed five shots and James used six to hole that peculiar white ball object.



### HOLE SEVEN

The hole had a jar of four. Scott and Gary used up all four shots. Jaz made up for his previous disappointment by getting a bottle, but poor old James needed six shots to finish the hole! Bah!

### HOLE EIGHT

A par of three here, but Scott managed to lurch the ball away with only two shots! Jaz and Gary used up three, and James used up five. I wasn't enjoying this.

### HOLE NINE

A par of five shots for this final hole. Scott used six (five shots), Julian used four (plans nine), Gary had six (ha!) and James used eight! What a contemptible performance.

## PGA TOUR GOLF SUMMARY

Here's the PGA Leaderboard. The scores speak for themselves. Scott (the game's playmaker, I might add) used the lowest number of strokes, followed by Gary, Julian and finally James. Confusion infested the minds of these brainless creatures, as they didn't have a clue what the final standings were. It was with great reluctance that I showed them my scoreboard, explaining what it all meant in words of one syllable.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
SCOTT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
GARY	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
JULIAN	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
JAMES	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50			

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
SCOTT	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
GARY	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	

## SADIE'S SCOREBOARD

	BATTLE SQUADRON	BUDOKWAN	PGA TOUR GOLF	TOTAL
SCOTT	6	10	10	26
GARY	6	10	6	22
JULIAN	10	6	6	22
JAMES	5	6	5	16

## SADIE'S SUMMARY

The equally repellent Scott Probin and Gary Harrod proved to be joint winners in my challenge. Scott seemed very annoyed that he couldn't test out his John Madden skills on the challengers, and Gary couldn't figure out how Julian had managed to beat his score on Battle Squadron. Cretin-boy Signal seemed quite happy with his humiliating defeat (with a hair-style like that, he's used to humiliation) and James seemed quite happy with the Megadrive and less happy that EA kindly supplied him with 50, everyone seemed happy in one form or another! Don't you just hate a happy ending!

## AND FINALLY... THE PROFESSIONAL'S JOHN MADDEN BONUS PLAY-OFF



Scott Probin is a bit of a rickoner when it comes to John Madden Football, and indeed, when he first visited the CVD office, he proceeded to pound Mr Signal into the ground (as opposed to I watched with much pleasure).

Not surprisingly for such an egomaniac, Scott was extremely keen to show off his skill on this occasion, and was most depressed when he discovered Jaz wasn't one of the challenge games. After several hours of his moaning, I was forced to give in, and offered to pit him against the office champion, MEAN MACHINES' own Gary Harrod, a man (roughly speaking), ever training with confidence at the prospect of beating Scott on the game.

The final half of the match proved to be most satisfying as EA's boy wonder led the bumbling MEAN MACHINES' led by 14 points to 8! Harrod couldn't even get the wine field goal point, such was the inaptitude of his abilities. I looked forward to the boarded one suffering severe humiliation as the second half began.

Unfortunately, by some mysterious fuku, all his footballing power returned to him and he managed to almost level the score, much to Probin's (and my) incredible disgust. Growing Harrod used up all his time-outs to stop the clock and stay in the game, but eventually his stalling antics came to an end.

The match finished with the score of 42 - 41. Harrod's kicking inaptitude had cost him the game (ha!), and to this day, Scott still inhabits the corridors of EA headquarters with a disgusting, insane grin displaying his grotesque features.

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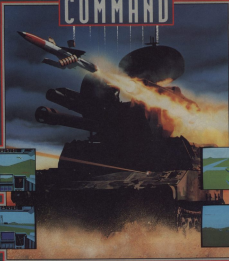


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# HIGH SCORES

## Dear Wimps,



### AMIGA

Some interesting developments in the Amiga highscore list this month, including a rather good Wimp score. Make sure you don't let us through. The word is that **MIAN MACHREI's** Gary Herrod has come up with a score for **HERC's** ready for inclusion next month. Let's hope (for his sake) that your efforts are infinitely superior to his.

<b>PARC</b>	878,400
Vester Holm, Denmark	
<b>WINGS</b>	340 MISSIONS, 360 KILLS
Marie Wulfford, Denmark	
<b>NITRO</b>	250,000 (COMPLETE)
Marie Wulfford, Denmark	
<b>MIDNIGHT RESISTANCE</b>	50,400
David Lewis, Sheffield	
<b>POWERBOMBER</b>	39 WORLDS CONQUERED
Jaco Kai Kips, Holland	

### ST

A few new scores from ST across this month, but the Rainbow Islands score is a bit worrying. The vocal-imitating Richard creature-reducers for can "blow that score into another dimension with little or no effort". Keep the scores rolling in and keep the CVG reviewers out, or I won't be too happy. **Send the message, creep!**

<b>SUPER OFF ROAD</b>	1,330,000
Stewart Thorne, Cleveon, Essex	
<b>CAR-YUP</b>	4,300,400
Arne Clues, Sweden	
<b>RAINBOW ISLANDS</b>	4,685,810
Steve Grogan, Manchester	
<b>NITRO</b>	210,000
Arne Clues, Sweden	
<b>PARC</b>	1,029,400
Chris Fox, Northants	

### C64

Your tedious, sleep-inducing scores are causing a bit of worry. I'm beginning to think that all the serious gamers are have moved onto the consoles, if my scoring sack is anything to go by. Perhaps

You find me in a foul mood, score-seekers! And the cause of my concern is the number of supposed highscorers who are unwilling to prove their prowess in a CVG Challenge. No less than two applicants chickered out when it came to the crunch! Excuses ranged from "school" (which is just about excusable), to a very suspect, "I don't want to come". Don't you want the chance of winning a Negative? If you send in a Challenge form expect to be called up, and any unreasonable refusal results in suspicion over your score! Come on! Get your forms in to me at **SCORE WITH SADIE, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

*Sadie*

some scores on Creatives, Shadow Dancer or Last Wimp 2 might change my mind. Then again, maybe not.

<b>MONACO GP</b>	3,000,000
David Simcock, Cleveon, Acon	
<b>SPECIAL OPERATIONAL INVESTIGATIONS</b>	10,150,000 (COMPLETE)
Scott Allison, Colchester	
<b>SWY</b>	77,000 (Solo - Helicopter)
Charles Hall, Coventry	
<b>PARC</b>	4,730,000
Robert Hancock, Cornwall	
<b>TURKISH 8</b>	3,501,000
S J Rambridge, Norwich, Norfolk	

### SPECTRUM

So, 77 points is the best you lot can do on a Spectrum Lotus? I should imagine that a moist cauliflower rolled slowly over the keyboard could come up with a better performance than that. A few developments with the bigger titles, but that's about it. I am not impressed.

<b>PARC</b>	223,025 (COMPLETE)
Colin Hutchcraft, Cambridgehire	
<b>LOTUS ESPRIT TURBO CHALLENGE</b>	17 (EASY LEVEL)
Andrew Malcolm, Norwich	
<b>PARC</b>	600,000
Daniel Cross, Northampton	
<b>FANTASY WORLD DIZZY</b>	26 coins
Colin Hutchcraft, Cambridgehire	
<b>MYTH</b>	118,150 (COMPLETE)
Andrew Malcolm, Norwich	

### AMSTRAD

ONE decent score sent in this month! What is going on?! I stand dumbfounded by your complete inactivity at gaming. Maybe you'll have got a grip of your joystick by next month. I sincerely hope so.

<b>HAMMERFIST</b>	11,252
P Sheik, Wood, Essex	
<b>SHADOW WARRIORS</b>	3,400
Gereth Ross, Broomers, County Derry	
<b>MIDNIGHT RESISTANCE</b>	27,440
Leon Phipps, Droyd	
<b>THE SPY WHO LIVED 80</b>	31,500
James Davis, Isleworth, Middlesex	

### SEGA

A few stalwart scores make the Sega charts look a tad more interesting this month. A very good Chase HQ score and a nice Super Monaco GP effort are there to be noted. Make your mark

In my table, before any CVG imbecile attempts to do the same.  
**CHASE HQ** 4,173,600  
 Graham Ashurst, Preston  
**SUPER MONACO GP** GRAND PRIX 7  
 Alex Charles, Luton  
**GREAT BASKETBALL** 24-4  
 Alex Charles, Luton  
**B-TYPE** 1,150,400  
 Trevor Reading, Wood

**B-TYPE** 93,200  
 Richard Lee/Berlin, CVG  
**BEVERAGE OF THE GATOR** 630,600  
 Alex Farnell, London  
**TCTRS** 407,800  
 Ben Walker, Merle Top, Colchester

## PC ENGINE

Yet more PC Engine hardware this month in the scoring diary. Why don't you jigsaw heads do something about this sorry situation and send in some scores using the form below. How about Bomber Man for starters? Surely doing well in games isn't that much bother.

**DEVIL CRASH** 400,440,000  
 Ben Walker, Houghton-La-Spring  
**SPLETTEHOUSE** 257,800  
 Matthew Preece, Dorset  
**AFTERBURNER** 4,773,100  
 J S Edmunds, Kilsburgh

## SUPER FAMICOM

Terry McPherson holds onto his scores this month, but I reckon that his F-Zero score will do a hideous death thro' the month is out. Three CVG reviewers in one highscore table makes me run for the nearest sick bag. I want a completely different Famicom table by next month - so get to it!

**F-ZERO** 80,100  
 Terry McPherson, Somershamville  
**FINAL FIGHT** 1,269,270  
 Terry McPherson, Domes-on-Sea  
**SPARX II** 840,870  
 Robert Swan, CVG  
**PILOTWINGS** LEVEL 8 (CODE 780057)  
 Paul Glassey, CVG  
**SUPER MARIO WORLD** 9,899,890  
 Julian Rignall, CVG  
**DARUL TRAIN** 1,631,800  
 Gary Ramrod, MEAR MACHINES

## ARCADES

MEAR MACHINE's repellent Gary Ramrod strikes again, this time playing Street Fighter 2 - his current fave game. Beating five villains on one credit is the achievement to beat. Reckon you can do it? Send in your scores now, along with a superior Pit-Fighter score (to wipe the smug grin off Rignall's face).

**BLASTERBOX** 1,220,270  
 Eric Nelson (EIN), County Antrim, Northern Ireland  
**GI-LOC** 804,240  
 Scott Conroy, Bournemouth  
**STREET FIGHTER 2** 5 BAD GUYS, ONE CREDIT  
 Gary Ramrod, MEAR MACHINES  
**PIT-FIGHTER** 1,601,800  
 Julian Rignall, CVG  
**RACE DRIVE** 45,110  
 Adrian Edwards, Pines, Wiltshire

## MEGADRIVE

Plenty more Madden material this month with a fair few American Football highscores being unearthed from the depths of my scoring sack. How about some Darul II scores, or perhaps even Gynoug? Come on, highscores are an achievement, not an embarrassment (unless you play games as badly as Rob Swan).  
**ATOMIC HOROCKO** 328,100  
 Trevor Shams, Bradford  
**JOHN MADDEN'S FOOTBALL** 308-13  
 Stephen Barnett, Croydon  
**MICKY MOUSE** 417,800  
 Andrew and Ben Carlant, Reading  
**SHADOW DANCER** 1,609,200  
 Lee Johnson, Tooting  
**STRIDER** 498,600  
 Malcolm Walton, Oxford

## NINTENDO

No decent NES highscores this month, which I find to be rather disturbing. Surely that Batman score can be beaten? I also think that it's about time someone conquered the miserable Double Dragon 2 score - I should think that any kind of life-form capable of holding a joystick could beat that. I must admit, I'm getting incredibly bored with Turtle scores. If you can beat 1,028,400, tell me. If you can't, I'm not interested.

**BATMAN** 8,798,500  
 Edward Roberts, Suffolk  
**DOUBLE DRAGON II** 48,200  
 Karl Brydging, Heywood, Lancs  
**WFGA MAN 2** COMPLETED  
 John Rogerson, Preston  
**BLADES OF STEEL** 10-5 20-3 20-4 (PRO LEVEL)  
 Andrew Maddy, Bury, Lancashire  
**TEENAGE MUTANT HERO TURTLES** 1,028,400  
 Paul Barnes, Preston

## GAME BOY

This is more like it! The Gameboy scores caused a veritable landslide of mail in the CVG post room. The Batman score is beaten again, as is the Turtles effort, but Revenge of the Gator is definitely a card you Gameboy heads will have to practice to beat Alex Farnell's 50,595. Oh, and get rid of that B-Type score before I get angry...

**BATMAN** 802,200  
 Stephen Barnett, Croydon  
**TEENAGE MUTANT HERO TURTLES** 278,100  
 Chris Stewart, Newport

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SAGIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scores may be called on to go up against the CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

## RIP HERE

DEAR SAGIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHScores...

GAME \_\_\_\_\_ SCORE \_\_\_\_\_  
 GAME \_\_\_\_\_ SCORE \_\_\_\_\_  
 GAME \_\_\_\_\_ SCORE \_\_\_\_\_

NAME: \_\_\_\_\_  
 ADDRESS: \_\_\_\_\_

TELEPHONE NUMBER: \_\_\_\_\_  
 MY MACHINE IS: \_\_\_\_\_

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## 715

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A brand spanking new Sony SLV715 twin speed video recorder with infra-red remote control!

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The complete set of Indiana Jones videos, plus Indy T-shirts!

Okay, okay, you can stop bouncing off the walls now - here's how to enter. Somewhere on this page, you'll see a word search puzzle, with a list of words relating to three of US Gold's Sega titles - Impossible Mission, Gauntlet, and Indiana Jones and the Last Crusade. Simply find all the words in the puzzle, then track down the letters that haven't been used to make up "The Special Sentence".

Just write that sentence down on a postcard or sealed envelope, and send it to:

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Please make sure your entries are in by 15th June, as that's when we pull the winners.

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H O G A B E T L E T O S  
B F I L S B P L O C I  
E T U C O R E I P B N O  
N O S E T Y E K I O O R  
O O G R A I L A B R O C  
E I O G O L D P W T A O  
K C O O S T A B E P  
P E R O S A B R C E L  
J O R E S V G R I T L E

#### WORD LIST

AGENT	GOLD
ADVENTURER	GAUL
CORONADO	BAT
CROSS	TRAY
CRUSADE	JONES
DEATH	KEY
ELF	HISSCOB
ELVIN	BOBOY
FOLK	TREASURE
GRANTLET	NARROW
GROAT	HELP



# REVIEW

NINTENDO

£34.99

BY AGCLAIN

Your reputation as a fine swordsman and all-round hero has spread into every corner of the realm of Sindaria. Your immense skill and resourcefulness in dealing with the twisted Madal has earned you fame and glory everywhere. Sounds pretty good, eh?

Well, it would be were it not for the fact that Madal has used his evil, satanic powers to cunningly reassembled himself. Once again he is defying the land with his powerful minions and evil magic. What this is all generally building up to is the fact that Madal must be stopped and you are the only guy with the qualifications to do the job.

This involves traversing the eight-way scrolling landscapes, collecting miscellaneous mystical items and spells ready for the final confrontation. The only problem is that Madal has split himself into four Elemental Guardians (Earth, Wind, Fire and Water) and unless you can find the correct elemental annihilating spells, the Land of Sindaria's days are numbered...



▲ Here's the map.

# IRONSWORD

## WIZARDS AND WARRIORS II



### INN TIME FOR TROUBLE

Smart cookies who've collected a lot of treasure should make a haste to the inn, where extra weapons, spells and food can be purchased. Unfortunately, the prices tend to be rather high. If you're a bit short of cash you can enter a bonus gambling game to boost your funds. Choose one of the four bowls and then wait for the ball to fall down. Should it fall into your chosen bowl you're rewarded with 200 coins! You're more likely to lose though, and your stake each time is 100 coins.



Nintendo platform games are as common as muck, and to improve on the likes of Mario and MegaMan, any new effort has to be pretty damn good. Wizards and Warriors 2 turns out to be an above average effort that lacks the edge in playability to make it a real classic.

What I don't particularly like is the fact that the warrior can't attack whilst jumping, and until you've got the head-butting helmet on level two, this leaves you defenceless. What I do like about the game is that it is very challenging. It took me around forty-five minutes just to get off the first level, and level two's even tougher. Surprisingly for a rare game, the graphics are quite dull and the sound is only average. If you're after a platform masterpiece, go for MegaMan 2 or Mario 3 (before it comes out), but if it's a challenging game you're after, take a look at this.

RICHARD  
LEADBETTER



## THIS SPELLS TROUBLE

Spells can be performed from Malik's mesmeries, found in chests, or even bought at the local shop! Here's a quick guide to the spells available in our hero's repertoire.

**FAMILIAR:** (As in "wifidies familiar") This guy buzzes around our hero, turning enemy sprites into coins.

**DRAGON TONGUE:** A bit like the familiar, but all the enemy sprites change into tasty food. Yum, yum.

**ASP TONGUE:** Cast this spell at an inn to recover some energy.

**VEG. OF SLUMBER:** Slows down any enemies on-screen.

**FLEET FOOD:** Makes you run faster and jump further. Good eh?

**SILVER FLEECE:** Strikes our hero from any enemies that dare attack.

**WATER SPOUT:** A column of water shoots up, where does it come from? enabling our hero to reach previously unaccessible platforms.



▲ Entering the treasure room.

► Our hero dies rather painfully.



▼ Cut



## GOLDEN QUEST

The object of each level is quite simple. You beat but it to search the platform levels with extreme care, collecting as many objects as possible. Keys come in handy for opening chests that revealing a lot of useful items and treasures. If you're lucky you'll come across a golden relic. Take this to the end of the level and one of the animal kings will offer you help. And when you're up against the malicious minions of Malik, you need all the aid you can muster.

## INGENIOUS ITEMS

Along the path to Malik's eventual destruction, there are plenty of useful items that our hero can use to his advantage. Along with the vast amounts of gems and treasures that swell his coffers, some items boost the warrior's abilities. For example, the helmet protects the sword-wielding hero's scalp from unwelcome creatures leaping on his head. It also enables him to headbut, a nasty maneuver if you think that's cunning, there's plenty more where that came from.



Warrior games on the NES are like shoot 'em ups on the Megadrive - there are a hell of a lot of them, and most are pretty average. The original *Warrior* and *Warrior 2* was okay, but was lacking in the playability department, and unfortunately, the same has to be said here. The problem

lies in the level of difficulty - as Rich said, it's certainly challenging enough, but as time passes, frustration has a nasty tendency to set in, making you want to turn off the machine and play something else. The audio-visual appeal is a little disappointing, considering what *Rare* can do with the Nintendo Dual link at *Snake, Rattle and Roll*, for example, and overall, you feel that a little more could have been done. Again, if you're after a platform game that'll have you glued, look elsewhere.

ROBERT SWAN

## GAME BOY WARRIORS

Check out your local Game Boy stocked for *Warrior* and *Warrior 2*, a horizontally scrolling platform romp rather like the game reviewed here. Like this game, there's loads of keys, chests, and nasty enemies and a whole heap of enemies to chop to bits. Although the scrollings a bit blurry and the sound effects sound suspiciously like *The Amazing Spider-Man's*, *Warrior* and *Warrior 2* is still a rather playable game.



## NINTENDO

GRAPHICS	78
SOUNDS	79
PLAYABILITY	77
LASTABILITY	80

OVERALL 79





# REVIEW

MEGADRIVE

£37.00

BY DECO

Earth in the far future - a vast, desolate world, ripe for conquest. Enter the despicable King Crimson, one-time ruler of our world, and leader of a race of bio-mechanical warriors, with which he has levelled most of Earth's major cities. As is the case in these situations, a small band of souls has formed the Midnight Resistance in order to stand up to the despot, but as is also the case in these situations, most have been killed in bloody skirmishes. Only one man survives (his brother from the two-player coin-op hasn't made it into this conversion), and he's out to finish Crimson and his ferocious orcs and for all!

There are nine levels of horizontal and vertical scrolling action, blasting adversaries and collecting the keys they leave behind. At the end of each level, these keys can be traded in for bigger and better weapons, before moving on to the next bunch of psychotic cyborgs, and eventually, Crimson himself.

## THE GUNS



**FULL AUTO:** Power-up for the standard rifle.



**3-WAY:** Same power level as the standard rifle, but fires in three directions.

## THE KEY TO SUCCESS

After touching the keys at the end of each level, you reach an armory. The walls are lined with cabinets holding weapons, but they're all locked! If you have enough keys you can keep opening the cabinets to equip yourself with a more powerful gun, and a secondary weapon system which fires when you push up on the joystick. Here's a complete list of the items on offer.



**FIRE:** The most powerful weapon, fires through anything in its path, but the range is limited.



**SHOTGUN:** Limited in speed, but devastating in effect!



## THE SECONDARY WEAPONS



**FIRE:** Flames spread eight ways from the top of the screen. Pretty lame.  
**SHOWER:** Drenches adversaries enemies with lethal splats.



**HOMING MISSILES:** When fired, eight missiles lock automatically on the nearest enemies.  
**BULLET:** 500 extra rounds for the selected weapon.

## UPDATE

Midnight Resistance has been out for some while for the ST, Amiga, C64, Amstrad and Spectrum, courtesy of Deco.



# MIDNIGHT RESISTANCE

# IGHT ANCE

## LEVELS OF RESISTANCE

Midnight Resistance is set over nine explosive levels, each packed with a full complement of Grimam's bio-mechanical goons from Hell.



**LEVEL ONE:** Simply blast away at the enemy base's entry chambers and dispose of the guardian of traps to gain access to the first anomaly.



**LEVEL TWO:** Conveyor belts, tight crawlways, a massive tank and gun emplacements cause aggravation for our hero before he can stack up at the next anomaly.

**LEVEL THREE:** This forest level is infested with Grimam's troops and massive laser emplacements, along with an enormous laser-sparring mechanism at the end!



**SUPERCHARGER:** Powers up the selected weapon to its full capabilities - especially useful with the flamethrower.  
**SHIELD:** Limited shield protection.



Midnight Resistance was always a blast I enjoyed in my local arcade, but I was disappointed by Ocean's computer conversions which had a very dodgy control method. This version also suffers from the same flaw, although having three buttons to control your mummy

(rather than just one) makes things a little easier. Graphically, Midnight Resistance is almost coin-op perfect, even down to the intro screens at the start, and the sprites and backdrops are true to their arcade counterparts. A special mention must go to the sound - excellent adrenalin-pumping soundtracks, along with some loud, raucous explosions, and if you attach it a pair of headphones and push the volume up to the max, you really do get the full effect that's right, the effect of permanent deafness - EDJ. Overall, Megadrive Midnight Resistance will not only appeal to fans of the coin-op, but to all lovers of things that go boom. Check it out immediately.

**ROBERT SWAN**



**LEVEL FOUR:** Massive tanks bristling with lasers attack in this rocky level, with aid from Crison's airborne shocktroops.

**LEVEL FIVE:** Inside Crison's base - keep your eyes peeled for the deadly helicopter gunships musing about.



**LEVEL SIX:** The rock walls peel away to reveal some formidably resistance-crushing weaponry! Keep an eye open for Crison himself, who launds you by parading his prisoners on a nearby trolley. The prize!



**LEVEL SEVEN:** The shortest level - set by the sea, it sees Bethesda close its closest to kingdom come!  
**LEVEL EIGHT:** A lethal fire-spitting serpent tries to toast your buns on this hellish level.



**LEVEL NINE:** Finally - the showdown with King Crison!



This game would be great if it wasn't for one problem. I found the controls difficult to get to grips with (the rotate-the-gun one especially, even though the programmers have let the player select one of four different systems). Several other players in the office

had similar problems and that kind of knocked the enjoyment on the head for me. What I liked most about Midnight Resistance is that it's quite an unusual shoot 'em up for a Megadrive, ie, there are no spaceships and not hardly any multi-level parallel scrolling. That and the fact that the graphics and music are both very good indeed made this a game I came back to several times, but every time I was cursing that control method! Lovers of the arcade game would probably have enough enthusiasm to persevere with it, but if that doesn't include you, try to have a go before spending the money.

**PAUL GLANCEY**

## MIDNIGHT IN THE ARCADES

Data East were the people behind the Midnight Resistance revamp which was released early in 1990 and achieved moderate success amongst arcade players. DECO, who produced this conversion, are Data East's home conversion division. What they haven't been able to include in the Megadrive version is the simultaneous two player mode, and they have tried to simulate the rotational joystick (which controls the direction the player points his gun) with four different control options. One simply aims the gun in the direction the player is moving, and the others turn the D button into a cycle through-the-eight positions control.



## MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	83
LASTABILITY	85

**OVERALL 86**



# REVIEW

AMIGA

BY GRENLIN

£24.99

## UPDATE

Super Cars 2 should be switching onto the ST next week now, for the same price of £24.99. As far as all you 8-bit race fans are concerned, sorry, but there are no plans for conversions to your machines.

Back in the latter part of 1989, Gremlin released the original Super Cars, a midway-front above-rails game in the mould of Super Sprint but with the added bonus of an eight-way scrolling track, a range of cars and various weapons with which to take out your opponental Pole-Magisterio Peltis (the programmer of the original and the cracking Lotus Esprit Turbo Challenge) have possessed the sequel.

The player starts each racing session with a set amount of money, and a Super Car. Of course, winning's the name of the game, but the money you make has to be spent wisely on upgrading your car and its weaponry to ensure your place in the championship. Lacking the bread, means finishing in the first five places. Failure to do so will mean your automatic disqualification for the rest of the session... pretty big incentive, ya?



▲ Off to a flying start - except for the bloke who just exploded

# SUPER CARS II



## KWIK-FIT WAS NEVER LIKE THIS!

This is a lot of equipment that can be purchased:  
**FRONT MISSILES.** Forward-firing - pretty accurate, but can be avoided with a good...



I wasn't exactly over-awed with the first Super Cars, due to the rather lily graphics, dull gameplay and no two-player mode. Now Super Cars 2 is here, and Magnetic Fields have more than made up for the predecessor's shortcomings. The cars are small, but are all

excellently animated - the cars bob and weave around corners - and the sound is also top, with lots of sampled screeches and explosions. The head-to-head two player option makes the game that much more entertaining, and therefore makes the whole package that much more challenging. Super Sprint-style games are entertaining for a while, but have a tendency to become incredibly boring very quickly. Super Cars 2 is addictive enough to have any boy racer stuck to his Amiga for ages, so if racers are your thing, get this now - you'll love it!

ROBERT SWAN

**REAR MISSILES.** As above, but fire in reverse.  
**WOUND MISSILES.** Deadly! These home in on the nearest car, and blast it in threefold!  
**SUPER MISSILE.** This baby rotates around the car, destroying anything that gets too close!  
**MINES.** These are dropped into the track, and explode after a short delay. Anything within proximity gets annihilated!  
**TURBO BOOST.** Limited but effective - simply blasts the car's speed up to maximum for a short period of time.  
**ARMOUR.** Available in three grades (light, medium and heavy), this gives the car protection from the continuous but never-ending hit by the other racers!  
**BATTERING RAM.** Again, available in three grades, this hits the player, damage and destroy other cars by simply smashing into them!  
**ENGINE TUNED.** Again, available in three grades, this increases the top speed of the Super Car.





## TAKE A BREAK

After a race, people come over to have a natter. These include policemen, journalists, solicitors and even an inspector from the Department of Environment! In each instance, they ask a question, with a choice of three possible answers. Getting it right either whisks up the points or money, or reduces it fine, but if you get it wrong your bank balance will soon tell the tale!



## BUILDING UP YOUR BEAST

The basic Super Car is pretty useless, with weak armour and no weapons. However, once a race is successfully completed, damage sustained can be repaired and fresh weapons can be loaded up for the next race. Once this is complete, the loading screen appears, where the player can buy or sell new equipment and weaponry. Prices for items do tend to fluctuate quite wildly, but with a bit of practice, it's possible to speculate on what future prices will be!



It has wings, a rifle, and being gold all apparently!



Well, I disagree with Rob (as far as I thought that the original Super Cars was terrific. I even bought it when I was a dedicated student with no money) and I viewed this sequel with considerable interest. Even though there's only one type of car, this follow-up is vastly superior to

the original. The graphics have been spruced up, there's plenty more hazards there in (the jumps are an excellent addition) and your motorised steed is far more animated (it occasionally skids along on two wheels!). The addition of the two-player mode makes the game far more enjoyable and the new power-ups make for a much more varied game. As a sequel, it's superb. Gamers have taken the unbridled possibility of the original Super Cars and imposed on it, so if you've got any form of common sense whatsoever, you'll purchase it as soon as possible. The best racing game since Gamers' Lotus.

**RICHARD  
LEADBETTER**



## AMIGA

GRAPHICS	89
SOUNDS	89
PLAYABILITY	92
LASTABILITY	94
<b>OVERALL</b>	<b>91</b>

# FLAMES OF



Daylight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.

Screen shots shown are taken from the Atari ST version. Actual screens may vary by format.

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

**TOTAL FREEDOM- FROM RAUBI**

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) - ( 4,000 characters X 22 megabit tr

# OF FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy.....breaking free is what's hard!



A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zeppline, parachute, rocket pack, or, as seen here, biplane and balloons, all offering superb views of the land and of the other aircraft.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.



The enemy have a vast array of firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



RAINBOW BIRD MASTERS OF STRATEGY

(hundreds of transport X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

PC

£34.99

BY SIERRA ON-LINE

Roger Wilco, gammas expert, can't time here, and one of the three previous Space Quest adventures is back! Having rescued the Two Guys from Andromeda (the authors of the Space Quest series) from the diabolical clutches of the Pirates of Penzance, our hapless hero is out for a little R & R on his home planet of Eternia. The problem is this - the dreaded Sequel Police have had enough of Wilco and all his Space Quest nonsense, and are determined to make sure that Space Quest IV will never see the light of day!

Saved only by the timely intervention of a squad of robots from the future, Roger finds himself hurled into a hole in the time-space continuum - only to find himself on his now-discovered home planet in the scenario for Space Quest X3 - 'nolau's Revenge of Car Roger find out who wants him dead? Will he find a way back to his own world, and someone tell me what's going on? Who knows? Little guess? Find out, same time, same channel, now, yes?



As someone who enjoyed the first three Space Quest games intensely, I can safely say that part four not only matches the hilarity and insanity of the series, but exceeds it! SQ IV is not so much an adventure, but a mass of hilarious problems which the hapless Roger

Wilco has to make his way through. The VGA graphics are absolutely gorgeous, with some of the most detailed backdrops ever seen in a game of this type, and if you've got a sound card for your PC, you can really appreciate the terrific sound-effects that make SQ IV more like an interactive movie than an adventure. The sheer amount of depth is enough to have even the most experienced adventure junk to his machine for ages, and the puzzles are enough to have you pulling your hair out - unless you've solved 'em, you're confronted with another almost instantly! Quite frankly, if you're a PC gaming adventure nut, then there is absolutely no excuse to go out and buy this immediately. Now you'll have to excuse me, the Sequel Police are after me again...

ROBERT SWAN

## GOT THE RIGHT TIME?

To get back from Space Quest X3 to his rightful place in the Space Quest IV scene, Roger is obviously going to have to find some kind of time machine, then find the required co-ordinates to slip him to the correct location in Space-Time.

Luckily, if Roger can help a shrub to that large structure outside the city on Xenon, he will find a Timebouncer 2000 (SQ3), and after working out that the symbols on the control panel look a bit like letters, he just has to find a likely set of six letters, which the three-drive computer will accept as co-ordinates.

Unfortunately, the first string of all co-ordinates only gets him



as far as Space Quest X - Latex Factors of Eternia, where the Sequel Police will soon catch up with him. If he wants to stay alive, Roger has to find his next set of co-ordinates and get to the next scenario FAST! Those Sequel Police tend to shoot first and say 'that' later!



## ROGER, WILCO, AND OUT

Roger Wilco's three previous adventures would be enough to drive anyone nuts, let alone the Space Quest Police. The original Space Quest saw Roger, then a lovely junior aboard the space lab Arcade, foil the evil Sarneo plot to steal the Star Generator and thereby single-handedly save the planet Sarneo and the entire Sarneo solar system from a fate worse than death. That hero saw the Generev leader, the vile Sludge Wobhaul, intent on conquering the galaxy with an army of genetically-engineered life insurance salesmen! Again, our bumbling good guy was able to save the day (more by luck than judgment). The third chapter, The Pirates of Pleasant, saw Roger & "Ironstone," the Teed Gues from Andromeda, kidnapped by a band of evil outlaws out to flood the galaxy with a load of sub-standard software - once again, it was down to Roger to save the day! Now Space Quest IV is here - can Roger save himself?



As the green plane descends the Roggs from your tower, it flies. "How Top 200 consumed 47 times the weight in acid!"



## ICON-TROLS

Unlike the previous Space Quest adventures, part four involves absolutely no typing whatsoever. Now it's just a simple case of point and click with whatever option you have selected. Pressing the right mouse button cycles through seven command icons (walk, look, action, aim, speak, idle and inventory), or you can select one directly by moving the cursor to the top of the screen.



MAY THE FARCE  
BE WITH YOU!

## HARD DRIVIN'

Unfortunately, all these lively graphics (which were faded down then digitized, actually) take up a lot of memory and hence, disk space, so you won't be able to play Space Quest IV unless you have a hard drive in your PC! Alas! Oh, by the way, the game supports MCGA and VGA graphics, mouse, joystick and keyboard controls, and PC, Acio and Roland sound. Just thought we'd better give you all the facts.



Unlike Rog, I've never really been a big fan of the Sierra adventures, because of the rather ugly graphics and those annoying guide-the-man-through-the-maze-of-I-light-gaps bits. However, Space Quest IV is one of Sierra's new-look games so it certainly doesn't suffer from any ugliness problems (if you've a VGA and the digitized graphics are superb) and the mazes I come across weren't as intolerably difficult as they were before so I really enjoyed myself. The other attraction is the unusual storyline, the jolly characters and the oddball predicaments which are actually pretty funny, and keep you playing the game just to see where the next laugh is. The new command system is, I suppose, less daunting to a novice than the old text-entry system, but even here seemed pretty restrictive to me, and it reminded me somewhat of all those old text adventures with tiny vocabularies which forced the player to word commands so accurately so that the computer could understand. The system Lucasfilm used in Indiana Jones and Monkey Island is far more flexible. That grip aside, I was very impressed with Space Quest IV, and I'm sure any friends here that there won't be disappointed by this installment in the series.

PAUL  
GLANCEY

## PC

GRAPHICS	95
SOUNDS	92
PLAYABILITY	86
LASTABILITY	92

OVERALL 90



# REVIEW

## SUPER FAMICOM

£40.00

BY IAINO

A vicious alien empire, armed to the teeth and out for blood, has invaded our system. Earth Defenders, in a last-ditch attempt to protect our beleaguered and battered world, has created the Darius one-fighter - a super-fast shoot 'em up with the latest developments in combat firepower. All that's needed is a pilot brave (or mad) enough to fly it, to guess who's just about to get their call-up papers?

Either one or two pilots (you can both play simultaneously) blast their way through twelve increasingly difficult alien-infested levels, in an attempt to reach the vile alien leader and utterly destroy him. The usual mixture of power-ups are available (more on that later), but the malevolent xenomorphs are out to make sure that nothing on Earth will survive the coming conflict...

### THE FUTURE OF SPACE ENFORCEMENT

When a set of six "bow" aliens are destroyed, a crystal is left behind. The Darius fighters collect these to enhance their firepower in the following ways:

**RED CRYSTAL:** Increases forward firepower, from the initial wobbly pipgun, up to a massive, energy-belt-sucking cannon!

**BLUE CRYSTAL:** Restores the ship with a protective energy field, which can be made twice powerful with more crystals.

**GREEN CRYSTAL:** Increases secondary weapon's firepower, from a single missile to four-way lasers up to massive energy blasts!

**YELLOW CRYSTAL:** Acts as a smart-bomb, annihilating everything on screen!



### UPDATE

Darius has already appeared in one form or another for most machines, the latter due Darius Plus (from The Edge) for 16 bits, Darius Zero (from the Edge) for 8 bits. Taito's own conversions of Darius on both CD-ROM and cart for the PC Engine, and Darius 2 for the MegaDrive/Genesis!



Although I enjoyed playing the coin-op, Darius never really had anything (apart from the three screens) to make it stick out from the rest of the crowd. Darius Twin is cheap as blazes, go, with some excellent graphics (the end-of-level monitors are as exquisite as

their arcade counterparts), and the sound is enough to have any shoot 'em up freak gibbering like a loon, with lots of rough and raucous explosions. The only problem is the game itself - even on a difficult level, it doesn't take long to get right to the end. If you just can't wait for a shoot 'em up on the Super Famicom, try it out but if I were you, I'd keep my money safe, and wait for Super R-Type.

ROBERT SWAN



# REVIEW

# FILES

## THE BOSS FROM 20,000 FATHOMS

At the end of each stage, the giant end-of-level guardians emerge, intent on the Darius fighter's utter destruction. The funny thing is, each has the most ridiculous name imaginable! These include the Dual Shears SP (a giant mechanical lobster), Killer Hagis, (a large metal fish), and Dark Coronatus (a deadly robo-egg lion)! Of course, given enough firepower, these can be done away with...



## THANKS

Thanks to Genesis-Concepts (0288) 712159 for the loan of the cartridge used in this review.



Everyone was disappointed with Darius Twin when it first arrived in the OVG office. The graphics and sound are both excellent (as usual for the Super Famicom), but it's gameplay that's important in making a shoot 'em up stand out from the ordinary. It's in this sense that Darius Twin fails. The same old enemy attack patterns coupled with the end-of-level bosses combine to make a game that simply doesn't excite. The power-ups give the player no real sense of destructive prowess either. What Darius does have in its favour is the excellent simultaneous two-player mode, which no other Super Famicom title has. Some degree of strategy is required to decide which power-ups are better suited to which players and co-operation is essential for success. If you want a two-player blast, then this is probably the best seen outside of an arcade. Solo shoot 'em ups fans should save their money, though.

**RICHARD LEADBETTER**

## PICK A PLANET, ANY PLANET

Getting through to the heart of the alien empire isn't as easy as it sounds, but to give you the smallest iota of a chance, you can choose which planet to fly to. Each Darius plot is awarded the same points offer for more danger and excitement than others, so choose carefully!

## FAMICOM

GRAPHICS	89
SOUNDS	88
PLAYABILITY	85
LASTABILITY	84
<b>OVERALL</b>	<b>88</b>





To remember, it is a great flight sim for beginners and experts alike.



Fly missions in any of six real world areas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles. Each area contains hundreds of missions and each mission will offer depending on your chosen tactics, even if you fly it twice!



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check being broken as you



the hottest seat of them all - Take a look for yourself.

Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple effective, and easy to learn.

Fly missions in any of six real world areas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying

An amazing 3-D environment gives you the opportunity to view the real flying 3-D environments from virtually anywhere around your plane - and a unique "Director" option can be used

The newest smart weaponry and laser-guided armaments are perfect for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy

Enemy pilots and radars chase and react intelligently and quickly. Success depends on making the right moves - and making them fast. F-15 Strike Eagle II puts you in

# F-15 STRIKE EAGLE II



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The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

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# REVIEW ▶▶

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**BY KRHALIS**

## JAHANGIR WHO?

One of the world's most successful sportsmen, Khan has been World Squash Champion six times, and winner of six successive British open squash titles. Born in Karachi, Pakistan in December 1963, Khan learned to play squash at the age of seven - a natural step for the son of a former British champion, Pleshan Khan, who took the title in 1957.

At the age of 13, Khan won the World Amateur Squash Championships, and at 17 became the youngest ever professional World Champion. Since then, he has won every squash title in the world, and over a six year period played in over 500 international matches - with a defeat! To this day this remains an achievement unique in world sport.



Jahangir Khan, world champion in the sport of squash six times, has lent his name to this, a simulation of the final exhilarating of ball sports.

Squash offers the chance to play one or two players, or simply all back and scotchies. There are two types of play, the Club Tournament (league), or the World Championship knockout. The former is organised as a series of up to 8 "rungs", with each rung containing four to six players. At the end of the league, the top two players are promoted, the bottom two relegated to the next rung down.

The World Championship is simply a case of defeating each opponent in order to make it to the Final and take the trophy!

## SQUASH - THE RULES

The rules of squash are reasonably simple - the court is rectangular, with the back half divided into two areas. In this half are the two service boxes, where each player stands whilst serving the ball. The wall at the front is marked with a horizontal line (known as the "tin"), with another line just above the floor (the "board"), and below this is the "tin".

When the ball is served, the ball must bounce off the wall, above the out, before landing in the opponent's half of the court. The ball can bounce any number of times off any walls before or after hitting the end wall. But it can only bounce once on the floor before being returned.

A rally is won if the ball bounces more than once on the floor before your opponent can return it, or if they fail to hit the end wall in the required area. Service is awarded to the rally winner, or if they're serving already, they get a point. The first two to 8 points wins. Easy, eh?

# JAHANGIR KHAN World Championship SQUASH



Having played squash a few times (don't laugh), I can tell you that there's one word to describe the sport - *knockering!* Anyway, Jahangir Khan's Squash is certainly an accurate simulation of the sport - you have to wrench the stick like crazy in order to get to the

ball. In fact, the first few games may be quite off-putting, due to the amount of effort required just to hit the ball, but practice makes perfect, and with a few games under your belt, you'll soon be getting into the swing of things. The match itself is extremely competitive, and exciting in one or two player modes. The number of options available is very impressive, making it a game you can come back to for quite a while, if you're a fan of the sport, or just after something a little different, then you'd be well advised to have a peek.



Someone's gotta be happy



**ROBERT SWAN**

# ▶ REVIEW



I've never actually played Squash, but after playing this game it's hardly surprising that it's an after-hours favourite of hard-dealing businessmen. It's extremely competitive and the speed of the game makes each match a frenzy of action. The control system takes some time to get used to, and I spent an incept few games running after the ball and swiping at it when I was in the wrong place. However, I quickly learned the skill of hitting the ball so that it bounces around, but never actually straight at, the opponent. As usual, playing against another person is preferable to the computer opponents, but having said that, the computer's players are pretty good and even though they vary in skill (they're modeled on professional players) even the weakest can give the novice a run for his money. An unusual but well-executed sports game.

**PAUL GLANCEY**



▲ A nice collection of graphics.



**UPDATE**  
 Jahangir should be causing a racket (ugh!) on the C64 real soon now, for the rather oddball price of £11.25 on cassette, and £19.25 on disk. I don't know - WAT, eh?

▲ Flurry of high-flying balls here.



**ST**

GRAPHICS	85
SOUNDS	83
PLAYABILITY	88
LASTABILITY	86

**OVERALL 87**

**AMIGA**

GRAPHICS	86
SOUNDS	85
PLAYABILITY	88
LASTABILITY	86

**OVERALL 86**

**AMSTRAD**

GRAPHICS	84
SOUNDS	80
PLAYABILITY	87
LASTABILITY	86

**OVERALL 85**

**SPECTRUM**

GRAPHICS	84
SOUNDS	80
PLAYABILITY	87
LASTABILITY	86

**OVERALL 85**

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ALL OUR ITEMS DELIVERED ACROSS AND AHEAD OF OUR TIMES



# CHEAT MODE

WINNERS: **Winkey in Mean Machines**, your quaffing sham, Richard Leadbetter is now "The Mean Man" when it comes to tips, maps and all that stuff. So send all your cheat-type gear in to him at **CHEAT MODE, COMPUTER AND VIDEO GAME'S, PEBODY COURT, 30-32 RABBITWOOD LANE, LONDON, EC1R 3AG**. Top tipster and master of the month both receive \$100 for their efforts so hang up and start hitting keyboards. This month, Richard Pascoe and Paul Bergant share \$100 for their fab **Levinsons** info.



## ALL FORMATS

### SWIV

The Storm blaster scored a massive 80% when we reviewed it a couple of months ago. Here's the cheat for the ST and Amiga versions courtesy of Benji Mohan from Chippingham. Just pause the game whilst it's playing. ST owners should type **RCC-170H** (don't forget the dash) and press return. Amiga owners should type **RCC 1701** (with a space instead of the dash) and press return. The border should flash to signify that the cheat has been activated. Unpause the game and invade lives and yours for the taking!



### BRAT

Widespread Forgetmyaddress-on-Sea has sent in the complete list of level passwords for this interesting game. Don't take about punch-off-the-mark! So off we go:

- |             |             |               |
|-------------|-------------|---------------|
| 1. BSHPCMD  | 8. PCKTACD  | 9. MCKRTEM    |
| 2. MREMDTO  | 9. ITGANCNO | 10. ZUMOHATO  |
| 3. SASUTDZO | 7. MDMWATO  | 11. CHANASHTU |
| 4. SUMATZEE | 8. HODTCOMO | 12. MUGUTSU   |

## SPECTRUM

### COMBAT ZONE

I noticed a severe lack of speedy tips in the lugging Cheat Mode sack, so get packing, you lot! To "get the ball rolling" Oliver Hennessy sent in a vast list of tips. For **Combat Zone**, simply press all the keys on your Specky down. Various messages will appear to let you know that the cheat's been installed. You then have 250 lives and infinite hyper-bombs.

### YOGI BEAR AND FRIENDS

Oliver Hennessy again, this time with a low-down cheat for the H5 fix effort. Hold down the keys **G, W, A, S, D, F**, and **G** on the title screen. The border will turn white, and when you start the game you'll find that you're completely invincible. Is that good, or what?

### SKATIN' USA

Try this cheat for **Skatin' USA** if you fancy going straight to the fourth level! When the game has loaded select the **Type/Date**





LEVEL 5: TQHB  
LEVEL 6: MCRB  
LEVEL 10: MUVB  
LEVEL 15: CQGD  
LEVEL 18: MRRW  
LEVEL 20: KQZF  
LEVEL 25: PQDQ



## SUPER CARS

To get to level two, use the name HANFVEY. If level three is your required destination, then use the name ELLA. Yet there's Paul Gregory mauling this.

## SUMMER CAMP

Paul Gregory from Westham also came up with this tip for infinite Maximus lives in this jolly Q&A romp. Simply get a high score and enter the name CALAMITY. Infinite lives and more yours.



## RICK DANGEROUS

Type JC VEUR WYRE on the title screen in order to make Mr. Dangerous rather more dangerous than usual. You've got Richard Hazler, injured others to thank for that tip.

## MYTH

If you're a bit stuck on the Norse Legends episodes in this terrific System 3 game, press A and Y together for full respawning. Good eh?

## TEENAGE MUTANT HERO TURTLES

Paul Gregory from Westham sent in loadsa tips for the lovely Q&A, including this one about playing the game type in FAMLO, but hold down the CTRL key when pressing P.

## AMIGA

### Z-OUT

Here's an interesting little tipper from Matthew Leaver of Cleethropes. During the game, simply press J and K down together for unlimited energy. But that's not all. Pressing J along with a number from 1 to 6 on the keyboard enables you to choose which level you want to start from.

### NITRO

Matthew Neen came up trumps with the cheat for this Progress race game. Just enter your name as MAU and you'll start the game with a can of fuel and a ton of new shortcuts in the tank to boot.

## THE SPY WHO LOVED ME

Parts of you have sent in this cheat to make your 007 antics a lot easier. During the game type in MISS MOREHRENNY (with the spaces) to increase Bond's longevity. Also use of the P key allows our bad-hopping hero to skip levels.



## WINGS OF FURY

If it's your ingress purpose to cheat on this fine number, simply type in COLIN WAS HERE while playing. Pressing P gives you an extra plane and M gives you infinite ammo for each weapon. Ahsan Aap from Denmark sent that one over the North. See to our sun-drenched British shores.

## TREASURE ISLAND DIZZY

Jonathan Ward from Westham saw fit to send in this load of cheats. On the title screen, just type in HCAAMP (one space) and is and behold! Dizzy now has the ability to fly wherever he wants to go. Sounds pretty cool, huh? Well, maybe not.

## PC

## BUDOKAN

Here's a little bonus for players of this superb PC beat 'em up. Walk to the bottom right of the Demo screen (where you choose your events) and press B. You'll now be whisked off to a three level/Advanced bonus game! Thanks to Matthew and Dennis Beck.

## KING OF THE BEACH

Here's some codes for this Electronic Arts game courtesy of Matthew and Dennis Beck.  
LEVEL ONE: SIDECUT  
LEVEL TWO: GERRO  
LEVEL THREE: TOPFLUTE

## TEENAGE MUTANT HERO TURTLES

Hold down the keys A, S, Q, P, and G when you are in the streets and you acquire the strange ability to walk all over the houses and trees. On the water level you can also



Walk through the stones! Good eh? Thanks to Peter Fenix from County Durham.

Richard Pascoe and Paul Sargent from Colchester (where I do a lot of my shopping) win my special tips prize of £100.00 for this large amount of LEMMING AID (their joke, not mine). If you reckon you can come up with anything worthy of £100.00, send it in. You might be lucky. So, erm... let's get on with it.

# LEMM

## PAWS FOR THOUGHT

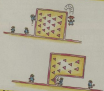
The pause key is your best ally in Lemmings (make sure you use the P key and not the PAWS icon). You can still select icons and reposition your cursor on any Lemming that may be in trouble. Unpause and you're away!

## CLIMBING AND FLOATING

For CLIMBERS and FLOATERS click as far in advance as possible, because when they're moving or falling they're a tad hard to select. As you will no doubt know from the manual, CLIMBERS and FLOATERS cannot be changed, unless one Lemming owns both of these attributes, he's an ATHLETE. These guys are "work hard".



BUT, if you can only create one ATHLETE send him over the block and make him build into any station- and dig through. If it looks like he'll hit the wall make him build over it - his time for freedom will come (maybe)



## DAINGEROUS SITUATIONS

So what do you do when you're at the wrong end of a one-way diggable block? Simply make two ATHLETES. Make the first one a BLOCKER. This'll sure the second one around, and he'll dig through.



You are building up to the door of freedom and you suddenly hear the cry of anguish. These Lemmings, bless their hearts, can't fall too far. Simply build another ladder parallel to the first as shown. Easy when you know how!

# MINI AID



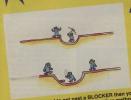
If possible you should avoid traps (although only after one Lemming's hit the dust), but if you can't then here is a tip. The observant amongst you will notice that Lemmings are killed one at a time, so compact them into what looks like only a few Lemmings using a **BLOCKER** or two and only a few are lost.



You might just want to slow down the Lemmings whilst one suicidal marauder builds the path to safety. Digging in a variety of ways does this. When falling a long way, make sure there's a step for the Lemming to land on. This way the poor little bighorns won't fall too far.



All your Lemmings are walking forwards towards a quick dip in the lava - but you haven't got a **BLOCKER**! Argghh! One could build over it, but it's not quick enough and the other perish! To solve this problem, get one to build and another to dig (and then deep enough, build). This makes a pit that will save your Lemmings!



Finally, if you need to get past a **BLOCKER** then you can build over him or blow him up. Another method (especially if you need 100%) is to dig away from under him. This makes him a **WALKER** again. Good eh?

# LEGEND OF ZELDA II

## THE ADVENTURE OF LINK

### HOW TO SOLVE THE CASTLES

Following on from last month's exhaustive players guide, here's get more of Damon Daversa's work. This time he'll be explaining how to complete each of the seven castles.

## CASTLE ONE

Go right and then down the lift. Go left and get the key and walk right (just the first lift). You'll pass another lift (remember this as LIFT 2). Keep going right to get the fairy for some energy then return to the lift. Go up the lift, go right, get the key, go right and right again and get the next key. Retrace your steps to the first lift. Go down and then left, collecting the sword. Now go to LIFT 2 and go down as far as possible. Go right and fight the end-of-level boss. Kill it, collect the key, open the door then continue right. Walk under the statue and place the gem in it. Then go right to get out of the castle.



## CASTLE TWO

Go right and down the lift past the first platform. Go out on the second and get the key. Go down even further to the third platform and get another key. After you have done that go to the lift and up to the first platform. Go left and get the key and go down one platform with the next lift you see to the left. Go left again and open the door with the key. Go left, dodge the bricks, open the door and get the gloves. This smashes the taller bricks. Go back to the



lift and go down, then go right - smashing bricks on the way. You should come to another lift, ignore it and go right. Get the key and return to the lift and go down. Go right and open the door and fight the end-of-level boss. Once he's dead, collect the key and open the door. Place the gem in the statue and go right.



## CASTLE THREE



Go right and down the lift then go right a long way. Smash the bricks below you to get the key then continue right. Keep going right. Ignore the next lift and continue going right. You will see a key. Take it and return to the lift. Go down. Open the door and walk right. Get the next key and continue right. Open the next door and get the rat. Go back to the left past the lift. Open the next door and continue left. Ignore the next lift and keep going left. Get the key and return to the last lift you saw. Go down, right, and fight the end-of-level boss. Kill it and get the key and continue right to open the door. Go right and put the gem in the statue.

## CASTLE FOUR

Go right and down the lift. Go right and you should see a lift. Go down one platform. Go right and jump over the hole. Get the key at the end and go back to the hole. Fall through it and keep pressing right so as you fall you should hit the platform at the bottom right of the screen. Go right. Open the door and collect the Water Boots. Go back to the hole and there is another hole below. Fall through to land on a crumbling bridge. Go right and get the key. Go left across the bridge. Ignore the lift and keep going left. Break through the bricks to get the key and return to the lift. Go straight to the lift and go left. Ignore the next lift and open the next door you see. Continue going left. Use the JUMP spell to jump up and smash the bricks to get the key. Keep going left and open the door. Ignore the lift you see and keep going left. Smash the bricks and get the key. Go back to the lift. Go down and right and collect the key. Come back and go all the way left. Open the door and continue left across the bridge. Go down the next lift and at the bottom open the door to the right. Kill the end-of-level boss and get the key. Open the door and place the gem in statue.

## CASTLE FIVE



Go right and down the lift. Go right and use the FAIRY spell to get on the high platform. You'll see a key on the platform. Just keep going right and off the screen. Come back into the screen on a human - this means you can collect the key. Now continue right. Cross the bridge and open the door. Keep going right. Go down the lift and go left. You'll see some falling bricks and above them a small platform with a key on it. Wait for the bricks to fall and climb on them to get the key. Continue left then down the lift and left again. You should come to another lift. Go down one platform and go right. Get the key and go right. You'll come to a dead-end wall. Just go right - it's an invisible pathway! Go right, ignore the first lift, and take the second up. Go left. Now, take the key and go back to the lift you saw after going through the wall. Go down it. Go left and open the door to get the MAJIC FLUTE. Go back up the lift and take the second lift up two platforms. Go right, open the door and go right again. Kill the end-of-level guardian. Get the key and put the gem in the statue.



## CASTLE SIX

Go right and down the lift two platforms. Open the door (you'll need the MAJIC KEY). Go right, jump the invisible holes (use the JUMP spell if necessary). Also go right. Open the door. Go right, ignoring the lift. You'll see some statues. Do a high jump past the third statue - it marks a visible hole (use JUMP again). Go right, open the door and collect the cross. Go left, jump the hole and continue left. Get back to the visible hole and fall down it. When you land on the platform, make sure it's the one on the right. Walk right to the frepp. Use the FAIRY spell to get across! Go right and kill the guardian. Go right and jump the hole and get the extra life. Go left to the last visible hole and fall down it. Use the FAIRY spell to land on the small platform. Keep going right and fight the end-of-level boss. Kill it and place the gem in the statue.

## CASTLE SEVEN

Go right and the force field will disappear. Go down the lift and at the bottom of the lift, go left. As you are going left jump over the invisible hole after the first pillar when you have jumped the hole, go left to another lift. Go down the lift and at the bottom go right across the bridge and go down on the next lift. Go right, smashing the bricks that are blocking your way. Go down the next lift and go right. After going right you should come to another lift. At the bottom, go right, smash the bricks and go down using the next lift. After going down the lift, you'll come to the three-way path. Go left, down the lift for

an extra life. Come back and go right to get a fairy that increases your life. Go down using the lift and go left. You will see a row of bricks on the ground in front of you. Go to the eleventh brick along, break the brick and fall through the hole. Land on solid ground and go right. You'll come to a crumbling bridge. Move fast to avoid the terror of the final bottom. Fall through the chimney-shaped hole in the frepp. Go right and kill the end-of-level monster. Go right and you'll see an old man holding a TFI-POWER. The screen goes dark and you must fight your own shadow. Kill it and everyone lives happily ever after! Hurrah!



# NINTENDO

## TETRIS

On game type A, just as a block is about to land, hold down SELECT until you've heard the thud as it hits the blocks. Just so that you'll get a gongakium 10,000 points! On game type B following the same procedure produces the word "SUB-CESST", which means you don't have to get all 25 lines. Mark Wiedly from Gloyd came up with that.

Ever been in that situation where you need one of those stick-like straight blocks but the game refuses to "give you one" (as the saying goes)? Well, D Bedford from Australia says you should pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A. A long stick-like block is now yours for the taking. The problem is, you only get one per level.



## GHOST 'N' GOBLINS

Jonathan Carr from Goshul sent in these codes to enable you to start on any level you wish. Hold down RIGHT and push B three times. Then push UP and then press B three times. Push LEFT and push B three times. Finally, push DOWN and press B three times. Now just push START and you're away! Humant

## SEGA

### LORD OF THE SWORD

If casting Boubou buffs and your game takes a look at this tip from David Clough of Aus-tralia. It's a snake, versus, giant spider, centipede, eyeball or snake fly crosses your path, just run away until the creature is off the screen. Retrace your steps and the creature will have gone!

### GAIN GROUND

You have my sympathies if you purchased this rather lacking effort, but Stephen



Winnel has come up with this tip to help you out if you're having a problem gaining some ground. First of all, before you even turn the power on, put the cart in and hold down both buttons on your joystick. Turn on your Sega and immediately push up on your pad. The game will appear to start as normal, but then the screen will blink and the Special Mode will be activated. This enables you to collect any Mega and play the game with infinite food! Carl

## GOLDEN AXE

Still riding high in the charts - and it's been out nearly a year! Lee Hayes has re-created another in a long line of cheats. When you die, press both fire buttons as if you were using magic, and as if by magic, you can carry on where you left off!



# GAME BOY

## SUPER MARIO LAND

Rick Pithers from Stevenage sent in these helpful tips for this excellent Gameboy gem. Take it away, Rick!

1. Before entering a pipe, collect all the coins on the screen. When you come out again all the coins will be restored!
2. At the end of the Bowser Kingdom you will meet King Toadsworth (Rick describes him as, and I quote, "a gobby bloke that jumps up and down spouting invective"). Charming eh? To destroy him, jump over him when he's on the ground and if you have a Super Leaf Mario turn around and fire. If you haven't got Super Leafs just jump on the lever and blow him up that way!
3. When you reach the end of the Bowser Kingdom you look up to Dragonairblaw. This is easy. When he is up, destroy the blocks at the bottom right corner of the screen. Once you have done that go up to the lever and knock it. BOOM!!

# MEGADRIVE

## ESWAT

On the mission start screen where you see your adversary for the mission hold down A, B, and C and press down on the joystick. This accesses the round select screen where you can select any mission by moving left or right. The only problem is you have to complete the game first! Nice one, Neil Colman from Harnall Harpendale!



## DARIUS 2

We thought this was pretty dull when we first saw it, but a couple of months on, it's beginning to grow on us. Jonathan Brooks from Ardingham provided this comprehensive set of cheats (that we saw a few weeks ago in a Japanese mag) that we can be yours (and you can be yours) by pressing A, B, A, C, R, C, C, B, C, A, B, A on the title screen. The words MD HT should appear. Infinite continues are yours by pressing B, R, C, A, A, A, B, B, C, C, C. The words FREE PLAY should appear. For the SPECIAL MODE (this lets you fight all of the guardians one after the other) press C twelve times!







# TOP 20

GALLUP ALL FORMATS

## THIS LAST GAME BYON

1	-	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	-	MAGIC LAND DIZZY	CODE MASTERS	C64
3	-	MAGIC LAND DIZZY	CODE MASTERS	AMSTRAD
4	-	DOUBLE DRAGON	MASTERTRONIC	C64
5	11	PAPERBOY	ENCORE	C64
6	-	DOUBLE DRAGON	MASTERTRONIC	SPECTRUM
7	-	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
8	-	KWIK SMAX	CODE MASTERS	SPECTRUM
9	4	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	C64
10	-	DOUBLE DRAGON	MASTERTRONIC	AMSTRAD
11	14	QUATTRO ADVENTURE	CODE MASTERS	C64
12	-	AFTERBURNER	HIT SQUAD	C64
13	-	PAPERBOY	ENCORE	SPECTRUM
14	-	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
15	-	SWIV	STORM	AMIGA
16	-	PANZA KICK BOXING	FUTURA	AMIGA
17	-	QUATTRO FIREPOWER	CODE MASTERS	C64
18	-	OUT RUN	KIXX	C64
19	-	LITTLE PUFF	CODE MASTERS	AMIGA
20	-	REAL GHOSTBUSTERS	HIT SQUAD	C64

The Codies run riot through this month's Gallup CHARTALK chart, leaving behind a jumble of (mostly) budget and full-price titles in their wake. The question is, where the heck are Lemmings and Speedball 2? This chart copyright of ELSPA.

## ATARI ST

1	Final Whistle	Anco
2	Fantasy World Dizzy	Code Masters
3	Little Fuff	Code Masters
4	F-19 Stealth Fighter	Microprose
5	Speedball 2	Imageworks
6	Arkanoid 2	Hi Squad
7	Fists of Fury 2	Viggin
8	Super Screamie Simulator	Klax
9	Last Ninja 2	Hi Squad
10	World Class Leaderboard	Klax
11	Yogi and the Greed Monster	Hi-Tec
12	Steve Davis World Snooker	CDG
13	Fast Food	Code Masters
14	Super Grand Prix	Code Masters
15	Treasure Island Dizzy	Code Masters
16	Turrican 2	Rainbow Arts
17	Soldregan's Domain	Players
18	Moonwalker	Klax
19	Vigilante	Klax
20	Quadrant II	Klax

Anco's *Final Whistle* 2 data disk hits the back of the list this month - and well deserved, too! *Speedball 2* still hangs in there, but, at long last, those scoured turtles vanish from sight! **Tipped**

**ROB'S TIP FOR THE TOP**  
Being a *Speedball 2* junkie, I can't say that *Final Whistle* is it's new leader by a long way, but *Speedball 2* may do rather well next month. Not happy to see you for *CDG*.

## AMSTRAD

1	Magic Land Dizzy	Code Masters
2	Double Dragon	Mastertronic
3	Quattro Firepower	Code Masters
4	Cavequests	Aladdin
5	Afterburner	Hi Squad
6	Teenage Mutant Hero Turtles	Imageworks
7	Continental Circus	Mastertronic
8	Gary Lineker's Hot Shots	Klax
9	Quattro Adventure	Code Masters
10	Dizzy Collection	Code Masters
11	The Real Ghostbusters	Hi Squad
12	Super Screamie Simulator	Klax
13	F-1 Tornado	Ziggstein
14	Operation Wolf	Hi Squad
15	Rambo 3	Hi Squad
16	Vigilante	Klax
17	TechnoCop	Klax
18	Defenders of the Earth	Hi-Tec
19	Quick Draw McGraw	Hi-Tec
20	Total Recall	Ocean

This is a really *Rollercoaster*, another month of budget games being dominated by budget stuff! Only *Double Dragon* and *Big Action* make up the full-price quotient (though it's worth...

**ROB'S TIP FOR THE TOP**  
Guaranteed a budget title will rule the road next month, so I'm going to plump for...*Magic Land Dizzy* (and that's no joke).

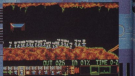


## AMIGA

1	BMW	Storm
2	Panzer Klax Racing	Futur
3	Little Fuff	Code Masters
4	Speedball 2	Imageworks
5	Lemmings	Psygnosis
6	Fantasy World Dizzy	Code Masters
7	Final Whistle	Anco
8	Treasure Island Dizzy	Code Masters
9	Kick Off 2	Anco
10	R-Type	Hi Squad
11	CJ's Elephant Antics	Code Masters
12	Double Dragon	Mastertronic
13	F-19 Stealth Fighter	Microprose
14	A-10 Tank Killer	Stema/Dynamb
15	Yogi and the Greed Monster	Hi-Tec
16	Turrican 2	Rainbow Arts
17	Moonwalker	Klax
18	Super Hang-On	Hi Squad
19	Night Shift	US Gold
20	PC Manager	Enlight

So long, Lemmings, hello BMW! Thisopper (last) 'em up certainly deserves its place in the chart, but both Lemmings and Speedball 2'll be hanging in there for a few more months to come. **Tl' right.**

**ROB'S TIP FOR THE TOP**  
Cook, bit of a toughie, this, but using my powers of clairvoyance I reckon that BMW will still be number one next month - but watch for Turrican 2.



▲ The Lemmings drop in popularity!





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Billa Bacco, Buster Gonad and loads of other familiar faces make their way into this month's Bytesize. Our

choice this month is *Monstrous Madness*—a really good one that will not get too close to Bertie Blarf's parrot...

## VIZ

**VIRGIN GAMES**

**£24.99**

It states quite clearly on the box that you'll never play "a bigger load of crap". Well, Viz isn't that bad, but it's not far off it. The graphics and sound are good, but the different events which make up the game are very basic, and the only possible attraction is the snigger-value of the (sometimes biting) comments from Roger Mollie, in at if you're old enough to buy the game, you'd get more laughs by spending the £25 on a subscription to the comic and a couple of pairs of boxer shorts instead.

**OVERALL**

**59%**

## INTERNATIONAL ICE HOCKEY

**IMPULSE**

**£24.99**

Keep on padding with this not too bad actually ice Hockey game, featuring single and dual player modes, pretty decent graphics, and lots of sampled speech. The only real problem is the fussy control method which does take a heck of a lot of getting used to. Fans of the sport, check it out why don't you?

**OVERALL**

**77%**

## MONSTER PACK 1

**PSYGNOSIS**

**£29.99**

The pack-of-three contains *Flora* (good), *Infestation* (not quite so good), and the infamous *Shadow of the Beast* (which is, pretty but boring). The games aren't exactly outstanding, but for less than £30 this compilation is well worth a look if you haven't got the titles already.

**OVERALL**

**79%**

## SKULL AND CROSSBONES

**DÖMARK/TENGER**

**£24.99**

The Amiga conversion of Atari's buccaneering coin-op is no better than the ST one. But then the arcade game was no slouch so this further demonstrates that you can't make a silk purse out of a sow's ear. Pirate-lovers may see the attraction, but others would probably prefer to feed it to the sharks.

**OVERALL**

**57%**

## THE FAMOUS FIVE

**ENIGMA VARIATIONS**

**£24.99**

And Byron's foursome of annoying brats and their dog aren't really the most inspiring characters to turn into a computer game. However, if you're very generous and have a little brother (or sister) or something who is actually into "The Five", this type-in-graphic adventure might make a good birthday present.

**OVERALL**

**70%**



## ...NEWS FLASH...

...By the time you read this *Dömark's* strategy epic, *Team* should be out and about. Is it your luck as either a combat soldier or President of the United States to change history by winning both the war and the favour of the American people...

...*Wing Commander*, the spectacular space combat sim from Origin, is in the process of being converted to the Amiga for release some time later this year. The PC version was only worth playing on machines twice as fast and with twice as much memory as the Amiga, so we can only ponder on the potential of the conversion. What will they have to cut out? Or are the Origin programmers such a talented bunch that they can cram the whole game in? As soon as we know, you will too...

Toliet humour, coin-op clones and console-free, futuristic action, the Vietnam War - Robert Swan takes a look at the

latest Bytesized bundle to hit the ST, and wonders where it'll all end - stuck in the U-bend, perhaps?

## VIZ

**VIRGIN GAMES**

£19.99

Almost identical to the Amiga version, ST Viz is a stay in the audio-visual departments, but a ST game as far as gameplay is concerned. Defiant viz fans might love it, but as with the other versions, this isn't half as entertaining as a copy of the mag of the same name.

**OVERALL**

58%

## DISC

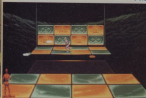
**LOWRIEL**

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Hands up, all that remember the old Discs of Tron coin-op? Well, Disc is practically identical to it in most respects - simply try to destroy your enemy by hitting him with a disc! Anyone yearning for nostalgia will enjoy this bit, alas, not for long.

**OVERALL**

74%



## MASTERBLAZER

**RAINBOW ARTS**

£19.99

The Amiga version got a very healthy 88% back in issue 110, and I'm happy to say that the ST version is just as colourful (well, almost), playable and addictive. Gamers with a taste for hard 'n' fast action would be well-advised to add this to their collection.

**OVERALL**

89%

## 'NAM - 1965-1975

**DOMARK**

£29.99

Out of all the Vietnam games ever made, this has to be the most complex of all. With detailed maps and a massive number of tactical options, and the option to become two of America's presidents (just at the same time, mind), this is a treat for all lovers of military strategy - even if it is a trifle expensive.

**OVERALL**

90%



## CHOOSE YOUR PLAYER

### SKULL AND CROSSBONES

**DOMARK/TENGEN**

£19.99

The totally abysmal ST/Amiga conversion of Domark's Tengen floppydisk, and this one doesn't clear up the mess - poorly animated sprites, awful sound, and little or no gameplay whatsoever. Leave it alone, unless you're mad.

**OVERALL**

57%



## ...NEWS FLASH...

Coming soon is an ST test you, courtesy of Entertainment International - 'Rolled, a conversion of a little-known Taito coin-op, which involves flying around a screen full of aliens, covering up parts of the screen as you go, a la Qix. The PC Engine and Magistrate versions were a hoed, so the ST game should be a real doozy...



Core Design are busy tearing away at the moment on their first flight sim, AR-TSM Thunderhawk, based upon a fabulous combat chopper. Also on the boards is Warzone, a two-player blast in the Commando mould...



Freemove are about to unleash the ST version of their graphically stunning Awesome. Apart from a small loss of speed, and the obligatory colour and sound differences, ST Awesome should be just as smart as the Amiga version.







Initially reviewed on the Amiga (back in issue 108), one of the best racers in recent years finally surfaces on the C64 in this month's Bytesize. Robert Swan takes Lotus Esprit Challenge - amongst others - out for a test drive...

## LOTUS ESPRIT TURBO CHALLENGE

**GREMLIN** £16.99

Personally reviewed on both Amiga and C64, the C64 version retains practically all of the 16 bit game's presentation and addictive qualities, and considering the C64's capabilities, most of the visual panache of its older brothers. An excellent racer, and one well worth adding to any gamer's collection.

**OVERALL** 89%

### VIZ

**VIRGIN GAMES** £16.99

The 'Wiz' gang also turn up on the C64, and in comparison to the 16 bit versions reviewed elsewhere, this rapid 'racer' is about as entertaining as having your face rearranged by Billy Baccus, and for the price, you'd do better off subscribing to the mag! (as long as you're over 18 of course - Law-abiding Ed)

**OVERALL** 66%

## SKULL AND CROSSBONES

**DOMARK/TENGEN** £12.99

Disregard! I thought the 16 bit version was bad enough, until I saw that Bucky sports wobble and jolt their way through numerous dull backdrops, and the sound is enough to have you reaching for the trash in seconds. A complete travesty, and a game that would have Earl Flynn tearing in his grave. Avoid!

**OVERALL** 32%



## ...NEWS FLASH...

...Not much in the way of C64 or Spectrum news this month - except to say that Novagen's classic 3D arcade adventure is now out on both machines at a budget price of £2.99! Bargain of the month, definitely, and if you missed it first time around, make sure you get hold of it now!



# SPECTRUM

## TV SHOWTIME

**DOMARK/TV GAMES** £14.99

It's time to take a visit to Compilation City this month, with two packages from Domark - but there's also a conversation of one of Gremlin's recent racing hits, fool Robert Swan moseys on down to Specworld to have a look...

Another compilation, this features Bob's Full House, Blockbusters, Every Second Counts, The Kryston Factor and Bullyboys. None of these were reviewed with any great deal of enthusiasm when first released, but this is okay value for those folks who enjoy answering lots of silly questions. Datz show buffs, check it out.

**OVERALL** 83%

## THE WINNING TEAM

**DOMARK/TENGEN** £14.99

A compilation of five of the best releases on the Tengen label - the okay Vindicator and APB, the excellent Escape from the Planet of the Robot Monsters and Cyberball, and the totally brilliant Klax. For the asking price, this set is tops in the VTG1 tables, and if you haven't got any of these in yet, you couldn't do better to rush down to your local software right now and part with the cheques!

**OVERALL** 90%



## TOYOTA CELICA GT RALLY

**GREMLIN** £16.99

Compared to the Amiga version (which received a healthy 87% back in issue 110), the Spectrum version is a real disappointment. The graphics are a bit jinky, which makes life difficult as you can't really see what's in front in time to avoid hitting it. Take a look, but don't expect too much.

**OVERALL** 76%

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# World Class LEADER BOARD

GLOBAL COUNTRY CLUB

PLAYER	TS	TR
1	10	10
2	10	10
3	10	10
4	10	10
5	10	10
6	10	10
7	10	10
8	10	10
9	10	10
10	10	10

## CLUBBED SENSELESS

Every golfer carries a number of clubs around in his caddy bag. They vary in length, and in the shape of the heads, giving them different distance capabilities. The distance to the green is always displayed and by using your own calculations (or the chart supplied), you then judge which club to use. On novice level, the computer caddy chooses the best club for you.



## LEADERBOARD: A HISTORY

Leaderboard first appeared on the C64 way back in 1986, where the computer world was amazed by the realistic 3D graphics and the fact that it played a damned good game of golf, too. All it lacked were obstacles such as trees and sand-traps, but the original was soon followed by the Leaderboard Tournament Edition which added those details to the courses. The Sega version is based on the most recent Leaderboard game, World Class Leaderboard, which featured the same four courses.





### UPDATE

World Class Leaderboard has been out on the 8-bit budget labels for quite a while now and is highly recommended. The same goes for 16-bit Leaderboard, although golfing Amiga fans should go for PGA Tour Golf for the best digital rounds of golf.



47 YDS

PUNCH CLUB PH



PGA TOUR  
SCORE  
100 YDS  
PGA TOUR  
100 YDS



Leaderboard is an outstanding golf game, easily surpassing the standards set by Great Golf and Galifarnia. The crisp graphics and sampled sound are both excellent, and the control method is superb - easy to get to grips with, but subtle enough to allow experts to

swerve the ball left or right. The courses are very challenging - especially the Gauntlet - and it certainly takes a lot of practice before you get around on par. The great thing about Leaderboard is that unlike most games which lose their appeal once they're finished, you go back to this one time and time again to see whether you can beat your course record! So if you're after a high quality sports game with masses of lasting appeal, make sure you take a good look at this!

JULIAN RIGNALL

### SEGA

GRAPHICS 88  
SOUNDS 93  
PLAYABILITY 92  
LASTABILITY 88

OVERALL 90





# REVIEW

AMIGA

£24.99

BY GREMLIN

It is two hundred years since Mrs. Taw of the Blacklights, reborn the shattered Frostbite and defeated the evil Hawk and his Undercity minions, thereby restoring peace to the cyberworld of Thraxx. Life went on as before with the people safe in the knowledge that Hawk and his forces of darkness were dead and gone forever.

Or so they thought.

Now, two centuries later, the evil one has resurfaced, and once again shattered the powerful Frostbite, scattering it over the planet's surface. Hiro's great great grandson, a Blacklight in training, has taken it into himself to follow in his ancestor's footsteps, defeat Hawk and free Thraxx from his malicious grasp once and for all!



# SWI



## INSTRUMENTS OF DESTRUCTION

Our hero has quite an arsenal at his disposal. To begin with, he can only slay an enemy with his blade, but along the way, the following weapons can be collected or purchased from a shop:



**PLASMA GUN** Fires single bursts of destructive energy.



**FLAME THROWER** Emits a powerful burst of napalm death, trying anything in its path.



**BEAM LASER** Fires a laser beam ball which annihilates everything in its path. Slow fire rate, though.



**SPIN BLADES** One of the faster weapons, this lets you feel deadly throwing stars at anything stupid enough to get in the way.



**HOMING MISSILES** Lock in on any enemies in the vicinity and destroys them all. Definitely the most useful weapon but not easy to come by.



The depth and sheer addictiveness of the original made it an instant classic, and Switchblade 2 automatically falls into the same category. The first thing that grabs you by the throat is the stunning consoleque graphics - beautifully designed sprites blast around

the screen at a hectic pace. In fact, some of the most superlative backdrops yet seen in a game of this type. The sound's nothing to sneeze at either, with lots of loud sampled explosions and blasts - it's enough to make you turn down the TV to save your battered eardrums! And Switchblade 2 is definitely no one-sided wonder. The sheer size of the game ensures that even the most battle-hardened gamster will have more than enough to deal with, and the whole thing's so addictive, you won't want to play anything else. If you're a fan of the original, or enjoy an excellent mixture of expansion and blasting, then there is no alternative - Switchblade 2 is a must. Buy it now, or forever hold your head in shame!

**ROBERT SWAN**



# SWITCHBLADE 2

## UPDATE

Switchblade 2 will be heading into the £7 retail store, for the same sum of £24.99. Apart from minimal colour, speed and sound differences, it should be as stunning as the Amiga version. Check out a featured review in the near future.

## SHOPPING AROUND

As well as locating power-ups along the way, you can also buy them from the shop, which resembles a glowing portal. Get your wad out for INFO: Tells you useful bits you need to know to complete the game.

**SMALL HEART:** Restores full of life energy.

**LARGE HEART:** Restores full energy.

**BARREQUER:** Extra life.

**POWER-UP:** Increases effectiveness of all weapons.



**FULL AMMO:** Restores a full ammo clip - handy when you're running low.

**SHIELD:** Temporary invulnerability.



A lot of people said that the original Switchblade was rather too similar to Risk Dangerous for its own good. I actually thought it was a whole lot better. The platform puzzles relied more on skill than luck and the emphasis was on the arcade action. The same can be

said of this experiential sequel. The blasting action is pretty enjoyable and there's some really devious puzzles thrown in for good measure. My only gripe is that there isn't really enough enemy sprites on-screen at once and the power of the weapons is toned down accordingly. In its favour, Switchblade 2 has some expert graphics and super-smooth scrolling and all of the levels are huge, with some secret rooms as well. I would've liked to see a bit more in the way of reaction-testing but as it stands, Switchblade 2 is an essential purchase for arcade adventure fans alike, with bags of testing appeal.

**RICHARD  
LEADBETTER**



## AMIGA

GRAPHICS	94
SOUNDS	87
PLAYABILITY	91
LASTABILITY	92

## OVERALL

ISSUE 45 • JUNE 1991 £1.80

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# REVIEW ▶▶

PC ENGINE

£34.00

BY NASHYA

Welcome to the future of road racing, with the Motorcade 2000 World Tournament. The aim of the game is simple - win by whatever means possible.

Of course, this isn't all as easy as it sounds - you have the choice of three vehicles to race with: a ground car (which is nippy, but not too rugged), a tank (heavily armoured, but slow and difficult to manoeuvre), or a hovercar (which floats above the other vehicles, but is even more difficult to control).

These difficulties can be easily overcome by buying better parts for your vehicle - if you can afford it! To save your money, you need to complete each treacherous course in one piece (there might just be a few deposits on your final position).

Of course, the other drivers have the same ambition, and they'll bump or shoot you off the track, give you half the chance, leaving your vehicle a smoking ruin in the gutter. Every time your car is left behind a has to be forced back into the thick of the action, using up some of your precious supply of fuel. If this runs out, you're out of the race.

Up to five players can take part (with a Multi-Tap and enough controllers), to get out there and burn rubber (or something like that).

Enter the road warriors!



## WE'RE THE BOYS TO TRUST

Don't bother taking your racer round to Kwik-Fit each vehicle can be enhanced in this pit, but only you've got the ready cash to pay for it! There are three grades of equipment, which in practical terms, means that it isn't wise to race with a weak grade one engine under the bonnet of a large grade three bonnet. Similarly, it would be difficult to control a car with a grade three engine and grade one tyre. **TYRES** increases your vehicle's road-holding capabilities. On a hovercraft, the equivalent pieces of equip-

# MOTORCADE



There are quite a few PC Engine race games of this format, but Motorcade 2 is definitely one of the few that is worth getting. Handling the cars is a little tricky to get to grips with (the hovercar is particularly tough to handle) but perseverance is the name of the game, and

with a little practice, you'll be heading around the treacherous circuits like a seasoned pro. The add-on parts make things that bit more entertaining, not to mention frustrating - there's nothing more annoying than having another player come up behind and blast you in the rear! Overall, a highly-charged, not to mention highly-competitive game that's enjoyable and fun to play - and that's what counts.

ROBERT SWAN



ment are different types of fuel.

**ENGINES** More expensive engines add more power, and hence make your vehicle faster. No surprise there.

**BODY** Each body makes the vehicle selected that bit more sturdy, so it'll take more knocking before becoming scrap iron! Also, more powerful bodies are more streamlined, providing an edge in the speed stakes. You can sell unwanted parts as well, but just remember, because they're now sold here, you won't get as much money for them!

Photo-copied from 'Up for the job'!



# ROUND 1

## HIGHWAY

### FORMULA ONE WAS NEVER LIKE THIS

Not only can you enhance the vehicle's racing abilities, but if you're feeling a bit smug, you can buy additional weapons and items in order to get one over on the others!



4. The car's primary attack!

# OVER III

**REPAIR:** Restores all your fuel and repairs any damage.  
**BARBER:** A type of deflector shield, this reduces the amount of damage taken when hit by another vehicle.  
**MOPPER:** Fancy playing mop-up? This'll allow you to bounce over the opposition!

- ITEMS
- 1st IRMG
  - 2nd COMPS
  - 3rd COMPS
  - 4th COMPS
  - 5th COMPA

The winning strategy.



**THANKS**  
Thanks to Corusio Concepts (0782 740258) for the loan of the cartridge used in this review.

▶ The cars jostle around the track.

**HYND:** Gives a single burst of acceleration, to help take you to the front of the pack.  
**WIND:** Similar to the booster, this allows short bursts of flight to take you over the rest of the field.

**DR:** Straight out of James Bond, this spritz of puddles onto the track, sending anyone behind you out of control.

**DRELL:** Spinning spikes appear from your hub caps to scrape the fancy paintwork on those other cars.

**FREZZE:** But this icy blast freezes the steering controls of other racers.

**BOMBER:** Releases land-mines on to the track - when another racer hits one,

**BOOM!**

**CANNON:** This front mounted machine gun allows you to spray the opposition with rotten lead!

**LASER:** Another handy anti-gun, with which you can blast the others - and it does a lot of damage!

**MISSILE:** Depending upon where the other racers are, missiles will fly from the front, side or rear.



▶ Missiles away!



▶ Check out the stats here.



I really want a bundle on the original Motorroader - it was definitely one of the best games to buy if you had a jolly tap. At first I wasn't too excited by this sequel because apart from the graphical changes, there were no vast improvements.

However, a few games were all it took to change my opinion, and I find the action as enjoyable as ever. The chance of different vehicles adds less to the game than you might expect because the hovercar and the tank don't have many advantages over the car. It's the extra weapons that spice the game up a lot - that, and the multi-player option which bumps up the fun factor about twentyfold. Zapping two human co-racers with a laser or flipping over them with wings spread is just great, so, like I said, if you've got a multi-tap and a bunch of mates to play against, this is a game you must buy.

**PAUL  
GLANCEY**

## PC ENGINE

GRAPHICS	88
SOUNDS	84
PLAYABILITY	93
LASTABILITY	90

**OVERALL 89**





# REVIEW

## SUPER FAMIGOM £29.99

BY BANDAI

# ULTRA

Ultra-Man is a strange metallic creature from the planet M-17, whose sole purpose in life involves protecting innocent life-forms from towering hostile creatures, intent on world domination. He has one reliable method for dealing with these beasts. Relying on his powerful fists, feet and magic, he simply beats the seven shades out of his assailants until they finally bite the dust.

There are ten adversaries for Ultra-Man to annihilate - and none of them are less than fifty feet tall! All of these monstrous baddies have their own methods of attack, including fire-breathing, lasers and good old fistbuffs. However, laser demons are a bit more cunning in their approach, using magic to do odd-out metallic items.

When our hero eventually conquers each foe they can only be totally dispatched with the aid of the most potent magic that Ultra-Man has available.

た



**THANKS**  
Thanks to Console-Concepts 0060 (T12759) for the loan of the cartridge used in this review.

## スーパーファミコン

### ULTRA-TACKY

Ultra-Man is the star of many cheap B-movies for Japan and secured himself a cult following in the Eastern shores. One of his films was shown in a recent Channel Four challenge movie season. But did you know that Ultra-Man is in fact a member of the Ultra-T, a band of cosplayers intent on eradicating the cosmos of everything evil? Each member of this Ultra family has its own Ultra powers, and this Super Famicom game replicates all of Ultra-Man's powers. Good eh?



Ultra-Man is not going to win any prizes for using the Super Famicom's advanced hardware. The sprites are large and well-animated, but even the PC Engine has matched this (remember Drunken Master?) The parallax backgrounds are quite nice, but not spectacular.

The sound is great, with bizarre Japanese-style melodies that suit the B-movie atmosphere perfectly and there's some excellent effects too. All of the monsters make their own individual noises, and Ultra-Man's chest panel starts beeping alarmingly when time starts running out (and his chest light flashes too). The beat 'em up gameplay is pretty simplistic, but it's very enjoyable and addictive. Throwing all manner of prehistoric beasts around the screen has never been so much fun! Although the action becomes a bit stale after quite a while, Ultra-Man is well worth looking up, however, if you're after the ultimate beat 'em up, Final Fight still rules without a shadow a doubt.

**RICHARD LEADBETTER**



# ULTRAMAN

750pt

## ▶ REVIEW

### ULTRA-VIOLENCE

As well as having fists and feet of steel, Ultra-Man has five different types of magic at his disposal. Simply wait until the required power level is reached, and then press the back-right button to select a power. The green button on your Famicom control activates it.

**SUPER LASER** One point from Ultra-Man's magic fingers results in three laser bolts being fired. Not that powerful though.

**LASER HOOPS** Far more powerful than the Super Laser, but this weapon uses a lot more energy.

**LASER SAW-BLADES** Takes A powerful saw-blade is thrown at the foe, and boy, does this cause damage!

**SUPER BOLTS** These powerful bolts can reduce the enemy energy bar in seconds, and are also used to finish off the enemy and move on to the next level.

**SHIELD** Use this to halt your enemies' blows and reflect back their lasers or fire. An essential aid in later levels.

### ULTRA-HEAVIES

Ultra-Man has ten heavies (Teletoon weighs 120,000 tons!) to deal with in the game, all of which he's done better with in his movies, and they are...

**DORULAR** This cockroach-like creature flies in the wasteful finale in the whole game. Easy!  
**TELETOON** Another dragon descendant, this guy combines fire-breathing with a lethal fire in head-butts. Ouch!

**JAWRYA** Lethal claws and a vicious kick combine to make this guy Ultra-Man's first real problem.

**QUILLTON** This strange spiky-spined fiend puts strength-sapping energy bolts and foot-hugging fire-balls at our ultra-man's feet. Tough with a capital F.

**LED KING** Mistakenly dubbed Red King in the game, this jumped-up slug from outer space is even more powerful than the mighty Gullton. He's one of scariest things yet seen in a rubber suit.

**ALIEN BALTAN** As well as shooting fireballs from his claws, this guy projects telekinetic energies of himself anywhere he pleases, so

Ultra-Man has a lot of a job deciding which Baltan to attack first. Oh dear.

**GEREMON** Yet another dinosaur descendant and the LED King. Geremon swings his tail at Ultraman, but he also swings it around his foe to separate the foe out of his sights! Ouch!

**ALIEN HOLYMAN** This four-eyed monster has the same abilities as Ultraman, and can even use the same magical weapons! Holyman cannot be killed, but once beaten he escapes, warning Ultraman that he's ready in trouble.

**GEREMON** A brightly coloured lizard fiend, Geremon can send Ultraman racing with his Compressive Waves, and shoots poison-dart spines from his back.

**ZITON** Not even Ultraman's most powerful magic can destroy this nightmare of nature.



After the initial batch of superb Super Famicom releases, we seem to have come to the more mediocre stuff. Ultraman is one of the most entertaining titles in the recent bunch, but it's not one of those games that persuades you to buy the machine. The monster sprites

are nicely animated, and are very accurate to the original characters - the dinosaurs even look like they're made in rubber suits! The sound effects are good too, but the tunes are really camp and naïf. Ultraman's only real weakness is that the gameplay is rather limited and not at all fancy. Once you've fought your way past ZitOn, there's no real competition to play it again, as unless you're a major level 'em up fan who already owns Final Fight (or indeed an Ultraman fan, though that seems unlikely), you'll be better off saving your money for Super R-Type.

PAUL  
GLANCEY



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### FAMICOM

GRAPHICS	86
SOUNDS	83
PLAYABILITY	83
LASTABILITY	70

OVERALL 81





# REVIEW

PC

£34.99

BY VELOCITY/US GOLD

# JET F

There can't be an Amiga owner who hasn't heard of F/A-18 Interceptor. You haven't? Where have you been? Interceptor was the first Amiga flight sim which was more of a game than a simulation, and it was also notable for the fact that it was the first flight sim in which the "pilot" could view the action from outside the plane.

Anyway, Interceptor was converted onto the PC and released as Jet Fighter, but it was only ever available in import. Jet Fighter II is, not surprisingly, the sequel, and is being distributed by US Gold, so it should be much easier to get hold of.

Jet Fighter II is pretty similar to Jetfighter, featuring the F/A-18 based around the fictional Maritime F-200 Advanced Tactical Fighter, nicknamed the Black Widow. This amazing supersonic fighter-bomber has a top speed of Mach 1.5, and can literally fly circles around enemy aircraft. If you feel that all this is a little too much, you can always choose to fly a Grumman F-14 Tomcat, a General Dynamics F-16 Falcon or instead.

Each mission involves the pilot taking his selected aircraft into the wild blue yonder over the west coast of the USA (which has been invaded by terrorists, believe it or not) and eventually blowing the heck out of something: ground bases, SAM sites, tactical targets, convoys, enemy patrols and MIG fighters (all come in for a pounding). Once the primary and secondary target have been eliminated, it's back to a friendly airbase in time for a cold one...



## THE NORTHROP F-200 ATF

The brand new aircraft is as deadly in action as it looks - extremely agile in high-g flight, capable of opening up to Mach 2, and packed with the same state-of-the-art electronics as the F-117A Stealth Fighter. A US Navy aircraft, the F-200 is fully capable to launch and land aboard the latest carriers, and is equipped with a General Electric F-120 engine capable of 35,000 pounds of thrust. Add to that all manner of Sidewinders, AMRAAMs and other air-to-air and air-to-surface missiles, and you've got yourself one dead-bait plane!



For once in my life, I'm lost for words! Why I enjoy flight sims so much is the feeling of "being there", and in that respect, this has to be one of the most outstanding simulations ever seen. Jet Fighter II's 3D graphics are slick and very realistic, and they cheer attention to detail

is incredible - especially the shaded VGA horizons when you're flying a night mission! The sounds that emerge from an Audio card are pretty damned good, too, and only serve to enhance the game further. In fact, the amount of missions and options available is enough to have flight 'n' flight fans reduced to a gibbering wreck! If you're the proud owner of a suitably powerful PC then you couldn't do better than to take this out for a test flight. Now I've got absolutely no excuse not to go out and buy a test PC...

**ROBERT SWAN**





### A ZOOM WITH A VIEW

Like its predecessor, and many other recent flight sims, Jet Fighter 2 doesn't limit the player to a straight-ahead view from the pilot's seat. From the cockpit, you can pan the view and look directly past the tail of the aircraft, and if you hit the "V" key on the keyboard, the view switches to an absolutely any-angle external view, with zoom control. There are also options for a view from the control tower at the airstrip where you took off, and if you have a missile in the air, you can watch it streak toward its target.



### CARRIER LANDINGS

Jet Fighter 2 is one of only a few computer flight simulators which can station the pilot on an aircraft carrier. Taking off isn't much of a problem, but landing on such a small runway is something else! Use the Instrument

Landing System to line the plane up on the glide slope, then gradually take the power down. Drop the landing gear and the arrestor hook, then gently stall the plane onto the deck. If all is well the arrestor hook should stop the plane immediately, but any mistake and you'll have to spot the throttle is full, take off and try again!



### EJECTION PROBLEMS

Another feature which is rarely found in other simulators is how the crash seems imminent. In CFM1 and II, and the cockpit suddenly drops away as the plane plunges to the earth. You can then switch to an external view and watch yourself floating gracefully down on your parachute.



I like having a nice big PC on my desk, because I can crack the whip at my lackays and when nobody's watching I can have a go at a fab fight sim like this. Jet Fighter 2 was a game I liked because it was spectacular without being complex to play, and this updated version is similar in that respect. It's dead easy to get into, and easy to get a lot out of. Unlike Interceptor, there are more than five missions to play - a lot more! In fact there are about 130 different series to fly, some of which are quite unusual, such as the Cruise missile interception, and airstrikes with a wing-man flying alongside. The graphics are nice, and even without a sound card the effects and music aren't bad, but the only problem is, as usual, you do need at least a 12 MHz AT to play. The only other negative thing I could say is JF2 isn't quite as technically polished as Red Baron, but then that's a selling a lot. But there's no faulting it's playability, and as ever that's what counts. Nice going, Velocity.

**PAUL  
GLANCEY**

**PC**

<b>GRAPHICS</b>	<b>92</b>
<b>SOUNDS</b>	<b>85</b>
<b>PLAYABILITY</b>	<b>93</b>
<b>LASTABILITY</b>	<b>94</b>

**OVERALL 93**



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# REVIEW ▶▶

NINTENDO

£34.99

BY NINTENDO

If the prospect of zooming around Daytona in a battle-damaged **HUSKAR** automobile sounds decidedly appealing, then the NES conversion of the notorious *Ten Commandments* could be the one for you.

You adopt the role of Cole Trickle (7), who drives around the major NASCAR circuits in the USA with the express purpose of finishing the race in first of all the other participants, thus winning. This is achieved by driving around the 1.9-mile 2D track, avoiding as many other cars as possible before the end of the race (watching out spelling it out, is there?) (E)

But remember, this race is very grueling and arduous so you can't let your car going on the same set of tyres. Therefore, an occasional visit to the pits is in order, where your car can also receive a number of other benefits including extra fuel!

Along with the racing action, there is also a few animated screens based on scenes from the movie - and don't expect a cashed W.E.S. rendition of "Show Me Heaven".

## CRUISIN' FOR A MOVIE

Released in the latter part of 1980, *Days of Thunder* was given a unanimous thumbs down by the vast majority of critics the world over. Described by many as "The

Gun with cars", it cast Tom Cruise as Cole Trickle - the Top Gun of the NASCAR world, aided and abetted by his sexy physician Nicole Kidman. The entire film plot generally involved Cruise winning a few races, losing a few (and getting to grips with Miss Kidman before winning the big race at the end - huhah! Who said that thought provoking plots and sensitive screenplays were a thing of the past?



Nicole Kidman - girly/girly!



*Days of Thunder* ranks as one of the most pitiful NES carts I've had the misfortune to review since I started at CVD. The 3D effect is quite pleasing, but the sprites are small and ill-defined, raising the effect altogether. Since **NONE** of the tracks have any right-hand turns at all,

they're all tedious beyond belief! The only difference is the colour of the sky and the stripes on the track. Boring! The speed of the game makes it about as exciting as an eight-day opera and the action itself is redundant in the extreme. The sound consists of very dull and uninteresting talettes and some sampled speech. In fact, I'd go so far to say that the best thing about the game is the intro sequence. There's some sampled thunder and breaks of lightning before the game opens proper. Other than that, *Days of Thunder* is a complete travesty that must NOT be purchased under any circumstances whatsoever.

RICHARD  
LEADBETTER

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YOUR FOUR PERFORM  
P WILL WITHDRAW  
AND YOU IMPROVE  
FIND STOP YOU NO  
PLEY THE TRAIL  
IN AN AVERAGE LAP  
OF 10.0 SECS  
BOULE DE

## IT'S THE PITS

If your car looks a bit the worse for wear, entering the pits at the beginning of each lap is probably the best way to get your car working again. Here, new tyres can be bolted on to your speed-machine and extra fuel tops up your tank. If your engine is completely exhausted, a new one can be added. But remember, time is ticking away and a fast pit-stop is essential in maintaining a good overall time.





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# REVIEW

PC ENGINE

£34.00

BY IREM

You'd think princesses would have better things to do than be kidnapped by evil emperors and whisked away to far-off lands. But that's exactly what's happened (surprise, surprise), and it's down to little Tonma, the princess's beloved, to sort it all out.

Tonma has to get through seven wild and tricky levels of scrolling platform action, blasting the emperor's mutant minions using his magical gloves, blasting the emperor's mutant minions using his magical gloves and collecting keys, power-ups and shields along the way. Also, bags of loot and treasure chests lie scattered about, which boost Tonma's bank account.

At the end of each level lurks an evil demon, summoned by the emperor to stop our diminutive do-gooder in his tracks. Blast that to smithereens, and it's on to the next level.

At the end of the seventh level lies the chief menace, the emperor himself. Succeed in destroying him, and the two love-birds are reunited. Fail, however, and the princess will be subjected to watching "The James Whale Radio Show" for the rest of her days!



## THE EMPEROR'S PERSONAL GUARD

At the end of each level, massive demons summoned from the pits of Inades emerge, and try to do Tonma some serious bodily harm. Here's a list of who will do the dirty deed:

**LEVEL 1:** A giant skeleton, with an enormous blade fixed up in our hero. Watch out, though, as this demon's sword splits out a ball of energy which chases Tonma around the screen!

**LEVEL 2:** A giant scalded serpent will fly around the screen, and must be blasted three times before he turns Tonma into a charred briquette!

**LEVEL 3:** A strange plant-like creature spurs out mini-creatures at you, intent on your doom.



**LEVEL 4:** Two powerful bats rise up from a terrifying statue, firing many deadly bullets at our hero.



**TONMA**



Having never played Legend of Hero Tonma in the arcade, I wasn't quite sure what to expect, but I can safely say now that this has to rank as one of the most entertaining platform games I've played in many a moon. The graphics are great, with bright, outsize sprites bouncing around all over the screen, and some really leaky backdrops, and the sound is full of bouncy, jolly tracks and explosions that are a treat to the ears. Playability-wise, Tonma is really addictive, and easy enough to get into, but is challenging enough to keep players going for a long time. The only gripe I have with this is that there are infinite continuos, so anyone lacking in willpower can simply cheat his way to the end. This aside, Legend of Hero Tonma is fun, entertaining, and a real laugh - and that's what a game should be. PC Engineers are advised to add this to their collection at once.

**ROBERT SWAN**



### G-LOVELY POWER-UPS

Tonma's magic gloves are a bit wacky to start off with, but by collecting the power-up crystal balls that lie around, his firepower can be increased to enormous proportions.

#### POWER-UP

Increases firepower progressively.

**REFRAL:** Fires single bolts of energy.

**PLASMA:** More powerful blasts, and more rapid.

**FIRE:** Enrils bouncing fireballs, which destroy anything in their path. Probably the most useful weapon.

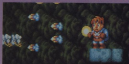
**FIREBALL:** Watch those fireballs hug the ground and annihilate all of Tonma's foes!

**SPHERES:** These babies go upwards, hitting any nasty that may be lurking above.

#### SAWIER

Collect this coin, and a ring of spinning spheres appears, which protect our hero from damage. Don't get too excited though, as the balls

vanish one by one as Tonma takes hits, so be careful!



Legend of Hero Tonma is quite an entertaining slice of platform excitement with excellent graphics that are pretty close to the arcade original. For a platform game, the concept of progressive weaponry is quite novel, and Tonma's magic finger arsenal builds up into

quite an impressive fighting machine which unfortunately vanishes when Tonma dies the dust. The gameplay itself is really challenging, and completing even the first couple of levels is quite an achievement. Unfortunately, as Rob said, the inclusion of infinite continues means that the most determined gamers will be able to complete the game in one sitting. Normally, this seals a game's doom, but Legend of Hero Tonma's exciting gameplay means that it will get the thumbs up from me. PC Engine owners are advised to check this out as soon as possible.

**RICHARD  
LEADBETTER**

### IREM? WHO THEY?

For those of you who've never heard of Irem (shame on you!), you may be interested to know that they were the company behind what is regarded as the best arcade shoot 'em up of all time - R-Type. This slice of classic coin-op action started the ball rolling for blasters to come - progressive firepower, massive end-of-level guardians, and an addictive quality that grabbed you by the throat and wouldn't let go. Of course, it's sequel emerged (imaginatively titled R-Type II, which will be soon appearing on computers, courtesy of Ash vision, here themselves have already launched R-Type on the Game Boy, and will be producing Super R-Type, which will appear on the Super Famicom later this year.



### PC ENGINE

GRAPHICS	92
SOUNDS	88
PLAYABILITY	90
LASTABILITY	80

**OVERALL 87**





**MEGADRIVE**

**£39.99**

BY SEGA

As if I take a job and salary that I don't believe I was offered a week ago when the potential employer of a business was a video game, I can't help but dream from Fox's *Lord of Vermorel*. The game is a 16-bit role-playing game that is a bit like a fantasy epic, but it's more over-the-top and just barely fits the Megadrive's screen. It's a bit like *Blade*, the classic horror slasher, taking the thing a mile a min with 100,000 hit points for most of the party.

Eighteen years later, *Blade* is a thing you can't find in a store, but it's still a thing you can find in a store. The *Lord of Vermorel* is a thing you can find in a store, but it's still a thing you can find in a store. The *Lord of Vermorel* is a thing you can find in a store, but it's still a thing you can find in a store.

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After recovering the eight Rings of Power, he must find the single person who can give him a mighty sword, the Sword of Vermorel. This armed he must find the ultimate enemy, the Lord of Vermorel.



At Vermorel 44 000000 0000  
At Vermorel 44 000000 0000  
At Vermorel 44 000000 0000



The sound like these  
Sound's a new concept



It's funny, I never used to like Role-Playing Games, but recently there have been a load of good ones appearing on various machines, and *Lord of Vermorel* is one of the ones I've been playing most (Prinse Paul is on level 16, and still only halfway through the game).

would you believe), I think what I like about it most is the fact that the combat (which constitutes most of the action) is in an arcade format. It's not a particularly demanding arcade format, I admit, but it's such an improvement over the sort of combat system which appeared in *Phantasy Star II* where each character had to decide what type of attack they were to make in the next round of combat, take their turn to attack, and see the outcome only in terms of numbers. The game's plot is engaging and easy to follow - in fact it's made more interesting by the packaged hint book which coaches the player through, getting rid of all possible annoyances without giving the game away entirely. The only thing I would draw attention to is the sound effects and the superb music, which is amongst the best I've heard in a Megadrive game. It's worth following the hint book's advice and buying a cable which hooks the Megadrive up to your stereo. Overall, then, an excellent RPG, which even those indifferent to adventures should enjoy.

**PAUL  
GLANCEY**





## GETTING THE SHOW ON THE ROAD

Rice borrows any traveler who ventures outside his village without a map? The Prince will find that he knows the paths which lie beyond the gates of their townships, and at least one person will be generous enough to provide him with a map giving directions to the nearest village. Once on the road, this appears in the top right of the screen, next to a 3D view of the road ahead, which also shows the monsters which ambush any solitary traveler!



## GOING TO TOWN

There are 14 towns in Escaladia, and to complete the quest the Prince has to pass through each of them. Within a town's walls he can seek information about his quest, receive his first body in an inn, then enter the church to save his progress in one of the three battery-backed saved position slots.

Most towns also have three different types of shops which will buy and sell equipment. Weapons shops deal in swords, shields and armour. Equipment shops stock such items as medicines and magical treasures which can save the life of beleaguered adventurers. Finally, the town's magic shop is the place to go for spells, not to let anyone escape!



## LEVEL HEADED

By killing monsters and completing subquests, the Prince earns cash, and also experience points. The experience points add up until, when they reach a certain figure, the Prince receives up a "level". This increases his maximum health and magic points and improves his intelligence, dexterity and luck, making him a better warrior and giving extra effectiveness to any spells he casts.



▶▶▶▶▶ World was like to buy?

# ORD OF MILLION

## ARCH MONSTERS OF CARTAHENA

At the end of many of the subquests, an enemy unexpectedly transforms himself into one of Tacton's huge archmonsters! When this happens, the screen again changes to give a side-on view of the action, with the Prince on the left and the archmonster on the right. The archmonsters are usually skilled in destructive magic, but the Prince can only use his sword to try to cut the archmonster into diabolical kebabs while dodging and blocking magic blasts! Don't panic, though, because some of the monsters aren't as tough as they appear, and if the Prince has replenished his strength before going into battle he shouldn't have too much trouble seeing at least the early archmonsters off.



## DUNGEONS, DRAGONS AND DARKNESS

Throughout the quest, the Prince has to enter multi-level caves which may contain some treasure or an archmonster which must be defeated to allow further progress. Travelling underground is dangerous simply because there is no light, so the Prince must remember to bring a supply of candles, a lantern, or a book of light spells. The first thing to do is hunt for a chest which contains a map of the cave, that search all dead ends for more chests which may contain money or the treasure he was searching for. Naturally, ransoming the catacombs are lots of monsters which have orders not to let anyone escape!



Sword of Vermilion is a simple, yet highly compelling arcade adventure RPG. I find that a lot of Megadrive games prove to be very short-lived, but Sword of Vermilion offers a vast, sprawling adventure that'll have you up burning the midnight oil for many a month before the quest is finally complete. The hint book proves to be a worthy tool, providing an excellent guide to the land. The combat scenarios may not be that complex, but it's great fun whipping out your sword, chopping up all-and-sundry, and testing out your new magical powers as well. Graphically, Sword of Vermilion is a mixed bag, with the 3D screens looking decidedly rough, but this is more than made up for with the excellent 2D graphics and detailed sprites. It's the sound that lends a perfect atmosphere to the proceedings, with some of the best music ever heard on the Megadrive. With its intriguing plot and subplots, there's loads to keep you occupied and plenty of nasty surprises lying in wait for the hardy adventurers. Even if you've not had your fill on RPGs, Sword of Vermilion is well worth the £49.99 price tag.

**RICHARD  
LEADBETTER**

## INTO BATTLE!

After leaving the safety of a town, it's not long before the Prince runs into trouble. When monsters appear on the road, he must stop and confront them. As this, the screen changes to display a bird's-eye view of the road, the monsters and the Prince. Drawing his sword, the Prince leaps into battle, running around the screen slaying off his foes and dodging their blows or magic attacks. If he has reached a level of his health, he can use it. These attacks cost magic points, but magic fireballs, electrical blasts, flaming boomerangs and huge fumes of water can save the Prince a lot of his magic points, particularly when he starts to run into tougher monsters later in the quest. Of course, if things get really tough, he can always log it off the screen, although of course he misses out on the experience points (and money) he could have earned by fighting.



## MEGADRIVE

GRAPHICS	88
SOUNDS	94
PLAYABILITY	90
LASTABILITY	95

**OVERALL 91**

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# ARCADE ACTION

The only thing that was remotely interesting about the original Street Fighter arcade machine was that the deluxe cabinet featured massive rubber punch buttons which you hit as hard as you could to inflict maximum damage on your opponents. Otherwise it was a fairly run-of-the-mill one-on-one beat 'em up with little in the way of thrills and spills.

This sequel is another story...

Boasting massive, beautifully drawn and animated sprites, tons of speech and the most exciting, action-packed head-to-head conflict yet seen in an arcade game, Street Fighter 2 is a beat 'em up classic.

In single-player mode the objective is simple: choose one of eight fighters (and then travel the world kicking the living daylight out of the remaining seven opponents). The idea of each one-on-one battle is to wear down your opponent's energy bar by either blocking or punching him/her into submission. Each fight is the best of three rounds - so two wins means promotion to the next round. Failure means game over (or shovelling more cash into the machine before the timer reaches zero).



I didn't like the original Street Fighter game - it just didn't have enough original features to make it worth playing. This sequel, however, is absolutely packed with new ideas and special moves, and the end result is one of the best fighting games yet seen in the arcades.

With six buttons combining with 8 joystick directions to provide more moves than I've ever seen in a beat 'em up, this takes quite some time to master. But it's well worth practicing - especially when you discover a devastating new move to battle opponents with! The computer fighters are very tough and provide plenty of challenge, but it's with two people where Street Fighter 2 excels - especially when the players are evenly matched. Street Fighter 2 is a brilliant coin-op - just make sure that when you start playing it, you've got a pocketful of cash.

**JULIAN  
RIGNALL**

## STREET FIGHTER II

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With two players, each person chooses a fighter and the battle begins. The tournament is played over the best of three rounds, and the winner goes on to fight the computer opponents (unless the loser puts more cash into the machine, whenupon the fight continues).

Once the first seven opponents are defeated, the player moves onto characters that are otherwise inaccessible at the start of the game. There are four of these mega-tough guys including Blazing, a massive boxer, Vega, a very fast Spanish matador and Bison, a huge Russian wrestler. Beat him and you become Street Fighter champion - but that takes some doing!



### RYU

A martial arts expert from the original Street Fighter game, this little hero's learned several new moves, including Hurricane Punch, Dragon Kick and Peck Kick. He's agile and strong and is a brilliant all-round fighter.



### KEN

This competitive combatant moved to America so he could train with tougher opponents, and he can now match Ryu blow for blow, even Hurricane Punches and Dragon Kicks.



## BONUS ROUNDS

There are three different bonus stages breaking up the fighting action. First of all is a car-wrecking level similar to the one in Final Fight where the object is to reduce a car to scrap metal within the quickest possible time. Next is a barrel-breaking extravaganza where you have to break falling barrels before they land on you. Finally there's a blowing oil drums session where punching and kicking skills are required to destroy a following pile of incendiary storage devices within the time limit.



RIGHTS 03/960



### BLANKA

A wolf-man from Brazil who looks and fights like an animal. He can body dive, electrify his opponent, chew their faces and punch with incredible strength. He's very fast and is great with two-players, but not quite so good with computer opponents.



### GUILE

This mean Gil is as tough as they come. His Somersault Kick and Sonic Boom are deadly offensive moves, and his mid-range and close-quarter combat abilities make him a fearsome adversary.



### CHUN LI

The prettiest fighter - and the one with the biggest lips! Chun Li is very fast and has some great punching and kicking moves - including the deadly Spinning Bird Kick. She's not very strong, but she's by far the most agile fighter.



### DHALSIM

A true rubber man! Dhalsim's stretchy limbs means he can inflict massive long-range damage on opponents, but his close-range combat isn't so hot. His special moves include Yoga Fire, Fire Blast and a spinning, floating kick. Recommended.

# ARCADE ACTION



## ZANGIEF

This big, fat Russian wrestler is very, very strong. His slowly spinning punch knocks masses of strength out of an enemy, and his pile driver can knock them off in seconds. The penalty for all this strength is that he's very slow.



## HONDA

Another slow, but strong character, Sumo wrestler Honda has many tricks up his sleeve, including naniwa pinch, hundred-hand punch, headbutt, bear hug and knee slap. His weakness, however, is in his lack of kicking range.



## HOW MANY BUTTONS?

The amount of controls looks bewildering at first, with three punch and three kick buttons as well as a joystick used to control your fighter. However, it's not all that tricky to get to grips with. Each button represents a strength - either weak, medium or strong. Strong punches knock great chunks of energy off your opponent, but the penalty for using a strong punch is that if your opponent hits you while you're making the move, you lose more strength. Each fighter also has a series of special moves, accessed via a variety of joystick directions and button presses - these are tricky to learn, but the end results are well worth it.



## ARCADE

GRAPHICS	94
SOUNDS	93
PLAYABILITY	95
LASTABILITY	92

**OVERALL 93**



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# PREVIEW

VERSION	DATE	PRICE
MEGA DRIVE	SEPTEMBER	£39.99

Sonic the Hedgehog must rank as one of the most eagerly awaited Mega Drive cartridges ever! Sega are touting this game as more than a match for Nintendo's Super Mario Bros on the Super Famicom. Boasting super-sonic platform gameplay and stunning graphics, it's guaranteed to sell bundles by the time it's officially released in the UK (around September-time, but probably available a couple of months earlier on import from the USA).

There are fifteen sprawling platform levels, each split into five acts. The object in each is simply to guide our turbo-charged hedgehog through each scene, in search of a special flag. But there are plenty of obstacles including spikes that shoot out of from the walls and the floor, collapsing platforms, and lakes of water and fire.

But there's plenty more besides, including some of the meanest (and cutest) little villains yet seen in a home video game!



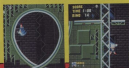
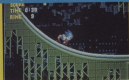
## TOPSY-TURVY BONUS BONANZA

This bonus screen involves Sonic concerning around a rotating maze, desperately trying to find a way out. On the way, there are different tiles to bump, and each may spare Sonic in a different direction. Keep an eye on the gorgeous parallax backgrounds. The scrolling fish scatter into birds, and back again. Very attractive.



## SONIC BOOM BOY

There are loads of items dotted around the scrolling landscape, and these have different effects on our speedy hero. One type gives him a temporary shield which protects him from some of the evil spikes. Another type gives Sonic a brand new pair of running shoes which make him run at incredible speeds (Hyper Sonic!). If you're really lucky you'll find a very special coin that gives Sonic both powers at once. Yikes!





### SONIC SPECTRUMS?

Just before this issue of C&A went to press, CDi announced that they had the home computer rights to Sonic the Hedgehog. This means that the quality title longcraving will be appearing on the Spectrum, C64, Amiga, ST and Amiga! No programming team has been signed up yet to carry out the conversion, but as soon as we get any more details (like when it's coming out, for example), expect an update here in C&A!



### SONIC ROLLER-COASTERS

The thing that really sets Sonic the Hedgehog apart from any other platform game available are the terrific roller-coaster loops and tunnels that are present in some of the levels. Sonic builds up speed by running down hills and provided he's fast enough, he can travel around the massive loop-the-loops. Some of the tunnel levels see Sonic rolling himself up in a ball and then speeding down the tunnels double-quick! So, not only is Sonic brilliantly fast, it's original too!



# PREVIEW

VERSION  
NINTENDO

DATE  
AUGUST

PRICE  
£ 79.95

# STAR WARS

## LUCASFILM/JVC

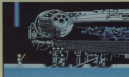
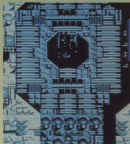
Q Like some time ago, in a galaxy not too far away, a man by the name of George Lucas shocked the world with a film that was to set standards of believability for years to come. That film was Star Wars (or, to give it its proper title, Star Wars - Episode IV: A New Hope). Now Lucas's software arm is giving a new breath of life into the Star Wars saga with the release of this, a version of the movie for the NES.

The player has three primary characters to control: Luke Skywalker, Han Solo and Princess Leia Organa, but will also have to manipulate Obi-Wan Kenobi, C-3PO and R2-D2 as well, over six action sequences, including driving a land-speeder through the canyons of Tatooine, piloting the Millennium Falcon through an asteroid field, and hunting down the Death Star trench in an X-wing fighter.

As you can see from the screenshots, it certainly looks interesting - we've had a similar genre, and we can tell you it certainly is impressive! Star Wars will be released on the NES in Britain at the same time as it hits the shelves in the USA, which will be in August. As we get our hands on this one, DVG will bring you the full review.



WILL YOU  
GET UP HERE  
FOR A SPELL.



## MYTH SYSTEM 3

After over two years of waiting, System 3 have now announced that their excellent *Demigorgon* title is now ready for release on the Amiga and ST. Instead of the young newly in jeans and trainers featured in the original, you now control a strapping bloodthirsty warrior on a quest to utterly destroy all that is evil in the world. The Car version was an absolute tracker, not to mention bloody awesome - four levels may



### VERSION

AMIGA  
ST

### DATE

MAY/JUNE  
MAY/JUNE

### PRICE

£ 25.99  
£ 25.99

not sound like much, but when they're packed with all manner of sub-levels, demonic creatures, traps, and puzzles, it's enough to make any gamer quake at the knees, and so it is with these new versions.

The original ruled in a whole host of accolades, including a CVD HIT, so it's certainly be interesting to see how these conversions match up - but you'll have to wait and see...



### VERSION

CGH CASE  
CGH'S CART  
AMIGA  
ST  
PC

### DATE

JUNE  
JUNE  
SEPTEMBER  
SEPTEMBER  
SEPTEMBER

### PRICE

£ 12.99  
£ 15.99  
£ 25.99  
£ 25.99  
£ 25.99

## TURBOCHARGE SYSTEM 3

Fancy taking on the world's drug barons? Well, in that case, TurboCharge is the one for you. System 3's new racer pits you at the controls of a "unique Italian sports car" which bears a remarkable resemblance to a Lamborghinis. Don't you think? Your task is to rip up the road, gun-a-blasting, in order to catch the dealers before they reach the border. According to the blurb, TurboCharge features a unique driving control which effectively puts the player in control of the road. Apparently, this "adds so much more to this product", and we look forward to testing this claim when we review the game, hopefully in the next issue of this very magazine!



# PREVIEW

VERSION	DATE	PRICE
AMIGA	JUNE	£ 24.99
ST	JUNE	£ 24.99
CDI/64	JUNE	£ 19.99
AMSTRAD	JUNE	£ 19.99
SPECTRUM	JUNE	£ 19.99

## THUNDERJAWS

DOMARK

Another in Domark's long line of Tengen cloning conversions, Thunderjaws pits one or two players up against the forces of the insidious Madam Q. Female swimmers have been mysteriously going missing, and the not-so-good madam has been using them in genetic experiments. In order to create an army of lizard women! Ooooh!

Anyway, what all this lish means is a big excuse for an 8-way scrolling blast 'em up, featuring all sorts of powerful weapons (laser beams and flame throwers a specialty), and myriad enemies, including - gasp! - cybernetic sharks and robotic jellyfish.

Anyway, the story may be a right load of old codswallop, but you'll pardon the pun, but hopefully Domark can improve on Steel and Crossbones and 8-Bit Runner. Check out the upcoming DVD review for the full BP.



VERSION	DATE	PRICE
AMIGA	MAY	£ 24.99
ST	MAY	£ 24.99
CDI	MAY	£ 19.99
AMSTRAD	MAY	£ 19.99
SPECTRUM	MAY	£ 19.99

## HYDRA

DOMARK

Forget G.H.L. - you want something delivered in a dangerous situation, you call the one man who's up to the job. Hydra! Yep, he's the star of another Tengen conversion courtesy of the Domark boys - this one's a sort of RoadBlockers on water. Set over thirty-one levels, you've got to guide turbo-powered skimmer over deadly waterways, transporting secret supplies to a distant destination. This may sound all particularly pleasant, if it weren't for the numerous amounts of adversaries trying to put a damper on your plans! Add to that the fact that your gas is running out all the time certainly make the situation all the more unpleasant.

100% the team behind the 16 bit conversions of Turbo Out-Run and SGI) are the guys on the job, and from what we've seen of the Amiga version, the whole thing is coming together nicely. The one snag lies in the coin-up: the original wasn't exactly the hottest thing in excitement, which doesn't bode well for the home versions. How the whole thing fares at the end of the day remains to be seen.



VERSION	DATE	PRICE
AMIGA	APRIL	£ 24.99
ST	APRIL	£ 24.99

## RBI BASEBALL 2

DOMARK

Now this is an odd 'em - a Tengen title not converted from a coin-op! Confused? Well, the thing is this, Tengen also do a really range of cards for the NES (which has caused quite a stir with Nintendo, as they reckon Tengen are doing this illegally), one of which is a nifty baseball game entitled RBI 2 Baseball. Now Domark have gained the rights to release this title on computers.

Everything you'd expect from a baseball title is there, including hitting, pitching and batting tactics - if you want, you can simply play a hit and run game, or use the player's abilities to their fullest, and play a tougher tactical game. RBI 2 has 26 teams to choose from, each containing 24 real players, with stats recorded from the 1989 series, so there's a heck of a lot of scope there.

Baseball games have been here before however, and they weren't exactly shining them, so this'll have to be something extra special to break our scores off. Read the full DVD low-down next month to find out whether Domark really can play hardball.



## BIRDS OF PREY ELECTRONIC ARTS

After four years of development, Argonaut's mega flight sim, *Birds of Prey*, is now ready to be unleashed upon a not-so-antagonistic world. Now titled *Birds of Prey*, this massive game features 40 different aircraft to fly, including Soviet-built MiG-29s, European Saab and Tornado fighters, and the very latest in US military technology, including the Rockwell B1 and the F-117A Stealth Fighter! *Gold!*

Argonaut have also tilted out *Birds of Prey* with the latest in 3D graphics technology. Each object is individually light-source shaded (as the hangar doors open, the interior becomes progressively lighter) and highly detailed. Argonaut have also included ellipses in their graphical routines, so wheels are actually circular in shape rather than being made out of squares or hexagons.

Rather than restricting each aircraft to strict performance limits, Argonaut have implemented a more realistic system where each aircraft's performance is altered by the plane's weight, airbrake and payload, the plane's aerodynamics, and so on. Thus, a fighter that has used all its available weapons and a great deal of fuel will be able to return to base at a higher altitude, and a much greater velocity!

Twelve mission types are available, including aerial interception, bombing runs and troop drops, as well as aerial recon using laser-guided cameras, and test flying experimental aircraft, such as the X-15. All the missions are open-ended, which gives the player unlimited variations. Each side are constantly active, and set in a real time environment, with real com stations emerging when the sun sets! *Platinum!*



VERSION	DATE	PRICE
ARGO (1 MEG)	JULY	£ 29.99
BT	TRM	£ TBA
PC	TRM	£ TBA



VERSION	DATE	PRICE
PC	JUNE	£ 29.99

## CHUCK YEAGER'S AIR COMBAT ELECTRONIC ARTS

After the rather disappointing ST version of Chuck Yeager's *A-10*, Electronic Arts are now ready to bounce back with another PC flight sim endorsed by the man himself. Programmed by Brent Iverson (who did the job on the brilliant LHX Attack Chopper and the not quite so brilliant Stormhawk), this features a brand new graphics engine, utilizing 650 colour VGA graphics and offering 30 (count 'em) external viewpoints!

Over 50 missions are available, in three of the classified combat theatres in modern history namely, World War II, Korea, and Vietnam. Both Allied and opposing aircraft can be flown, including the P-51 Mustang, the F4U Corsair, the MIG-15, the F-4 Phantom and the MIG-25. In addition to that, there's a nifty custom mission facility, allowing the player to select type of plane, altitude, tactical situation, split of enemy pilots plus the number of enemy aircraft from 11 possible types!

Add to that General Yeager himself giving comments on the player's flight techniques (through the use of graphics windows and digitised speech), and you've got yourself a flight sim worth checking out. Look for the review in a future issue of *CRG*.

# PREVIEW

## VERSION

AMIGA  
ST  
C64  
AMSTRAD  
SPECTRUM

## DATE

SEPTEMBER  
SEPTEMBER  
SEPTEMBER  
SEPTEMBER  
SEPTEMBER

## PRICE

£ TBA  
£ TBA  
£ TBA  
£ TBA  
£ TBA



## ROD-LAND

The cutsey coin-op, released by Jaleco during 1988, is now undergoing the conversion process, courtesy of those Sales Curve wizards.

According to the blurb, one or two players control Tam and his two slobberingly sweet babies with magic rods (hence the title) and magic shoes. Their task is to rescue their 'room' from the evil blabbers - no easy task, as his lair is filled with such in-sidious creatures as fluffy bunnies, cute sharks, and deadly seals!

Along the way, such items as magic flowers, bombs, bubbles, and live crystals can be collected, which is sure will aid the two on their quest. Sounds like a lark, sure tells if you ask us, and as you can see, the graphics are as nauseatingly cute as the coin-op's.



## VERSION

AMIGA  
ST  
C64  
AMSTRAD  
SPECTRUM

## DATE

CHRISTMAS  
CHRISTMAS  
CHRISTMAS  
CHRISTMAS  
CHRISTMAS

## PRICE

£ TBA  
£ TBA  
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£ TBA



## DOUBLE DRAGON III THE ROSETTA STONES

The third part of the ongoing Double Dragon saga is currently being converted to computers, this time through the Sales Curve, or their Storm label. Again featuring the dauntless Billy and Jimmy Lee, this sprouting bear 'em up takes the deadly bossme across five massive missions (Africa, China, Japan, Italy and finally Egypt) in order to defeat the evil Black Warriors, and retrieve the sacred Rosetta Stones.

As these early shots show, the graphics are certainly a major improvement over the first two Double Dragon games - it



only remains to be seen whether the gameplay holds up to the same standards. Given the Sales Curve programming team's talents, this could well be one of the best leathers seen on the small screen in a long while!

## VERSION

AMIGA  
ST  
PC  
AMSTRAD

## DATE

JULY  
JULY  
JULY  
JULY

## PRICE

£ 25.99  
£ 25.99  
£ 25.99  
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## SLIDERS PALACE

Another in the ever-growing genre of 'futuristic techno-sports', Sliders is all about chasing an electric puck over a choice of a dozen different playzones. In order to get the puck into your opponent's goal. Now, there'd usually be nothing quite so complex about this, but as you can see from the view, this involves negotiating hazardous terrain, fighting gravity, and avoiding your opponent's weapons! If it plays as good as it sounds, it could be a real hoot - watch out for it!





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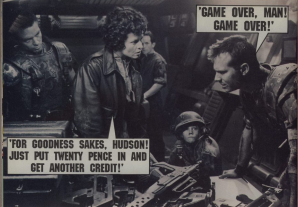
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