

AMIGA MEGADRIVE ST SPECTRUM SUPER FAMICOM
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

COMPUTER + VIDEO GAMES

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ALIEN STORM

EXCLUSIVE!

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EXCLUSIVE!

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NAVY SEALS

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AND
THE**

KOOKY KOMPO KORNER

HOTLINES OFF THE BOW, CAP'N! 20

Hot, hot, Jim! Get there for treasure to be won with them three hotlines - include yet another Super Famicom! Well, change the channel!



YOB'S MAILBAG

23

Once more into the sack, dear friends - the mailbag, that is. YOB, that peasant of the letters page, is out to shock and insult another batch of hapless readers! Will it be you?

ED FIRST

Get brand new Editor, The Editor, makes your life, the universe, chocolate fingers, various comings and goings and, erm, everything!



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EDITOR
TIM SCOTT

Formerly a bit of a snappy dude, Tim (well, turning up for work in a tie and his credentials calling for an instant gasp, which with doing his best to juggle an article column on four nights of sleep, driving onto the fire escape for a little too many times and then, and wearing a filthy old T-shirt, he now tries to stay

NEWS

Miscellaneous news on the NES with the new 80-state keyboard from The Software Toolworks, which are better and better with Falcon 3.0, Hailing Thunder 3 - the coin-op and more on the semi-official Game Gear! Where else could you find all this but EWG News?

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REVIEWS



DEPUTY EDITOR PAUL QUANCEY
 Starting this issue of *AVG* I usually reserved for soccer players, tennis and Mafia game collection players. Paul's been working his ass off to get it out there, how did this issue do? He's leaving his attention to Mean Machines for a couple of weeks before we play his book screaming the noise. Is the tough of the top, or what?



ART EDITOR JON BILLINGTON
 Jon's been spinning his time between buying CDs for his Nintendo's portable CD player with matching keyboard speakers and creating the newly formed CVG Staff's Whoomping Society, in between for a formal time to get tough on the telephone, play a few games and work 'round' hard on this issue. What a trooper!



STAFF WRITER RICHARD LEADBETTER
 Sadly, this will be Rich's last issue as full-time correspondent for CVG. He's packed his trunk, said his farewell and journeyed shortly for parts to take up his new position as male man on Mean Machines! Is this the end? Not at all. Rich will still be showing his talents our way on a regular basis. Please!



STAFF WRITER PAUL HAND
 Back from the Far East without a trace of a tan! No, we mean CVG man! Paul's been hanging out in all those places his job took him, but he's never been about. Well, we're more than pleased to welcome the man. Hand back to take up where Rich left off - and there's a job offer for you!



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 CVG takes an early in-depth look at US Gold's Alien Storm. It's gonna be a MONSTER hit!

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 Another of Sadie's challenges is thrown in to the deep end as he takes on the CVG Crew and the boys from USG at Shadow Dancer, WERCS, Paperboy, and Gasman!

SADIE'S SCORERS 33
 Another helping of high-score hilarity - Sadie's gunning for the CVG gang this month and we're excited!

THE GREAT CVG QUESTIONNAIRE 113
 Answer a few questions and you could win one of five prizes of \$200's worth of FREE software. Are we mad or not?

PREVIEWS 120
 Manchester United hit Europe, courtesy of Kravitz, Baron & Prince of Persia hit the Master System while Captain Skyhawk blasts on to the NES! Not to mention a whole host of other previews too incredible to be listed here!



JAZZA'S ARCADE ACTION 118
 Check out our Jazza's radical review of Dats East's new game - you've got to read it if it's crucial, man!

EVENTS/MANAGER James Quinn **DEPUTY ADVERTISING MANAGER** Maria Manning **SALES EXEC** Greg Watson **PRODUCTION EDITOR** Emma Baker **ADVERTISING ASSISTANT** Yvonne Williams **PRODUCTION EDITOR** John Brown **DESIGNER** Simon Taylor **PRODUCTION EDITOR** Chris Brown **CVG SUBSCRIPTIONS** PO Box 100, Leicester LE10 2AT, UK 0533 41418 **EDITORIAL AND ADVERTISING** 043 91446 **Print Cost** 2003 **Permitting Lane, London E10 4JF, UK 011 891 8222 FAX** 011 891 1066
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 HELLO EVERYONE! YOU GOT YOUR MENTION AFTER ALL!

ED-FIRST



Use the CNG patent
Of an Editor. Before...

...and after! Truly a
mischievous improvement!



HELLO! Four weeks with Britain's biggest and best all-format games mag - and quite a month it's been! What with getting the job, settling in, jaunting off to Monaco, testing to Jax at five-player Tennis, taking delivery of my very own Stargate arcade machine and beavering away on this issue, my size eleven's have scarcely touched the ground!

Anyway, have we got the goodies lined up for you! Inside and outside this Monster Special issue you'll find the latest batch of super-sticky glow-in-the-dark stickers (more on them later) and an exclusive preview of Alien Storm - check-a-block full of things that go bump with a fright.

Also, run your peepers over our first look at Chuck Yeager's Air Combat - possibly the best fight light sim yet seen on any home machine. If that's not enough, get to grips with our review of GG Shinobi on the Game Gear (it's wicked!), Wrestle War on the Megadrive and Sim City on the Famicom. Are we good to you or what?

Talking of which, this month we're asking just exactly what YOU think of CNG. On pages 113 and 114 you'll find The CNG Questionnaire - with a grand total of £1000 of free software up for grabs! We want you to tell us exactly what's good (and bad) about the mag, together with a few details about yourselves. It's good fun, especially since we'll be giving £200 of free software to the first five completed forms pulled out of the hat.

So get scribbling and drop me a line here at CNG if there's something you want to get off your chest (but can't fit onto the three lines at the bottom of the questionnaire. I'll throw in a free, gratis and for nothing Gamebyte for the best letter - can't say fairer than that. On with the show...

THE WANDERER RETURNS

Just when everybody thought Hong Kong was just about far enough, old hand Paul "Pauly" Rand returned from his far-flung Far Eastern tour to win back his old job as staff writer on CNG! Funny old world, eh?

Having charmed the natives of Hong Kong and amazed the locals with his knowledge of frothing beverages, Paul fought his way through customs weighed down with all sorts of technical title miracles - the details of which it would be best not to go into.

Back in British soil, our Geechie-born Liverpool subscriber set about finding a bed in the smoke - only to find that nobody was prepared to take his whippets or accept mass-produced ROM chips in place of rent.

Anyway, the upshot of all this is that the man Rand is now back on the beat, so sorry to those of you who set your sights high and applied for the job of Staff Writer.

Incidentally, Paul's return is good news for CNG and everyone else except the Hong Kong tourist commissioner, who had his craggy T-shirts and bloody Southerner jokes marked down as their main attraction for the summer...



GRAB THOSE GLOWING STICKERS AND WIN A SUPER FAMICOM!

Check out those glistening gruesome glow-in-the-dark 'ghoules on the cover! Good, eh? Well, if that's not enough...leave them in the light for a minute or two, then go to a dark place and put a sheet over your head or something and scare everybody's socks off as those evil eyes glow green!

Here's how to use those scary stickers to win yourself a stunning Super Famicom! First of all, collect all four sets of stickers - two with the June and July issues of CVG and two with the June and July issues of Mean Machines (Whaddya mean you haven't bought the June Mean Machines yet? Do you know what you're missing!)

ALERT! APRIL HOTLINE WINNERS MISSING!

When Mike 'Mr Competition' began asking us last month we kind of lost track of the names and addresses of the winners of the first two competitions who were announced last month. So if you want to claim your prizes George Taylor, Simon Barnes and Dave Hubble (great while it lasts) your details, by the way, Dean Quirk Of The Week. Ohh, has already contacted us, so he's trying to claim his truck, you naughty orange fauns! We've got your number...



KOMPETITION KORNER

This month, May. Yes, if you entered a compo in the May issue of CVG, look below for your name. You too could be a winner! Or not. Whatever.

VIRTUALLY THE BEST COMPO IN THE WORLD

Two CVG readers will be going on an expenses paid trip to W Industries to give their Virtually machines a thorough workout. Those lucky people are: Paul McNaught, Poulton, Chester; Glenn Wild, Westbridge, Surrey

THE MAY HOTLINES

WIN A MEGADRYVE

Ross White, Alton, Ayr

WIN A PC ENGINE

Matthew Tarnoin, Beccles, Fowys

WIN A GAMEBOY

Ben Barnstead, Muxwell Hill, London

WIN A SUPER FAMICOM

William Black, Annan, Dumfriesshire

Anyway, with each set of stickers you'll find a competition token. Simply collect all four, stick them onto the entry form, answer the oh-so-simple questions and pop the lot in the post. Now you'll stand the chance of winning one of four fabulous Famicoms - two to CVG readers and two to Mean Machines readers.

Just think, you can be the envy of your friends with the hottest console around - playing some of the best games available on any home system. (Check out F-Zero, it's totally fab!) So what are you waiting for? Keep collecting those stickers and look out for the next Mean Machines with the best lot of scary monsters screaming forth from the cover...



NAME _____

ADDRESS _____

THE MONSTER QUESTION: THIS WILL DECIDE THE WINNER!
WHAT WAS THE NAME OF THAT HUNG, FURBER, JAPANESE GORGON WHO BROUGHT METEOR, SUNG GORGON, SONGAN AND STANBON IN SOME OF THE FOLLIEST MONSTER MONSTER TOOT!

IF I WIN, I'D LIKE A PAL SCART SUPER FAMICOM AND

STICK YOUR CVG COMPO STICKERS IN HERE

1
2
1
2

STICK YOUR MEAN MACHINES COMPO STICKERS INTO SOMEBODY'S GORGON MONSTER MONSTER MONSTER

SEND YOUR COMPLETED COUPON TO:
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30-32 FARRINGTON LANE, LONDON, EC1R 3AU.
GET YOUR ENTRIES IN BY AUGUST 15TH.



NEWS

ALIENS, COPS AND ROBBERS!

Here's a quick lookback on the mega-movies of the moment likely to be making their way onto a computer near you this year: *Aliens 3*, *Robocop 3* and *Captain Jack*, etc. 1

What with royalties all over this month's DVD, we've got to start with a mention for the biggest bug-movie of the lot - *Aliens 3*. Miramax have snapped up the rights to the teeny-weeny and are planning a completely different style of game to take off the movie to full effect.

The film, starring veteran Alien-basher Sigourney Weaver and a host of British stars, looks set to become a hit this year when it's unleashed on the public later this year.

Apparently there are very few girls in the film, the poor old humans are armed with knives and things and bits of the movie were filmed on an English beach because it looks like an alien landscape. So how you know?

The DVD is a four-bit sports look at *Robocop 3* on the Amiga and it's looking pretty impressive. Dorian and developer GEMS LTD (the team behind *F29 Renegade*) have opted for a full 3D game which appears considerably less violent than the other two. One to watch out for.

Also, we do hear that Steven Spielberg's next directorial effort, *Captain Jack*, will be parashooting its way onto home computers next year, thanks again to Dorian.

This looks like a license and a half the film just costars the same team as and we'll bring you more news as each one is made.



GAME GEAR GETS GOING..

It's official, it's here, it's not quite what we expected and it's in the shops now. It's the Game Gear.

Long available on grey import, Sega's all-singing, all-dancing all-colour handheld has now been officially launched in the UK and is equating up to the Gameboy and Lynx as a full-on become prince of the portables.

Priced at £99 without a game, a mains adaptor or any batteries, the Game Gear will need a few tricks up its sleeve to compete with the more-established Gameboy. Luckily for Sega, it has them.

First off, a planned TV adaptor will turn your Game Gear into a nifty, nifty colour TV for something like an extra 70. Second, Sega have a few pretty fine releases lined up to help you play and game.

The initial batch of seven releases includes Super Nintendo Gated Pro, a fun enough



conversion of the arcade game, Q-Loc, Columns, Wanderway, Dragon Crystal, Pacific World, Jiveball and Mickey Mouse.

There's nothing particularly outstanding among this lot, but Sega do have a few choice games up their sleeve. DG Shinobi on grey import is absolutely a must check-out, the Phoenix on pages 102 and 103.

On its own this amazing little is almost worth buying the Game Gear to play, and provided Sega can keep up this standard of releases then even your doubts about the machine will be well and truly squashed.

For your £99 you get a sleek black box containing a backlit LCD screen featuring 32 colours across its 3.5 inches. There's a Gear-to-Gear

cable for optional head-to-head play and the whole thing fits on a AA battery pack or an optional power supply.

Other games planned for release later this year include Outrun, Ninja Gaiden, Space Harrier, Frogger, Joe Montana Football, Golden Axe and Donald Duck - and there are some pretty strong titles among that lot.



All in all it suddenly looks as if the Game Gear really is a serious contender for this year's High Street Christmas treasure. As usual though, part of the funning will be them three games.

ROLLING THUNDER 2

DROOL over these mouth-watering screenshots. Thrill to that playability. Go at goosebumpingly over the graphics. Get a grip on yourself - Rolling Thunder is back in the arcade!

After five very long years one of the finest coin-ops ever (A top ten job in Boone's Arcade Hall of Fame) makes a welcome return - with twice the thrills for your hard-earned coin.

The original just reeled early-tuned gamers, and early reports from Japan indicate that Namco have captured the same atmosphere of clean-cut mayhem for Rolling Thunder 2.

Basically, the terrorists are taking over - attacking every communication satellite floating around the Earth and leaving everyone in a frantic panic. Well, what do you expect with the Sky Movies?

It's all the fault of the Gaida - those bad guys from RT One re-programmed to cause more trouble as the Neo-Gaida (yep, eh?). The war has started again.

Lucky agent Allablow from the original now has a few talking satellites - the shiny red-headed Raits. Together or one at a time they can take on the badgies in a struggle to save the planet.

Just like the original, there are one heck of a lot of bad dudes to contend with. Luckily there are guns and machine guns to play with, with various piles of ammo hiding behind closed doors!

Expect to see Rolling Thunder at an arcade near you at some time in the near future. Make sure you save those 100p - you're going to need 'em.



NEWS

TETRIS TIMES TWO

THE best game in the world could soon be getting better. To this is back - and how! Just as the world recovers from Alexey Pajitnov's landmark game, hot from chilly Moscow comes news of Super Tetris! Published by Spectrum Holobyte and previewed at the CES show, this sequel looks set to knock the original into a Goswack (a cooked hat - incredible! Best answer we'll have the full breakdown on this one very soon indeed).



TURM on your lefty right now and chances are you'll tune in to find good old Mario at the top of a skyscraper and saving the world (again).

Why? It's all to do with Nintendo's totally mega TV advertising campaign to convince everyone how utterly fat the Game-boy is - as if you needed telling!

What with Mario doing the business with Walkers Crisps for the NES, this latest ad campaign should make Mario the household name he's already become in the America.

Viewers who will be able to watch our subtle computer churn at work the month include LWT, Canal 5/FX, Yorkshire and Tyte-Tees. Lucky old Bosh, eh?

So the way did you know that Nintendo have already sold a total of two million Gameboys and 25 million Gamepads in the states? Put together, that lot's worth more than a billion dollars!

FLY HIGH WITH THE BEST!

FLYING over the clouds of an F-16 was being on your friends is a lot harder than it sounds! Based on

Three fabulous Falcon pilots in Spectrum Holobyte's hand-crafted action opus on Falcon 2.0, which should have already been announced in America by the time you read this.

The sleek, sleek and - these cracking sensations, should have Falcon had nothing at all the month - especially with the whole lot of improvements the programmers have made.

Based again on the General Dynamics F-16, Falcon version 2.0 features a play area of 275,000 square feet, double the size over those flying arenas and three levels from empty noise in The Gun Run F light cockpit.

However, are they've improved the graphics of its worthy predecessor and the version now features a super-sleek video wing control which updates as you fly across the landscape. Cool.

There's an instant-escape option for immediate escape thrills in which the computer drives you into the thick of the action, landing you on the number of targets you manage to total.

But for fans of a slower game, there's a navigation option which puts you in charge of 10 planes, eight of them flying at any one time. Available in America, when will be publishing

the game over here, but two campaigns will cover the cost. That's not enough. Falcon 2.0 promises a fully interactive culture in which you can create your own missions and set up all sorts of scenarios.

For perhaps the most astounding thing about Falcon 2.0 is the fact that it's the first in Holobyte's Electronic Database series. Players using games in the series will be able to interact with each other via modems and link up for all-action thrills and spills.

The second game in the series will be Average A-10, based on the A-10 Thunderbolt. Working of God War money, Holobyte claim the will be the ultimate simulation of the back-breaking plane's prowess, and indeed so far Falcon we have gamers could be in for a real treat!



NEWS

PRE-HYSTERICAL PREHISTORIK

THUS are certainly pulling out all the stops - they've just announced the release of the adventures of their newest hero, Prehistorik. Set in the stone age, our hero, a member of the T-Bone Tribe, is out to lunch - literally! Armed with his



Dear Club (groan!), our rock 'ard rockhead has to travel through the unexplored ice fields of Antarctica, the dark and mysterious caverns of "the shady continent" (whenever that is) and the lush jungles of the Tropics.

If you ask us, this looks more than a little like Core's Chuck Rock, but whether the playability is more than sufficiently different is yet to be seen...



GULF WAR, ANYBODY?

ANYONE who enjoys computer wargaming will be interested to hear of Electronic Arts's newest release, Brigade Commander. Written by TTR Development (a team whose personnel aren't entirely composed of active duty, reserve, disabled, or retired military personnel), Brigade Commander is unlike most games of this ilk, as it runs in real time.

The game is also scenario-driven, so the features of the map, the composition of the opposing forces and their goals are all dependent on what scenario is being played! (Real, ah?)

Add to that a data disk based upon "Operation Desert Storm" (the operation name given to the Allies' assault during the Gulf War), and you've got yourself what amounts to quite a complex system. Brigade Commander should be out and about as you read this, for the princely sum of \$29.99. For further information call Electronic Arts on 6285 841841.



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Circle

THE HEDGEHOG "the best
game ever..."

SONIC



the new
hero
for the
SEGA
MEGA DRIVE
SYSTEM

He's blue, spiky and speedy (who said Sonic is fast!) **SONIC THE HEDGEHOG** has now arrived. **SONIC** is the unlikely hedgehog super hero of the greatest platform game ever seen on the **MEGA DRIVE SYSTEM**. Zoom through 8 worlds collecting power rings, tumbling through tunnels, leaping across landscapes leaping buildings as you go on to destroy the dark force of Dr Eggman that threatens your world ... *check out the graphics!*



"the biggest & best thing ever

seen on the mega drive"

MEAN MACHINES



Virgin

SEGA

NEWS

PIT-FIGHTER

BEATING THE COMPETITION

DOMARK are hoping to set the Christmas Number One slot with their conversion of Atari's massive best-seller, Pit-Fighter. The game is set in the seedy world of illegal underground fighting, with the player adopting the guise of one of three fighting axes taking on a bunch of damaged psychos in a series of one-on-one battles!



The arcade machine was a massive hit due to the combination of digitised graphics and sound and brilliant gameplay. In fact it's probably one of the most enjoyable best-sellers doing the rounds in the arcades!

Domark acquired the licence to Pit-Fighter as soon as it hit the arcades and have been bawling away on the conversions since. From what we've seen of the Amiga game, it looks superb - with authentic visuals and simultaneous two-player action. Domark even reckon they can cram in all the sampled speech and effects as well!

This could well be one of the best Tengen coin-up conversions yet - watch out for a full preview next month in DVG!



HAMMER, DON'T HURT 'EM

COMING soon to an Amiga, C64 or a PC near you, courtesy of those German software wizards Demolware, is PP Hammer and his Pneumatic Weapon. Now, before you start sniggering and falling about, PP Hammer is a wacky lad with a pneumatic drill who must run around 70 levels of monster-infested madness, in order to grab all the treasure. On his quest PP will find all manner of objects to aid him, such as keys, potions, scrolls, oil (for the drill), and so on. But if the going gets too drastic, PP can hide underneath his big yellow helmet!



We've had a look at an early version of the game, and to be quite honest, we aren't overly impressed. But, as they say, sure is not to reason why, sure is just to give this sucker the full low-down in a future issue. PP will be out on the Amiga at the beginning of June, with the C64 and PC versions to follow.

NEWS

SPECIAL REPORT

MINDSCAPE'S

MIRACLE OF MUSIC TECHNOLOGY

It's a miracle! A true, blue spectacle, the miracle is your Cobb!

A MIRACLE OF MUSIC TECHNOLOGY!

Say goodbye to the tedium of piano lessons (if piano lessons were ever horrible) with this combination musical keyboard system which allegedly teaches even a complete miracle (pretend) to play the piano. Software Technology's Miracle system has been selling like hot cakes in the USA, and in September you'll be able to get hold of one over here, thanks to Mindscape who plan to sell it for the amazing value-for-money price of £248.

The 49-key keyboard incorporates stereo speakers, a telephone socket and even MIDI ports, so you can hook up a drum machine or sequencer. The keys are of velocity sensitive, so the harder you strike them, the louder the sound, and in total,

the unit can produce 128 different sounds in 16-note polyphony. The keyboard can be played on it's own of course, but if you want to learn to be a virtuoso, plug it into your Nintendo (PC and Amiga versions are scheduled to be on the way), insert the cartridge supplied and the machine will teach you all about rhythm and reading music in 50 easy, practical lessons.

Sounds too good to be true? We thought so too, but after a quick demonstration, the (shorted) CVD Machines were truly astonished by the clever software, and were clamouring to learn more. We'll be giving PCU more details in the full review of the Miracle which will appear in these pages in just a couple of issues. Music lovers, stay tuned!



PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
CDI	SEPTEMBER	£ TBA

Coming soon from US Gold are conversions of Sega's excellent arcade blast. While *Nichie Leadbetter* was in *Brum* for the Challenge, he sneaked a peek at how things were progressing - expect the exclusive review next month!

Alien Storm went down a storm (groan, gibber) in arcades during 1990, combining Golden Axe gameplay with big guns and laser whips! The scenario (as to be expected from a coin-op) is rather corny. Pyl simply loads of alien spores have landed on Earth and repopulated; slimy aliens have grown from them, strengthened by the Earth's pleasant atmosphere. Now, the population centres of the world have been emptied and aliens roam the streets, looking for any puny humans to accost, slime to death, and then eat for supper (yum yum). There are three heroes in the game who decide that enough's enough, and set out to utterly destroy the alien menace...

US Gold are the software publisher (behind the home versions of *Alien Storm* and they've enlisted the aid of Tamesh (fresh from their successful conversion of *MSRCS*) to carry out the home versions. From the look of the Spectrum and ST versions we've seen, it looks very impressive indeed, and we'll be giving you the definitive review in next month's CDG.



A BRISK JOG...

In the bonus game, the player scrolls along a horizontally scrolling level, blasting all sorts of alien scum into next week and beyond! When all the mad speed madness is over, the player's performance is judged by the panel (made up of characters from previous Sega coin-ops - even the dwarf from Golden Axe is in there!). Bonus points are awarded based on the player's capabilities.



ALLEN STORM

▼ Get the sick-bag, someone!

SCROLLING BLAST-ALONG

Most of the voraciously-busting action takes place on a horizontally-scrolling playfield, with our heroes blasting the seven bells out of any aliens in close proximity. The weapons handled by the main characters don't exactly have much range, so unfortunately you have to get in pretty close to be sure of sealing the aliens' doom!



▼ Conversion guaranteed.



MISSION 6
STAGE 4



▲ Scooter gets angry!



▲ Scooter's surrounded!



3D PARALLAX DESTRUCTION

Another part of the game takes place inside a building infested with alien bugs. So, pausing only to scoop up a heavy-duty laser rifle, it's the player's job to patrol the parallax scrolling building letting all sorts of alien eat proton death.

PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
CGA	SEPTEMBER	£ TBA

MEGADRIVE MASSACRE

Due from the Land of the Rising Sun in a couple of months is the Megadrive version of Alien Storm. US Gold actually used this version of the game as a basis of the conversion, because it had more levels than the arcade machine! The gameplay is identical to all the other versions of the game, featuring all of the different game styles.

HAVE-A-GO HEROES

GORDON

Gordon's no hero. He's fast and performs at a higher level of rolls and athletic achievements. He's also armed with a massive label-shaped laser cannon.



KALRA

Other she may be, but Kalra is one mean fighting machine. Her weapon is a highly effective flame thrower!



SCOOTER

As far as scooters go, Scooter's "a bit testy", and so he should be with that massive laser whip!



ALIEN STORM: THE COIN-OP

Alien Storm is Sega's own sequel to their massively popular Alien Syndrome coin-op, but they've gone one better on their last effort by having *Half Two*, but three players blasting away simultaneously! On the home versions, only two players can battle away simultaneously and obviously the graphics and sound are that bit simpler than the coin-op's (there's some arcade screen shots for your delectation), but the gameplay itself is much the same.



The coin-op
↙ exact sequence.

George gets mowed

Eye-eye! This looks a tad menacing!



Can all this
be crammed
into an ST?



George gets puffed!



ALIEN ST-ORM

From the looks of things, the ST version of Alien Storm looks pretty close to the coin-op original. The xenomorph-annihilating antics are just as much fun as the arcade version, and though the scrolling is a tad jerky (especially in the fast-moving running section), it still looks like being quite an impressive title.



ST Blastorama!

The ST parallel bit



The Specky player select screen



A walk in the park turns deadly!



SPECKY BLASTING

By far the most advanced version at the moment, Specky Alien Storm looks really impressive. Although the graphics are mostly monochromatic, the action is megafast, and all of the coin-op's sections have been included. All of the three characters are also present, and all of their attacks and athletic moves have been included. Looks like being a goodie...

HOT LINES



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One of the best consoles available, this micro-matchbox of arcade anarchy is up for grabs! Want to win one, do you? Well, you'll have to call this number first!



WIN A MEGADRIVE!

0839 654 168

Dark, sleek and deadly, this 16 bit superstar of consoledom is just waiting to be won - could you be the lucky reader? Grab that raprod and find out!



WIN A GAMEBOY!

0839 654 170

This little baby has been snapped up by all manner of stars. If you want to join in the hand-held hilarity, you'll have to leap on the phone and dial that number bloomin' quick!



WIN A SUPER FAMICOM

0839 654 171

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



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REVIEW

MEGADRIVE

£35.00

BY SIGA

BON
BR

Rude. Headed by the heavy Men, but Bobo and Mike Bonanza only have each other - and their mysterious boss. He has set the two round-headed earners the task of clearing the pig-grocer bank of local racketeers, who have been robbing carriers and fire stations left and right of their exploded wares. Not only are they fighting ruffians, they're also after evidence which can convict the slugs.

Ten locations have been chosen as hot for carnality, but to make things more difficult, all of them are bristling with armed security guards. The boys are armed with four guns themselves, which are fine for dealing with the uniformed guards, but many of the more advanced boss-bosses are full of armour-plated guards who carry bullet-proof shields, and they can only be knocked out from behind.

The screen is split in two, so that the brother's own bossness and the player can still follow the action. Between the two is a map of the current location which shows the locations of the boss, and once they've all been sorted in the boss' bag, it's time for the brothers to stab their way to the roof where their leader, being it wailing to carry them to safety, ready to perform their last tag.



The most impressive thing about *Mega-Dive Bonanza Bros* are the graphics. These are very true to the ray-traced sprites in the coin-ups. Unfortunately, once you've recovered from that initial thrill, there's not a lot else capable of providing excite-

ment. Do NOT follow your instincts and start playing this on EASY level, because after two games you'll have completed it. In fact the only way to get your money's worth out of *Bonanza Brothers* is to set the difficulty level to maximum, the lives count to minimum and ignore the option to continue using the extra credits. Even playing that way, it doesn't last long to grow tired of the gags and bored with the lack of things to do. In short, after only a few plays the entertainment value of *Bonanza Bros* plummeted, and if I were playing in excess of £30.00 for a game, I'd expect something much more substantial for my money.

PAUL
GLANCEY

ON GUARD!

The *Bonanza Bros*' foes in this escapade are multitudinous. And they are...

THE UNIFORMS: Dressed in blue, yellow or green, these lads are easy to knock out because they DON'T wear armour. But shoot fast, because even if they DON'T chase and shoot at the brothers, they will raise the alarm with a whistle or a gun shot.



THE ARMOURED GUYS: The *Bonanza Bros*' worst enemies. As well as wearing armour, these guys carry bullet-proof shields so they can only be shot when they are being away from the brothers. If that doesn't work, you can rely on their slow reactions and risk dodging around them.



THE WAITERS: These load-carrying chaps such as the Miltonave's Waiter, and usually they're pretty shocked when they first see the brothers - so shocked that they drop all the plates they're carrying! There are, however, a couple of quick-witted individuals who start bringing their plates at the brothers!



THE ROBOGOGS: These steel-toothed monsters crawl around the later levels, brooding whenever the brothers approach, then pouncing to knock them off their feet. However, hark at 'em when you pop a couple of slug pellets into their metal hulls!



THE BEARDED BOMBERS: Usually to be found guarding exits, it takes four or five shots to knock these guys off their feet, and it's probably best to expel the ammunition, because they like to either pound heavily or lob bombs in the brothers' direction.



TRICKS AND TRAPS

Bananza Row features some painful-looking tight spots to get the player (and any audience present) laughing.



THE DOOR SLAM: This can be used at every venue. Hide behind a closed door, then lure a guard to the other side. When he is right behind it, open the door and SPLAT! Make sure you do it to them before they do it to you, though.



THE CRUSHER: To be found in the Mint. Tempt an annoyed guy towards you then duck behind the machine, grab the lever and pull. Charlie in hissing as he is squashed flat, making him a bit of a "walkover".



THE REAK: Some guards' gear has left his boots wet, and if you're not careful, one of the boys will knock himself cold when he steps on the end of the take and the shaft smacks him in the face. Best jumped over.



THE CAR: A bit like the rake, really. A little bug has left a car on the ground, and if one of the lads walks into it, rather than jumps over it, he'll end up flat on his back, ready to be rolled.



THE ROBOT MASH: A good way of avoiding the guards in the MD Laboratory. As soon as one comes near, duck into an alcove, and the brother in your charge plucks the head off a nearby robot and puts it on as a cunning disguise!



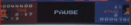
THE ROPE SLIDE: This one looks fun rather than painful, but it all ends in agony. It's actually a fast way of getting from the floor below, but it's so fast that as soon as slide stops, the speeding brother is hurled through the nearest brick wall!



▲ Both Pogo and Moko reach the exit.



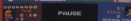
▲ Moko admires his handy-dandy features.



▲ Moko gets the last item while Pogo heads for the exit.

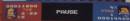
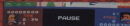
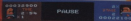


▶ Robo takes the quick exit.



ARCADE BONANZA

The Bonanza Bros coin-op appeared in British arcades last summer and its wacky gameplay (especially for a Sega machine) and stylish graphics earned it some success. This conversion is two levels shorter than the coin-op, the first market being one of those absent. Also missing are the bonus stages which appear every few levels in the arcade game, in which the Bros have to dodge the beams of searchlights or face a mouthful of bullets!



▶ Robo hangs around, while Robo makes good his escape!



There's no denying the graphical appeal of Bonanza Bros. The sprites are true to the arcade, with some nice, varied backdrops and excellent sprites. The sound is quite nice too with some cutesy soundtracks and good effects. To begin with the gameplay is quite entertaining - splitting maniacs and collecting the swag does keep you occupied for a couple of hours, but if you've got the difficulty level on the lowest setting and the lives-counter on the highest, then you'll complete the game in just a couple of shots. There are actually less levels in this version than there are in the arcade and all of the bonus levels are missing too. Superficially, Bonanza Bros is a great game, but it lacks the testability factor that would make shelling out £39.99 truly justified.

RICHARD LEADBETTER



▶ Robo gets a taste of the fire - Robo gets a good laugh!



▶ Look a like the Brothers have been spotted!



MEGADRIVE

GRAPHICS	93
SOUNDS	70
PLAYABILITY	71
LASTABILITY	55
OVERALL	65

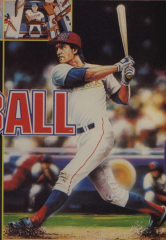
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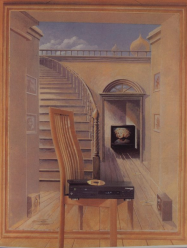
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INDIA  COME ON INDIANA

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DEEPER  ER, WHAT'S UP DOC?

 THAT'S ALL FOLKS! 



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This month's Challenge took me to the repellent Birmingham, home of mega softco US Gold. I took the gibbering Paul Glancey and snivelling Richard Leadbetter in tow, anxious to force untold amounts of suffering and humiliation on them... or so I thought...

THE CHALLENGERS

Glancing over my challenge list, I decided to summon Trevor Deighton from North Yorkshire, who had proved his scoring worth on many Commodore 64 and Megadrive games, even though he'd only been playing since February.

Gary Wilson was my next challenger, a hardened BT score warrior from Aldershot. Gary also brought a mate with him, "Dave" (or "Dave" to the more adventurous and after letting it slip that he was not adverse to playing the odd game he was duly roped into the festivities).

US Gold's "champion for a day" was to be Steve Piron, a "Product Manager" and alleged games expert. This strange fellow seemed highly confident of emerging from the contest victorious.

The epicurean CVG squad arrived next, and I was anxious to force them into taking part. After showing an interesting selection of "photographs" to the warped Paul Glancey, he grudgingly accepted my offer to take part, on the condition that he got the negatives at the end of it. Unfortunately, no such sense of tactfulness were available in goading the maddily-omitted, quit-tossing Dick into action and he defiantly decided to just stand and watch, and perhaps gloat. I put paid to his despicable behavior by sending him into the corner of the room, facing the wall with a bag over his face, lest his grotesque fiasco put my worthy challengers off their game (as well as their dinner).

THE CVG CHALLENGE

GAME ONE GAUNTLET

A worthy game to start the challenge, *Gauntlet* is an eight-way scuffling maze game with the objective being to reach the exit of each maze blazing and blasting enemies on the way. This isn't really my cup of tea - the lack of gratuitous violence just isn't good enough. Still, this Master System version of the game is probably the best yet, so it's not all bad.

Trevor was first, "wait" being the operative word. Being relatively new to this computer game making, the ex-cally driver had never played any version of this age-old arcade blast, and his maze-related antics proved to be completely inept. The other challengers watched in dumbstruck awe at his unskilled activities. A profit 2,500 was all Trevor could come up with. Oh wait.



Gary takes the seat and proceeds to rip, battle against ghosts and demons in the Mega version of *Gauntlet*. By the time he'd finished his go, his slow-playing tactics had drained the will to play from the other competitors, allowing him to take the round.

The slightly more experienced Mr Wilson proved to be marginally more successful, achieving a score of 8,140. His game was a more cautious one, hiding behind corners and occasionally blasting the meemies. It took an age to wrest the lead from the console, and I suddenly realised that dirty play was the order of the day. Gary was subtly trying to bore his opponents into submission.



Steve Fitton - a man barely alive, Gamblers, are also excited him. We have the technology to make this the world's smallest product package.

David arrived next on the console and came up with a fairly miserable 4,490 - and that was after a practice session I witnessed if his cheery chappie was really any good at games following this effort. I decided to keep a close eye on him.

Steve "ah US Galt" Fitton came up next for his turn, and came away with a fairly creditable 6,200, and so he should seeing as he'd played the game! His tactics were much like stoical Gary's except that they were even more tedious. About fifteen hours later he was finished (but Gary's score still ruled), and I woke up the rest of the audience ready for the final, pathetic participant.

It only took a suspenseful blow to the cranium to wake up the retarded, drooling Glancey person and persuade him to take his seat before the Master System. Obviously the concussion had some unforeseen effect and he somehow tickled up 6,075 points, which I was ashamed to admit gave him third place in the round. Arggggggh! It made the fool never wish he'd been born for that!

GAME TWO PAPERBOY

The Sega version of this age-old con-co was the next game on my challenge agenda, and after the show-out proceedings of the Gauntlet game I ushered Trevor to the seat ready to commence newspaper-throwing combat. This was another game he'd never played, but after five minutes of competent coaching from the Glancey being he lurked up a pretty decent score of 4,200 points - reaching day three.

Gary and David (real-life paperboys both) obviously weren't paying attention during Paul's "expert" sabotage and came up with a pair of surprisingly lacking performances, scoring 3,590 and 3,550 respectively. Their games were particularly painful to watch and it seemed that avoiding any sort of obstacle was a bit too much for these creatures.



Wear and moody Mr Wilson studies his surroundings and struggles not to be intimidated by the huge number of pixelated posters which confront him at every turn! You can tell by the look on his face that his will is gradually slipping away...

The diminutive Steve Fitton took the seat after about seven minutes worth of constant whinging, ended only by my mentioning something about his tender regions and the large, spiked stick I'd brought in my weapons holdall, and the red mist that was appearing before my eyes. It seemed that his pathetic, apologetic whining was justified as he came last with a lisp 3,300.

Last and very definitely least, the giggling, deluded Glancey took the hot seat. He had obviously been taking some kind of subliminal anti-clowniness course and much to my supreme annoyance he took the round with a massive 10,610 points! At this stage in the contest, this made him joint leader

THE CVG CHALLENGE

CONTINUED...

with Gary. I hoped that he completely fussed-up the next couple of rounds - for his sake... Unfortunately, US Gold didn't share my sentiments and took the whole lot of us (including the Leadbetter premiere) out to lunch at the swanky TG&F Friday's restaurant.



▲ **Therese Daighon** - a man so hard he can sit on discarded soft drink cans without inflicting injury. Here we see him watching his fellow challengers practicing on the Shadow Dancer coin-op in the corner of the room.

GAME THREE SHADOW DANCER

After a vast lunch, it was time to cart the challengers off to US Gold's coin-op city for the third and fourth rounds of my challenges. To get the ball rolling, I ordered one round to be played on Shadow Dancer - the story of a psychotic ninja and his ferocious chud-mauling canine chum.

Cheers went up from the assembled US Goldies as Steve stepped up to the machine. He reckoned he was company champion at his particular coin-op, and proceeded to let everyone else know as he started to show off a bit (more than a bit actually - his slimy snuggles made me want to vomit into the nearest sick bag). His multiple hours of practice made it easy for him to get well into the game before his on-screen Ninja counterpart finally kicked the bucket. He finished his game with a meagre 76,000.



▲ **Debbie's David!** He is having a bit of a practice on Shadow Dancer before lunch so he can dominate the rest of the day later. Unfortunately, it was all to go on a tragically wrong for the boy when the time came.

After this slimy, odious performance, David's limo 4,800 was, well, there's no other word for it, but 'disappointing'. I don't really want to dwell on the ineptitude, so I won't.

Unfortunately, the same goes for Gary's equally lacklustre performance. His score of 5,600 wasn't quite as disastrous.

as David's effort, but it simply wasn't good enough to match Steve's performance.

To round the game off with a laugh-and-a-half, Paul Giancity arrived to have a quick stab at the game. I had noticed him observing Steve's skillful attempt, and he had obviously been taking careful note of how to take out the tougher terrorists. So, even though he had played the arcade game on only two other occasions, the annoying creature actually did surprisingly well, clocking up a fairly decent 20,400 and claiming second place as his own. Bah!

GAME FOUR MERCs

Eager to redeem himself after his earlier failures, Trevor had been practicing on the MERCS coin-op which stood in the corner of the room. So he was first to take the joystick, and he proceeded to blast his way through level one, collecting all the weapons he could and massacring as many enemy soldiers as possible. His performance did him credit and he came away from the game with a respectable score of \$1,450 points.

Steve decided to have a go next. He brashly announced that this was another coin-op to which he was seriously addicted, causing looks of consternation to be passed between the other challengers, who had played it only seldom. Sadly, his boasting proved to be no lie and his assault on the enemy continued until the end of level two. He left the coin-op after racking up \$2,300 points.

Again I had observed the wretched Giancity studying Steve's tactics, anxious to emulate them for maximum success. Some hope! When his turn actually came up, the nauseating Paul "I'll Floppy" Giancity actually did better than Steve, yomping through the majority of level two with a gargantuan score of \$9,500. The assembled masses seemed to think that the odious one had stolen the round, and their outcries seemed vaguely justified as Dave started to go, and only managed to wrack up a quick 18,000 points before expiring.

However, Fate was to steal the empuiricrion George's last-gasp card as Gary took the hot spot. His MERCS abilities made

Giancity's look like complete Excrement From The Last Devil In Hell, as he yomped and blasted his way through to level three with a huge \$4,100 score! Gary had taken the round, and Giancity could not help but feel a little disappointed. I laughed a lot.



▲ It's all over for the youngsters, and they take delivery of their prizes. Brave loser, Trevor (left), gets the beauty prize of an empty cardboard tube, while the others (Gary, centre and Dave on the right) get an extremely expensive Walkman and a Master System Plus pack!



▲ Here we see Andrew, US Gold's resident spud, who is trying to plug his favourite joystick into the Shinobi Danzan arcade game. Aren't you glad they don't let him do any programming?

THE OLD SCOREBOARD

THE MASTER SYSTEM CHALLENGE

	GAUNTLET		PAPERBOY	
TREVOR	3,500	4	4,000	8
GARY	9,100	10	3,000	6
DAVID	4,400	9	3,500	5
STEVE	4,300	6	3,000	4
PAUL	6,200	6	10,800	10

THE ARCADE CHALLENGE

	MERCs		SHADOW DANCER	
TREVOR	\$1,450	5	4,800	4
GARY	\$4,100	10	5,600	6
DAVID	18,000	4	4,800	4
STEVE	\$2,300	6	76,000	10
PAUL	\$9,500	8	20,400	8

Totting up the final scores, I found the results intensely embarrassing. I checked and re-checked my findings, but there was no denying it: the vapid-idioting Giancity had won my challenge, living at the top spot with Gary Wilson! US Gold really piled on the prizes, handing out both remote-controlled cars, mega-expensive Walkmans (Walkers?) and even a Sega Master System as a runners-up prize. So, another happy ending for them. The prospect of Giancity winning a challenge made me feel a lot more alive, and I vowed a ferocious vengeance against the treacherous George.

MEGADRIVE

The Madden score roll continues as massive scores arrive by the hour (well, nearly). A new Elemental Master score kicks off the table (even **MEAN MACHINES'** snoring Gary Harrod thought it was impressive), followed by an even better Mickey Mouse score. Keep your scores rolling in, or else!

ELEMENTAL MASTER James Bennett, Cromborough, East Sussex	1,000,200 (MABA LEVEL)
JOHN MADDEN'S FOOTBALL Simon Bennett, Swanssea	228,110
MICKY MOUSE Carl Davis, Sutton-in-Ashfield, Nottinghamshire	492,900
MIDNIGHT RESISTANCE Mark Hayes, Spetcham, London	17,737,000
THROG Mark Huxcombe, Litchfield, Staffordshire	3,710,880

NINTENDO

The Turtles score is finally replaced by a far superior effort, and there's been some decent high-scoring action on Batman, Double Dragon 2 and Duck Tales, but I will reckon there's far more room for improvement. How about some scores for Snake, Rattle and Roll or Tecmo Wrestling?

BATMAN James Quinlan, Dartford, Surrey	1,074,200
DOUBLE DRAGON 2 Karl Wyming, Heywood, Lancs	48,200
DUCK TALES Gary Cavins, Bedford	15,996,000 (COMPLETED)
BLADES OF STEEL Andrew Walker, Bury, Lancashire	10-0-20-0 (PRO LEVEL)
TECHNIQUE MUTANT HERO TURTLES Paul Mills, Ipswich, Suffolk	1,804,100

GAME BOY

Revenge of the Gator is proving to be the most popular high-scoring Gameboy cart this month, followed up by the likes of Double Dragon and the Turtles. I've put that Do Mario score in as a prompt for more satisfactory efforts. It's a great game and well worth taking a look at with a view for some high-scoring action. Know what I mean?

DO MARIO Mark A Cooper, Stainforth, Doncaster	82,800 (low speed)
TECHNIQUE MUTANT NINJA TURTLES Chris Stewart, Newport	218,100
DOUBLE DRAGON Luke Pridmore, York	122,710
REVENGE OF THE GATOR Robert van der Horst, Holland	1,330,000
TETRIS Deryn Gaine, Great Yarmouth, Norfolk	478,100

PC ENGINE

Mal! After my hilarious gut-throws and violent taunts, you PC Engine owners are finally getting your fingers out and playing with your Engines instead. But still I want scores on Bomber Man, Parado Wars and maybe even Final Match Tennis. Don't disappoint me now or I might get a tad annoyed...

SON OF DRACULA Rich Stephenson, Hassey, York	COMPLETE (10 lives remaining)
FORMATION SOCCER Sethan Russell, Wand, Essex	48-0 (Argentina vs Japan)
AFTERBURNER J B Edmunds, Edinburgh	4,775,100
SD Aml Vyas, Farns, London	3,078,810

SUPER FAMICOM

Tony McPherson's scores still rule supreme, so much so that I have called in the Creditability Squad to test his claims. Any good up, he's well worth it. I want Final Flight scores using only one credit, and F-Zero scores obtained without using one shot! (Ha, that should really separate the men from the small, lary mammal!

F-ZERO Tony McPherson, Somershamville	80/100
FINAL FIGHT Tony McPherson, Sumner-on-Sea	3,289,270
HOLE-IN-ONE GOLF Jackie Gilbert, County Antrim, Northern Ireland	11 UNDER PAR
PILDROWING Paul Slattery, CVD	LEVEL 8 (CODE 766227)
SUPER MARIO WORLD John Regan, CVD	9,999,999
DARKS TRIN Gary Harrod, MEAN MACHINES	3,825,800

ARCADES

MEAN MACHINES' grotesque Gary Harrod dominates the score tables again, this time playing Street Fighter 2, Dragon Sabre and Super Space Invaders. Making this reprinting being interesting my tables is knocking years off my life, so get in on them folk. I expect better things by next month or else I get mean!

SUPER SPACE INVADERS Gary Harrod, MEAN MACHINES	832,710
DRAGON SABRE Gary Harrod, MEAN MACHINES	137,200
MIDNIGHT FIGHTER 2 Gary Harrod, MEAN MACHINES	11 BAD GUYS (COMPLETE), ONE CREDIT
PO FIGHTER Julian Regan, CVD	3,881,800
MIDNIGHT RESISTANCE Stephen Hancock, Ramford, Essex	COMPLETE (ONE CREDIT)

Right, wimpos, you know the drill - every month CVD will be throwing down the gauntlet to all of you weaslings. Fill out the form below and send it to **SCORE WITH SADIE** at the usual CVD address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVD 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 SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVD CREDITING ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME _____ SCORE _____
 GAME _____ SCORE _____
 GAME _____ SCORE _____

NAME: _____
 ADDRESS: _____

TELEPHONE NUMBER: _____
 MY MACHINE IS: _____

HIGH SCORES

Dear Wimps,

Welcome, Score Kings to the latest in my instalment of pulse-racingly thrilling highscores. A whole new bag of scores this month, and a challenge too! If you think your abilities deserve a mention on my hallowed pages, fill in the coupon now - or forever hold your piece!

Sadie



AMIGA

After a glittering start, you Speedsters are finally getting to grip with the Blimey Brothers' superb game - and about time too! A nice new entry in the form of that Golden Ace score and a rather impressive GDOG achievement. But still I think you could do better...

SPEEDBALL 2	160 LEAGUE POINTS
Ian Pollard, High Holme	
GOLDEN ACE	767.9
Paulie Marsh, Castle Bromwich, Birmingham	
GDOG	7,044,000
Ming Ye, Canterbury, Kent	
SWR	619,200 (97%)
Jim Shephard, Grant	
OUT RUN	25,435,168
Conrad Wilsomb, Telford	

ST

Uggghhh! The repetitive quibbler, Richard "Stoop" Leadbetter actually has a score in the ST shard! Get rid of it quick, or else! An interesting F18 effort (surely it can be bettered) and a massive Kick Off 2 score - can any one beat it?

F18 STEALTH FIGHTER	628 (Medium level)
Sam Kinzale, Wexley, Essex	
KICK OFF 2	48-4 (Italy vs Germany)
Sam Kinzale, Wexley, Essex	
RAINBOW ISLANDS	5,810,200
Richard Leadbetter, CNG	
STRG	210,000
Alexis Chassa, Sweden	
RANG	1,329,800
Simon Collins, Wexley Heath, Kent	

C64

Only a brace of C64 highscores this month. What happened? I wouldn't like to think that you lot have fallen asleep on the job (as it were). I expect better things next month, or all my energy will be

diverted into deciding you lot publicly for what you are! BUGGY BOY	112,100
Matthew Gabriel, Perth, Australia	
BLACK TIGER	19,000
James Tapp, Gagehen, Essex	
HWY	79,000 (Solo - Helicopter)
Bob Pullen, Newcastle	
NAVY SEAL	182,000
John Wright, Killyth, Glasgow	
TERRICAN 2	1,081,000
S J Donbridge, Norwich, Norfolk	

SPECTRUM

You lot have got a bit better at Letters, but it still just isn't good enough. I want better things next month, or I'll personally come round and whip you into shape (stop drooling). The BASIC scores have been rolling in, but Mark Perin's score took the top slot.

BASIC	273,479 (COMPLETE)
Mark Perin, Aylesbury, Bucks	
LOTUS ESPRIT TURBO CHALLENGE	100
David Forbes, Swansea, West Glamorgan	
RANG	690,000
David Cress, Northampton	
SUPER OFF-ROAD	1,087,000
David Cress, Northampton	
R-TYPE	981,000
David Cress, Northampton	

AMSTRAD

Hehehehe. A few more scores this month, but they only show to me that your highscoring prowess is rather akin to a spang donkey with bad hand-to-eye co-ordination. So come on, score masters, get those scores in now!

CHASE HD	9,894,889
Stephen Barr, Lutterworth	
RAMBO EFFECT	11,471
Graham Richardson, Sudley	
RESISTANT FORCE	21,600
Leon Phipps, Olney	
ELAS	1,716,000
Chris Craig, Kempshott, Hants	

SEGA

After your few months' scoring hibernation, you Master System score masters are finally letting the highscores roll. Plenty more decent scores arrive by the day, but I expect more of you - especially to keep the glabbering CVD reviewers out of the table on a more permanent basis.

CHASE HD	9,371,000
Steve Smart, Bristol	
SUPER MONACO GP	6,040,000
Alan Charles, Luton	
GALAXY FORCE	410,400
David McIlwain, Dumbarton	
BATTLE OXYGEN	5,041,000 (COMPLETE)
Steve Smart, Bristol	

REVIEW

MEGADRIVE

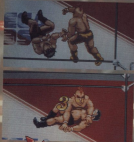
£34.99

BY SGA

Fancy a bit of wrestling? Tearing your clothes in the process? Well, the ultimate challenge to test the funniest, meanest and greatest all-round wrestler isn't taking the role of an up-and-coming mat mangle by the name of Bruce Blaine, you have to beat eight tough 'n' nasty wrestlers in a bid to become the finest (and possibly heavyweight) champion!

Not that you'll have it easy, by any stretch, remember that Major, New York, Sam Webster, Ambassador and Dallas are out to get you down, becoming progressively more vicious and nasty as you progress.

Oh well, at least it's a whole lot less you have to take on (and King is the only showdown). They say the more a gorilla, the fiercer he tends to become, indeed.



FIGHTING TO WIN!

OK, so you want to be thumping good and become king of the ring? You'll need to get to grips with a few basic tactics to maximise the opposition and establish your claim as a grasping glory boy.

You can either punch or kick your opponent, but should you want to try something a bit special then hold onto him, after which a power meter appears. You can then drag him across the ring, flip him over on to the mat, drop kick him in the back or even choke him - achieved by twisting your arms out and allowing your opponent to run straight into it!

At any time you can try to pin your opponent to the canvas while the ref counts to three. Should you succeed, you'll progress to the next challenger; if not, you'll have to make sure you do it to him before he does it to you!



It's pretty clear there's a remarkable lack of decent Megadrive wrestling games, but Wrestling War fits the bill quite nicely! The action is fast and exciting, depicted with excellent graphics. The sound is also good, with great grunting noises and perfect effects -

slamming your opponent's head against the canvas produces the most satisfying noise! Although it tends to get a bit repetitive after a while, there's lots of challenge on offer, and punnelling all of the opponents will take ages. All combat games benefit from a decent two-player mode, and Wrestling War even has this as well. We know from the vast stacks of mat that you lot want a decent wrestling game, and Wrestling War more than delivers. So, if you fancy smashing chairs and cash boxes over someone's head, this game is a dream come true!

RICHARD
LEADBETTER

WRESTLE WAR



GRUNTIN' AN' GROANIN'

The eight man-manglers you'll have to go up against are no easy pushover, and get harder as the match-ups progress.



THE MOOKAWW KID
The first opponent, this so-called hard nut only has had your strategy and is easily dealt with.



SLIDERHAMMER
This dude won't hang about. Watch out for his knee-drop if he gets you on the mat!



GRAND KONG
The champion wrestler, this human anthropoid isn't about to let anyone take his title away. In alone some cheap punk is (Mask photo!)



MR. J
Looking real unlike Jason 'n' his boss, this guy will do his utmost to make your face a permanent feature on the canvas!



NIMROD FALCON
This Miami mangler is a real tough nut to crack, and just loves to smash unsuspecting challengers to bits!



DAN DAMBUSTER
A mean and moody threne breaker, this wussie monster is definitely out to put you away!



BUCKSKIN ROGERS
The number 2 wrestler in the whole of the USA, he's one mean hombre and out for blood!



TITAN MORGAN
This Titan terror is just the sort of guy who loves to jump on your face when you're down!

5



UPDATE

No solid news of other versions, but now that US Gold have an agreement to convert Sega coin-ops, *Wrestle War* may well appear on other machines.

WRESTLEMANIA!

Is there anybody out there who hasn't heard of Hulk Hogan, The Ultimate Warrior, The Big Boss Man and The Million Dollar Man?

These are the stars of the World Wrestling Federation - household names in the States and over here thanks to coverage of WWF events on satellite television. Since the early eighties, seven wrestling extravaganzas have been held, entitled *Wrestlemania*, and have been packed from beginning to end with nerve-jangling wrestling action.

Hulk Hogan (known as the Hulkster to his millions of fans) is acclaimed as the all-time WWF champion. During his career he has fought all comers, and won, to retain his title. Hogan has won his title just once, in *The Ultimate Warrior*, in one of the greatest and most exciting matches ever!



At last - a game which can satisfy all the Megadrive-crazing *Wrestlemania* nuts out there! *Wrestle War* is fast and playable, and there is some real skill required if you're going to trash the whole bunch of computer fighters. What really makes this game are the big wrestler sprites, whose movements and facial expressions are expertly animated. Not only does it look good, all the grins and popping systems are added too by sampled grunts and "oof" sounds, making it one of the most entertaining best 'em ups you could hope to play outside of an arcade. Fighting against another player is great fun, but it's a shame that player one always has to be Bruce - it would have been more fun to be able to pit two of the more exotic fighters against each other. Don't let that very minor niggle put you off, though - if you're after a wrestling game, stop ringing us up and get hold of this great cartridge now!

PAUL
GLANCEY



MEGADRIVE

GRAPHICS	90
SOUNDS	83
PLAYABILITY	87
LASTABILITY	84

OVERALL 87



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE



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REVIEW

SUPER FAMICOM £40.00

BY IMAGINEER

Sim City offers a would-be megalomaniac the opportunity to create and control their own city, to watch it grow from the humblest beginnings to a sprawling metropolis. The game gives you all the tools for the job, including a fat pile of cash and some very eager builders.

Make your city look attractive enough and people (the Sims) will willingly move into your settlement. But the Sims are a pretty picky lot, and if your taxes are too high, or if there's too much pollution, or if there's nowhere to work, then you can expect them to desert in their hundreds - and getting them back isn't easy... In short, your job is to provide plenty of opportunity for both work and play to the little Sims, so they'll want to live in your city.

Do you have the ability to create an awe-inspiring metropolis, or is a stinky little hamlet more your style?



Sim City was never a game that amazed due to its visual or sonic properties. It's just that the idea of creating and maintaining your own city is incredibly compelling, and watching it grow before your very eyes provides some serious entertainment. The graphics

(though not spectacular) serve the purpose, and there's plenty of little delights like watching all your boats, planes and helicopters going about their business. The Super Famicom version has been crammed full of new ideas, like the bizarre professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department). Also, the inclusion of the four seasons varies the graphic style immensely. Imagineer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

**RICHARD
LEADBETTER**



CONSTRUCTION TIME AGAIN

There are three main building types in Sim City. Residential areas are the places your Sims are going to live in, whilst your industrial areas are the manufacturing centres where a lot of the Sims are going to work. Commercial areas are the places where shops, offices and small businesses are located. Connecting these different areas is obviously very important. Sim City offers two methods of creating a transport network. A good road network would attract the commuting Sims to your town, but could generate some pretty heavy pollution. Similarly, a badly planned rail network could result in serious traffic jams. The alternative is to create a rail network, which cuts down on pollution and carries more Sims off to work.





▶▶ REVIEW

THE BIG QUESTION MARK

As you'll notice, in the bottom right-hand corner of the icon strip, there's a question mark. Occasionally this will flash. Click on it and some special buildings will appear. These could be "your house", a bank (standby for loans when the money gets tight), the library, a casino, a fun park and even an astrodome-type sports stadium! The ultimate eye-foresight must be the monument built in your honour!



THE FOUR SEASONS

As the months roll by, you'll probably notice that the col-our scheme tends to alter somewhat. This is because the Super Patismain version has faithfully captured the passing of time (and the four seasons) in the game. Sims tend to leave away from your city in the winter, but return in their droves during the spring and summer!



▲ This "special icon" is an option.



▲ On the coast, a monster lurks.



I'VE GOT THE POWER!

Two types of power plants are on offer in Sim City, and every type of building is going to need electricity. One power plant uses less money to build, but doesn't supply as much energy as the other power plants. But then, one power plant doesn't have a tendency to melt down at inopportune moments, do they?





PORTS AND 'PLANES

Sooner or later, your industrial products will have to be unshipped into an unsuspecting world. For the purposes of improving and exporting both goods and people, airports and ports can be created. Watch out for those ship-related nagatives and plane crashes, though.

TAXES AND POPULARITY

Though you're given a large sum of money to play with, the only way to keep your services (public works, police and fire department) going, and keep building is through levying a tax on your poor Sims. Watch out, though, because if your taxes are too high, you'll fall out of favor with your Sims and they'll leave your city deserted.



UPDATE

Sim City is available on the ST, Amiga, PC and C64. Although they haven't got all the features of this version, they still offer an excellent gaming experience. The 16-bit versions are also available in an Infogrames package, where this classic title is coupled with the brilliant Populous! Not bad, eh? Nintendo owners should also watch out for their own version of this game. From what we've seen, it's looking good!



When I first sat down to start playing this, I was a bit concerned that all the Japanese text would make it difficult to play. Luckily, there isn't much of a problem because most of the icons and graphic screens are self-explanatory and it only takes a bit of experimentation to reveal the purpose of the others. The only possible confusion could arise from the budget and tax screens, but anyone who's played the game on other formats will be able to work them out, and this review should help anyone who hasn't. It turns out that this is the best version of the lot, mainly because of the extra presentation, the music, the sound effects and the additional challenge of working your way towards constructing the special bonus buildings. Unless bean games are a complete turn-off for you, Sim City is a game that is definitely worth buying.

PAUL GLANCEY

FIRE AND THEFT

Crime and fires cause something of a problem to your city during times. Thankfully, you can add in fire and police stations to cope these problems. If your city's large enough, divisional headquarters are also set up to deal with the smaller precincts.



FAMICOM	
GRAPHICS	79
SOUNDS	80
PLAYABILITY	94
LASTABILITY	95
OVERALL	93

F-15 STRIKE EAGLE

Available now for Atari ST, Commodore
Amiga and IBM PC compatibles.



MICRO PROSE™
SIMULATION • SOFTWARE

DRA

▶ REVIEW



Family enough, fact fans. Hydra is supposed to be the unofficial follow-up to RoadBlasters. The gameplay is much the same. Simply burn up the road (in this case it's galloping in different shades of blue, desperately trying to convince you that it's water) blowing other vehicles up.

This type of game can be quite exciting if it's fast and smooth enough—arcade RoadBlasters is built. Unfortunately, this lacking conversion simply doesn't deliver. The graphics look like grainy replicas of the arcade original and seem quite pleasing in static screenshots but slow, jerky 3D scrolling completely ruins the effect. The sound isn't bad, but Men Funnies' tunes are pretty uninspiring and the sound effects stunningly mediocre. If you're a fan of the coin-op check it out, but in my view buying this is equivalent to flushing 23 notes straight down the loo.

RICHARD LEADBETTER



▲ Missing about on the river

WELCOME TO THE HYDRADOME

Make it through the first three levels with life, ship and sanity intact and you enter the Hydradome, where extra funds are up for grabs by completing the course. Use the money you make to buy all sorts of goodies, ranging from flamethrowers to nuclear bombs.

You're going to need them, too. The action takes Hydra all over the show, from Colorado to Cuba and China to, um, Toronto. With the game's 31 levels split into nine missions, there's certainly plenty to do!



UPDATE
Expect to see Hydra available for the CD4, Spectrum and Amstrad very soon at 19.99 a shot. Whether you actually want to buy them is up to you.

CARRYING THE CAN

Courier delivery has come a long way since the little bloke on his mopeds fought his way down the high street, a stupidly shaped package perched perilously on the pillion. In Hydra's world they use swish speedboats so powerful they actually take off when you put the pedal to the metal! But two things don't change, despite all the technology. The couriers still look harassed and they still have 176 excuses handy when your vital package is found three days late under a ramp along the Old Kent Road...

AMIGA

GRAPHICS	43
SOUNDS	68
PLAYABILITY	38
LASTABILITY	34

OVERALL 43

ST

GRAPHICS	43
SOUNDS	60
PLAYABILITY	38
LASTABILITY	34

OVERALL 41

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OF THE LITTLE BEAUTIES AWAY!
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SHAPED LIKE A SPACE HELMET
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EVEN THE REMOTE CONTROL
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OF AN EPISODE OF STAR TREK!
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(AND WHO WOULDN'T!) THEN...



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REVIEW

AMIGA

£25.99

BY GRENIN

CVC
HIT



Moody graphics, or what?



The pathway to doom.



One-on-one combat.

HERO QUEST

The dawn of darkness draws near. That foul wizard Morcor, Lord of Chaos, and his crafty legions threaten to overrun the land. Can a greater evil befall us? Not on your nifty Mover is one seriously fed fed, and only the very best can hope to vanquish him as he plots deep in his underground lair.

Thankfully, help is at hand with a quartet of heroes ready and willing to do battle with anything the Master of Disaster can throw at them. Roger the Barbarian, Dugan the Dwarf, Lady the Elf and Tabor the Wizard hold the hopes of humanity as they do battle with Morcor's minions in a host of Quests which promise to test their courage and resources to the limit.

This is the long-awaited computer version of the Hasbro Bradley role playing mega-hit. Players take on the computer, which takes the part of Morcor and controls the nastily hordes. Guided by the Mentor, whose wisdom is profound, up to four people can play. Or, if you're all on your ownsome, one person can take the roles of all four characters. The rewards for success are much more than money. Failure? The less said about that the better!

OUR HEROES

ROGUE: A handsome warrior prince whose brow is quite a lot larger than his brain. Good at killing monsters, his compassion leaves a lot to be desired - but who's going to argue with him?

Skellorne spell trouble. p. 11

UPDATE

Hero Quest should be doing its thing on a computer near you very soon now, on ST and PC (025.99), CD and Amstrad (110.99). Keep 'em peeled!



WHEN YOU'RE ON A ROLE...

Role playing games have been around for yonks now and they've growing in popularity all the time. The original Hero Quest board game from Games Workshop was rather out of fashion, and absolutely squillions and remains one of the most popular on the shelf. This is the start of a game which cries out for a computer conversion - after all, you don't always have all your friends round to play. That said, it's always the human interaction which really counts and that's not really possible here.

TELOR A rather whimsical wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fastest? A bit of magic.

DURGEN A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over his shoulder or sitting long jump records, he's very good when it comes to getting rid of knowledge.



Can you make it to the door in one piece?



LADREL A fighter all from distant Adrenon who, while looking rather nasty, can hold her end up with the best of 'em in any fight to the death. Um, that's about it really. Being hot but dependable.



I've been looking forward to this one, and Hero Quest has been well worth the wait. Games have certainly delivered the goods here, providing an excellent RPG computer game to rank alongside the best of them. Write most games of this ilk, Hero is a breeze to pick up

and play - showing you deep into its realm with some well designed gameplay and obvious devotion to the original board game. The Cadaver-ish graphics set the scene very well and the control system is simplicity itself. A big plus for me is the music - it's very apt and very atmospheric, providing the final touch to a very classy piece of software. With mini-discs planned for the future, here is a game to take you into the wee small hours for some time to come. Bags I take this home!

TIM BOONE



OUR HEROES

ROGUE A besettable warrior prince whose brawn is quite a bit larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

DWARF A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or seeing long-jump rewards, he's very good when it comes to getting rid of knaves.

LADREL A fighter all from distant Athelorn who, whilst looking rather natty, can hold his end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.

TELOS A rather wise wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the ladies? A bit of angst.



I've played quite a few of this new breed of adventure game lately and Hero Quest is definitely one of the easiest to get into, and consequently, one of the most enjoyable. The icon controls are very simple to use, the graphics are attractive and there's even a pleasant

soundtrack going in the background. The puzzles (if you could call them that, after all the quests are just a matter of finding an object or a person and then taking them to the exit) are quite simple, but the quests are sufficiently varied to sustain interest. The only possible fly in the ointment is the fact that the game is at its best with two or preferably four players participating, because then the game becomes a race to find the treasures before the others. Although it's still very playable solo, the game just doesn't have quite the same challenge so it wouldn't take too long to finish the 14 quests. Well worth buying, but make sure you've got a friend handy if you want to get the most out of Hero Quest.

**PAUL
GLANCEY**



AMIGA

GRAPHICS	88
SOUNDS	81
PLAYABILITY	88
LASTABILITY	80

OVERALL 87

REVIEW ▶▶

MEGADRIVE

BY ELECTRONIC ARTS

Blockout is a puzzle game with a difference - and probably the initial fun you'll have with building blocks outside a play pen. Take Tetris, turn it on its side, add a new dimension and you have the mechanics of Blockout. The aim of the game is to fit together blocks so that they form complete layers in a pit. When all the holes are plugged, that layer disappears and the bricks above drop down one space.

Staying alive for long doesn't come easy, though, as misplaced pieces force your blocks further up the screen and push you closer to doom. The pieces just keep coming, so rest assured you won't beat the machine. Play against a human and at least you have a chance...



▲ Two-player multicoloured mayhem!

BLOCK OUT

A CHIP OFF THE OLD BLOCK

Don't let anyone tell you all forms puzzle over. Blockout is Tetris with bricks on wheels. Tetris shapes were restricted to every possible 2D combination of four squares. Blockout features any shape involving up to five cubes - and in three dimensions.

Tetris was initially prohibited for the Megadrive, but for reasons less known to the Nintendo and Sega legal departments, it was never officially released in Japan, the USA, or Europe, although pirate copies do exist.

The word on the street is that Super Tetris, written by Akira-Popkov (the original is credited to Spectrum Holdings) is nearing completion. Quite what shape that will be taking is a closely guarded secret, so watch this space for news as and when!



I was pleased to hear EA were planning to tweak the Megadrive version of this juggernaut, and the result is a finely tuned game which works well. The Rainbow Arts original featured too many options, but this defect has now been ironed out. The two player game is

a little slow, but great fun nonetheless. Blockout is easy to play, hard to beat down and damn near impossible to avoid going back to it. It's therefore a wise investment for any Megadrive-owning puzzle freak starved of long-term challenge. Enjoy!

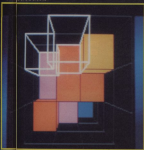
TIM
BOONE

FLIP ME, WHAT A PUZZLE!

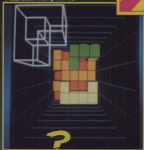
To get to grips with the Blockout control method, you'll need to think in three dimensions - because anything's possible in this game! On the joystick, button A tips the shape vertically on its X-axis, B tips it horizontally along the Y-plane and C tips it around. Confused? You won't be. Spinning the shapes to fit soon becomes second nature and you find yourself planning further and further ahead.



▶ A colorful block?



▶ Much block-twisting mayhem!



▶ The yellow screen.



HEAD TO HEAD

In two-player mode, *Blockout* really starts to show its stuff. The screen shows two pits, one for each player, and play is the same as usual, except your opponent's shapes are pushed further up the screen whenever you complete a layer or your own get it that vertical doesn't decide the winner, the first player to complete a quota of layers takes the game.

Either way, the match quickly degenerates into frantic finger yodling and name-calling, all in the best possible tradition.

▶ Player two's having trouble!

▶ The title screen in all its glory!



Like my computer, I wasn't too keen on the Amiga version of *Blockout*, mainly because the controls seemed pretty complicated for a fast action game. However, the Megadrive's three button control pad is perfectly suited to the game, and that problem just doesn't exist

with this version. Once I'd gotten accustomed to the shape manipulation, I just couldn't stop playing, especially in two-player mode. In fact since we received the ball, my eyes have become bagged and bleary from all the late nights I've spent annihilating MEAN MACHINE's Gary Harrod. Megadrive owners need no longer regret the lack of Tetris on their machine, because *Blockout* provides sufficient puzzlesome fun for any brain-game fan.

**PAUL
GLANCEY**



MEGADRIVE

GRAPHICS	80
SOUNDS	75
PLAYABILITY	90
LASTABILITY	88

OVERALL 86

REVIEW

AMIGA

£29.99

BY ACTIVISION EUROPE



The Hunter roams the blasted landscapes of tomorrow - a one man army bent on the destruction of the evil Bad Empire - as long as he's paid enough money! He's cool, he's mean, he's resourceful and intelligent. He also has the invaluable talent of being able to drive any form of transport known to civilization - and this comes in handy during this game.

There are three different types of game available. The first is a simple list of missions that are carried out one after the other. These simply involve blowing up strategic enemy targets or people. Then there's the action scenario. Packed full of blasting and annihilation, it's a desperate attempt to wipe the enemy off the face of the earth once and for all. Finally, there's the campaign option. This is a massive strategic epic, with all your single missions counting towards the final outcome. At the end of each mission, you can save off your position and all your tools, equipment and money for use in the next game.



▲ The mouse is used to manoeuvre items.



UPDATE

An ST version of Hunter has been completed and plays exactly like the game seen here. Priced at £29.99 it's an essential purchase, and it should be out by August.

POCKETS OF FUN

Be sure to collect some useful items from the stores before you embark on your mission. A log book comes in handy for digitally noting down any useful discoveries. Various weapons are also available which help the Hunter keep track of the enemy (and himself). The most useful item turns out to be the map. This can be superimposed over the main playing area to help keep track of your progress.

DRIVING, FLYING, RIDING, SWIMMING

The Hunter is adept at using all forms of transport available to man, and since the enemy have numerous vehicles dotted around their territories, the skill comes in handy. The list of vehicles is endless and includes bicycles, cars, ambulances, scanner vans, trucks, armoured cars, tanks, hovering boats, speedboats and more wind-surfers! The best mode of transport turns out to be the helicopter. But watch out for those surface-to-air missiles. Keep a look out for the heavens as well. This baby can hover over both land and water.



▲ The Hunter does it all on gyral!



▲ Helicopter via helicopter!

The start of the mission begins outside Allied HQ. The objective is simple: destroy the enemy base!



The nearest shed contains a lot of the necessary equipment. Maps, cars and weapons are all here.



A short drive takes the Hunter to the Allied Stores building. Most of your weapons are collected here.



The stores screen itself. Simply by clicking on "auto" a nice selection of weapons are instantly collected!



▼ The Hunter searches through a small dungeon



A ROOM WITH A VIEW

All kinds of buildings can be entered and searched, and it's quite likely that they're occupied by their owners. If they're honest civvies, you can pump them for information. Slightly more suspicious folk might succumb to a bit of bribery, whilst enemy soldiers fire on sight. On the plus side, there's usually some kind of useful treasure to be found in buildings.



Hunter is one of the most strikingly terrific games I've ever had the pleasure to play. Combining mercenary-style gaming with the action of Vint and some of the strategy of Midwinter, the best bit of the game must be driving around the landscape using all the wild and wonderful

modes of transport to be found in the game. The graphics are excellent (the animation as the Hunter pedals around the landscape on his push-bike is amazing) and the 3D is fast and smooth enough to be convincing. The sound is similarly excellent with a good military tune and amazing sound effects (all of the cars make different noises, and there's loads of volcanic noises and assault effects where appropriate). Lastability is guaranteed too, with loads of missions and scenarios with an expansive map for each. Look out too for the special surprises, hidden weapons and vehicles! There are even teachings of brutality for the hard-of-thinking when you mercilessly run down enemy soldiers - and get money for it! Hunter offers everything for everyone and as such ranks as one of the best 3Dpc games money can buy.

**RICHARD
LEADBETTER**



It would take ages for the Hunter to reach the target by road. A helicopter is a welcome discovery!



A few moments later and the Hunter is airborne! The Helicopter is quite difficult to control, but it sure shifts...



Bombs at the ready - and just in time! There's enemy HQ - but your 'copter is under heavy attack.



The helicopter is brought down, but enemy HQ is heavily damaged. A few rocket shells are all that's needed...



**CWG
HIT**



▲ The Hunter takes a quick dip...

▼ Safe haven? Killed territory!



ENEMY ENTANGLEMENTS

Don't expect your journey into hostile territory to be free of danger. A vast contingent of enemy soldiers is present and they're manning all forms of modern artillery, as well as heavy tracer guns and SAM sites. Extra credits are awarded for blowing up the enemy artillery, but make sure you leave enough of the explosive stuff over for taking out the main targets. If you don't it's a case of losing some extra weapons behind enemy lines.



X 100

Y 200

AERIAL OBSERVATION

Send up an aerial observation and to scan the immediate vicinity for people, buildings and most importantly, vehicles - essential if you've just been shot down and need to get somewhere fast!



X 100

Y 200

THE REAL-LIFE EXPERIENCE

Just like real life, some passes in Hunter, so expect days to turn into nights and so on. Nocturnal activity is the enemy tend to fall asleep and their SAM sites and tracer guns are useless. Other activities include the presence of many forms of wildlife, including zeppelins, zeppelins and even buffaloes. Credits are taken away from the Hunter for any unfortunate killing (and that includes running over rabbits in your tank).

Let's hope there's not someone already asleep!



My jaw dropped when I first saw this at the Computer Entertainment Show last year, and I was most dismayed when Activision took it with them as they slid down the gas. It's funny that The Day Company went there to see Activision and Hunter, and you Amiga owners should be eternally grateful because it's one of the most impressive arcade adventures you're ever likely to play. The 3D graphics are just superb and I love the little touches, such as the bulls, the Bunbules and the culture which evolve overhead when your energy is running out. The variety in vehicles and scenery keeps the game interesting throughout, and the graphics really are great. This is a game I could see myself playing for hours if anyone would let me! and all those missions guarantee you getting your money's worth. It's out in August, so make sure you've saved the requisite cash by then because no self-respecting Amiga owner can afford to be without Hunter.

**PAUL
GLANCEY**

AMIGA

GRAPHICS	84
SOUNDS	92
PLAYABILITY	95
LASTABILITY	95
OVERALL	95

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WIN!
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WIN!
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WIN!
WIN!

REVIEW ▶▶

AMIGA

£20.99

BY CORE DESIGN

Another day at work for Private Bill and Sergeant George means another day in the jungle putting bullet holes in enemy soldiers, enemy tanks, enemy trains, enemy buildings, and possibly a few enemy trees and enemy bushes as well, because you can't be too careful. These guys are such good soldiers that, even when they're on their summer holidays, they keep hand grenades safely packed to their hip-olives, just in case.

Today, though, they're hand at it, off to wipe-out all of the enemy's gaudy tanks which are hidden throughout the vast and coolly scorching jungle lying before them. They're armed only with all the good stuff. The fact (or fact?) that lightning machine-guns don't have to zero up the screen, blasting bits out of anything they come across.

Well, not get carried away, though. Because frankly, Johnson's have been told to stick to 20000 in the bank. If you can't get your teeth in faster than blow them full of holes, it's time for tea, and they may even award you some bonus points.



MORE RUMBLES IN THE JUNGLE

War Zone is by no means the first commando shoot 'em up to appear on computer. Capcom released the original Commando coin-op, which Elite promptly converted to the computers with some success. Following that Elite's first Warzone was the arcade game which started the two-player ball rolling, and that was given the conversion treatment, again by Elite, in 1989. These successes inspired numerous companies to jump into

the bandwagon, and in the following months Microzone released Leatherneck (which was actually a two-player game if you had the appropriate joystick adaptor), and Ocean brought us Rambo (actually a film license) and Victory Road (a very poor conversion of BMF's train game). Further Commando-style action is found in Ocean's Gwentia War (another hideous train spin-off) and Steve Ball's pseudo-sequel to Leatherneck, the okay Dogs of War. Most recently, US Gold have put together a two-player conversion of Capcom's three-player commando coin-op, Meme, which was reviewed last issue and earned 90% on Amiga.



Although War Zone has the few things that usually make for a great shoot 'em up, namely big weapons and loud noises, it is a bit lacking in originality. That mean aside, what I admire about the game are it's excellent graphics (which I think are rather more colourful and attractive than those in Menace), the great sound and the good variety in weapons. The other good thing about War Zone is that it's certainly no pushover - if you're playing on your own you'll have trouble just beating level one. An extra player makes all the difference, because you end up covering each other's back, which adds a surprising touch of realism to the proceedings. War Zone is pretty similar to Menace (though not quite as good in the gameplay stakes), but it is a fair cheaper, so in the VFM stakes, it comes up trumps.

PAUL GLANCEY

UPDATE

BT owners should watch the shelves for their own version of War Zone which should be available as you read this.



▶ A bridge-burner weapon



WAR ZONE

▶ REVIEW



BRINGING ON THE BIG GUNS

Our two War Zone grunts start the game each armed with a steady machine gun, but, as befits a game of mass destruction, there are five types of master armament stored in the weapons cases which are hidden around the landscape. Collect P-bosses and these can be powered up three times.

ROCKET LAUNCHER

A long range, heavy-duty weapon which explodes on contact with a target. Definitely one to grab before your mate gets to it.

GRENADE LAUNCHER

Powerful (especially when powered-up into a multi-directional weapon), but you have to get the range right, or you'll be lobbing grenades over the enemies' heads!

FLAME THROWER

Short-range, but quite deadly. Power-ups increase the flame thrower's range dramatically.

SMART MISSILES

Once launched, these home in on the nearest enemy that blow him or it to smithereens. Certain to make any party go with a bang.

THREE-WAY SHOTGUN

Unsurprisingly, this is a shotgun which fires in three directions. Powerful, but has a slow rate of fire, which only increases with multiple power-ups.



◀ Grenadier never says 'no' ▶



◀ The final military boss

▶ Taking on a tank!



I must admit that I thoroughly enjoyed my explosive trip into the War Zone. As per usual for a Core Design game, the graphics are simply superb. The sprites are all well-defined and possess some nice animation, while the backgrounds for each level are varied and visually interesting.

I also like the pseudo-3D effect of the landscapes and how it affects the gameplay. For example, you can't shoot through solid walls, but there's nothing stopping lobbing a grenade over them, thus neatly disposing of the evil nasties loitering behind it! All this repeat-related excitement is accompanied by some excellent sound effects. The rocket launcher in particular has a brilliant noise! The gameplay itself is really tough and getting past each level is incredibly taxing. I had problems getting off level one. Any real up, War Zone is a great Commando-style blast that is good in one-player mode, but even better if you can force a shem into taking part.

**RICHARD
LEADBETTER**



AMIGA	
GRAPHICS	88
SOUNDS	83
PLAYABILITY	85
LASTABILITY	85
OVERALL 86	

REVIEW ▶▶

NINTENDO
BY TRADE WEST

£34.99

So, you've got the money for the game, but what about the puzzle? Well, the puzzle is the heart of the game, and it's a real brain-bender. The game is set in a medieval town, and you have to solve a series of puzzles to progress. The puzzles are of varying difficulty, and some are quite tricky. The game is a real challenge, and it's a great way to spend an evening. The graphics are good, and the sound is excellent. The game is a real gem, and it's a must-have for any puzzle lover.

It looks like the first of a long series...

SO!

The Quest



THE BRAIN OF MORBIUS

Plenty of platform puzzles await Shadow on the path to Morbo's. Here's a shot of one of the earlier puzzles. Shadow's aim is to reach those green magic boots on the left. Unfortunately, the path to the boots is blocked by a floor covered with falling spikes - and Shadow's only way has one block in his way. Perhaps if he dropped the block on top of the mannaing spike, he could jump on top and be safely delivered to that conveyer belt. One is that conveyer belt. One is that conveyer belt. One is that conveyer belt. One is that conveyer belt. One is that conveyer belt.



I must admit that I expected a lot from Williams' Creative First Nintendo effort - their CD-ROM Commando game is one of the best games I've ever played! I'm glad to say that *Shadow* doesn't disappoint me a little bit. The graphics are excellent throughout, with some of the best backgrounds and sprites ever seen in this type of game. I've got through about 30% of the game, and for each area the graphics just keep on improving! The sound is excellent as well. The renowned Tim Feltin comes up trumps yet again with some brilliant atmospheric scores - probably some of the best music yet heard on the NES. The gameplay is excellent, with some brain-bending puzzles and nice power-ups for Shadow's abilities. For the Nintendo, this is a very original and compelling game that'll have you super-glued to your console.



MAGIC SHOES?

There are a number of items carefully dotted around the 3D landscape. Two distinct types are in evidence. The first type consists of building block-type platforms that Shadow can run around the bottom and use as stepping stones. The more interesting items are magical. These come in the form of magic keys designed for opening magic doors. It also includes Shadow with a command and special items that power-up Shadow's abilities. The first such items are the magic boots - these increase the height that Shadow can jump.

060

**RICHARD
LEADBETTER**

Slice™

Quest of the Staff of Demnos

▶▶ REVIEW



MAGICAL MYSTERY POTIONS

In *Slice* travels around the darkened landscape, he comes across various potions that produce some very strange effects. Some of them simply protect *Slice* from the marauding miners and make him glow a very strange colour into the bargain; whilst others act as smart bombs that annihilate everything evil on the screen. There are four different types of potion in all, but the significance of each is not fully revealed until later into the game.

UPDATE

Slice isn't likely to appear on any other system what-so-ever. Oh well.



A POTTED ISOMETRIC HISTORY

The game that started it all, the whole isometric 3D genre was Ultimate Play The Game's *Knight Lore* - a visually stunning game that simply amazed the Spruce-playing public back in 1983. Ultimate were quick to realise the popularity of this Finamos (FM) system and followed it up with Allen B's botchy sequel of *Knight Lore* and then even got the system to start strutting with games like *Night Shade* and *Gun Fight*. Their last 3D game was *Bubble*, which was rather average by Ultimate standards and was hampered by a rather odd and capricious publisher. Anyway by that time, other companies had jumped on the 3D bandwagon, the most successful being Codem with their *Ballman* and *Head Over Heels* games (both written by Joe Robinson and Bernie Drummond). Finally enough, both of these programming teams are now successful Nintendo coders...



► The game's 3D

► The 3D view of the game



► The 3D view of the game

► The 3D view of the game



SOFTWARE CREATIONS

Solstice is the first Nintendo outing for Software Creations, whose previous credits include Friction, a strikingly close conversion of Puzzle Master, the similarly grisly Benic Commando, and US Gold's G-Force. And Ghosts (pretty good conversions with excellent music - again). Their latest computer epic is US Gold's Gauntlet 3D - expect a remake of that in the very next edition of CDGI.



► The 3D view of the game

► The 3D view of the game



Software Creations have always been a top name in British programming, and it's great to see our brave Tommie producing a game which will impress the rest of the Nintendo-owning world. And impress them it should, because Solstice is one of the best arcade adventures on the Nintendo, sporting really lovely graphics and some of the best music I've ever heard on an NES. The attraction isn't only skin-deep either, because this is a BIG game with an awful lot of secrets to discover. If you've ever played any of the similar games in the Spectrum or whatever you do have an instant advantage because a lot of the puzzles and items will be familiar. In fact some of them are VERY familiar, looking like they've been taken straight out of the Nintendo titles, Knight Lore. This is a great game, and anyone with a bent for puzzle-solving would be a fool not to give Solstice a go.

**PAUL
GLANCEY**



NINTENDO

GRAPHICS	92
SOUNDS	94
PLAYABILITY	92
LASTABILITY	94

OVERALL 93



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CHEAT MODE

ALL FORMATS

CORPORATION

Also known as *Satan's Whizzer* in Europe (which is just a few miles from where it was, frankly speaking), this fun point plan for conquering the Core Design game.

1. Go slowly around corners, to avoid triggering alarms.
2. Shoot cabinets at a distance.
3. Don't wait until the last moment to recharge your power gauges. Something might attack you.
4. Use the attack, vision, and backdash sparingly. They use power fast.
5. Most elevators and doors use key pads, so get the lock-pick at the beginning of the game.
6. Shoot spiders off the ceiling and make sure they are dead, or they'll attack!
7. Don't use a grenade in an enclosed area. It's a bit of a stupid thing to do, isn't it?

8. Only use a bomb when you're stuck in a corner.
9. Examine every area carefully.

10. Always run away from the green dude (here's a description, not mine), or else keep firing and pray!

SPECTRUM

SHINOBI

Rodney Whizzer from Luton saw fit to send in this little cheat. "Just redefine the keys as GRUTS and a message should come up saying 'HELLO CHEEKY'." Repeating the keys as you want them and you'll have infinite lives. "Just like that," added Rodney to good measure in his letter.



ROLLING THUNDER

A pretty poorly game as far as I'm concerned, but if for some strange reason you want to cheat on it, then type in JIMBO on the main menu. In the game use I and O to go up and down through the levels. Simon Pruggitt sent in that tip, and he's back from being Tolkein in Sheffield.

C64

STRIDER

If playing through this lepid conversion is a bit too much of an effort, try this little tip from Rob Arnold of Maccleson. On the title screen press **PAUSE**, **RETURN**, and **DELETE**. The border will now turn gray. Press fire to start the game and hit **F7** and move your stick up and right. You'll now be teleported to level three.

GHOULS AND GHOSTS

On the highscore table, type in WGAN RLFC, and when you lose your armour you can press A to get it back. But that's not all. Pressing 0 enables you to skip a whole level. Not bad, eh? Thanks to Felipe Parsonson from Broomley in Kent.

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats which I get the lovely job of opening at your letters and absorbing at your words of wisdom. Mind you, I'd have had far less material sent through if you hadn't sent in all those Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-dealing talents elsewhere. A hundred thanks.

2010 cash goes to Simon Knight of Spelling for his top-selling *STRY* guide. He's one year in my debt! Maybe, so his name gets mentioned. And if you're not big money in books then send 'em in to me at CHEAT MODE, C/O, PRIORITY COURT, 35-37 PARKINGTON LANE, LONDON EC2R 1JG.

AMSTRAD



AMSTRAD MIDNIGHT RESISTANCE

According to Steven Dale from Acetech, holding down B, G, and N on the title screen causes the message CHEAT ON to appear. Start the game and you're granted with infinite lives!

HONG KONG PHOOEY

Who says in this tip to start the game with infinite energy? Is it Sarge? Is it Porse-ary? Is the telephone operator? Is it Steven Dale, mind-manned spiker from Aberdeen? Could be! Any way, enough of this verbiage. Apparently, according to Steve, if you hold down T, H, G, and I, on the options table, infinite energy is yours!

ENDURO RACER

A new little road racer, and thanks to Steve Dale (again) you can't be invulnerable to all roadside obstacles, meaning you can go flat out for the whole race! First of all, reduce your speed to 0 MPH (which should be too hard), and hold down B, 1, 4, 5, and the left arrow key.

ATARI ST

ROBOCOP 2

Trevor Clark from Cogboxton in Birmingham explains that you should press F3 to access the highscore table on this game. Then type in BAMB000L1EM followed by HELP to obtain infinite energy.



MIDNIGHT RESISTANCE

Trevor Clark reckons that you should type **SMANTHA LYON** on the title screen of this flick screen shoot in order to gain infinite lives. Why not try it out? But what Trevor didn't mention, is that by pressing each function key you can select which capability you'd like your commando to possess. Jonathan Rivers added that vital piece of information.

NARC

When Leo from Screenshotz in Kent sent in this tip for the ST version of NARC, simply go up to the Outposts. Jerry ket should do it and crouch down behind them. Continuously fire at them for a minute or two and then walk into them for infinite lives.

AMIGA



AMIGA HORROR ZOMBIES FROM THE CRYPT

As Paul B. Sorenson from Denmark says, "Here are the codes for the crap game called *Horror Zombies From The Crypt*." Well, I don't think it was that bad, but here is the codes any way.

- LEVEL 2: H00L3MAN
- LEVEL 3: H4MMER
- LEVEL 4: LUGGERS
- LEVEL 5: M0SPERAT0
- LEVEL 6: G4RLC

TEENAGE MUTANT HERO TURTLES

Apparently, the cheat for this notorious game is exactly the same as the ST one. So, for the benefit of those who missed it the first time, here it is again. Just type 8888 when you're asked for the code (from the cheat). Follow this up with 1500 at the next prompt. Finally, enter the correct code. When you start the game, pressing the HELP key will obtain infinite energy for the turtle of your choice. Chairman Jayalov said that it

SUPERCARS 2

Just Mark from Screenshotz decided to send in the cheat for this newly released, pre-released, old, old, Gemin Amiga hit. Simply change player one's name to Wabberland and change player two to The Bear. Enter these codes exactly, as you see them here. Now start the game in either one or two player mode and you should win all the races without even trying!

TOYOTA RALLY

I really enjoyed playing the Gemin car game when I reviewed it at Christmas, but I could have done with this cheat, as supplied by Peter Coleman from Higham Ferry in Northants. By holding down SHFT and C at the same time, you can skip levels and keep the timer locked at 0:00:0!

ESWAT

Here's a tip that loads of people sent in if Heaven I got space to fit in all of your names and I'm a bit too busy any way. In order to get infinite lives on this cop game, type in JUSTIFIED SACRIFICE OF M1 M11 which, incidentally, is what the RFP used to be called before they changed their name to the RFP during the game. Now you should have an plenty of time to squander.



Simon Sleight from Spalding sent in this cosmic SWIV player's guide, full of juicy hints 'n' tips for this brilliant multi-format shoot 'em up. So without further ado, let's get on with it, eh?

SWIV P

CHOOSING VEHICLES

If you want to complete *SWIV*, there are two main game types:

- In one-player mode, choose the hell, as it's easier to destroy the bosses and dodge bullets.
- In two-player mode, one player should get reasonably far on a credit, but when *Wahnie* takes the dust, the other player should take over with the other vehicle while the first player sits out. Get the idea?

CUNNING TACTICS



GOOSECOPTERS

The helicopter is easy to destroy if you shoot at its metallic can-trepreneur wheel as follows. Or, if you're endowed with a shield, fly straight at its head, bring for all your worth.



FIRST INSTALLATION

With the Star Wasp, this mission is easy. Just sit down in one side loop blasting.



SECOND INSTALLATION

With the extra spread weapons, take out the two guards first then concentrate on the middle laser dome. Before mopping up the rest outside laser domes. Be very wary of the helicopters.

PLAYER'S GUIDE

COLLECTING POWER-UPS

When you destroy the first Gooescopier, collect three (or two if you were slow) extra spread tokens, and perhaps a shield. At the second Gooescopier, collect extra spread and rapid-fire tokens and perhaps a shield.

Blow the third Gooescopier into smithereens but instead of collecting the coins, keep shooting them. This should make a star token appear, which equips your SWM fighter with a super-bull star weapon, which fires in eight directions. Beware though, this baby only appears once and vanishes after you've been hit five times.

After that, revert to the tactics used to dispose of the first two Gooescopiers. Another thing to remember is that shooting the shield turns it into a smart bomb which annihilates everything on-screen! Yay!



GENERAL TIPS

- Try to remember the baddest appearing points and the whereabouts of the shield coins. It'll come in handy.
- Be very wary of bullets, but don't always take evasive action as the baddest are mostly draining shots.
- When you die, put your four second shield to good use.
- Blast the tokens, especially to claim the Star Weapon.
- In two-player mode, take it in turns to collect all the power-ups.
- It's best to blast sideways-homing missiles rather than trying to avoid them.
- Never fly quite directly over pyramids and volcanoes.
- Keep going!



THIRD INSTALLATION

Just before the battle appears, there's a Gooescopier. Collect one shield from its remains and keep blasting the other boss. Then sit in the middle of the moving gun. When that shield runs out, collect the other shield and repeat the process. If you die, sit in the middle and keep blasting as you have a four-second timed shield.



FOURTH INSTALLATION

The heavy spillole silences at an alarming rate, but don't worry about blasting these. Just aim for the main body to make your shot count. Eventually, you'll destroy it.

NINTENDO

SNAKE, RATTLE AND ROLL

What should I find out my snail, but this set of hints and tips for Konami's brilliant game. So, thanks are in order for Dale Thomas of Swanton, Maine goes.

At the start of level one, jump onto the small island in the water and press your B button. This opens a secret manhole that leads you to level three! Also on level one, there is a new life on a very high platform. You can't get to it unless you jump into the water near the platform. When the shark comes, let it bite you. As you fly into the air, keep your finger on the up direction of your pad. You should reach the platform. Use this to get other levels too for other secret bonuses.

On level three (past the three blades), grab the key from under the manhole cover (you'll need to climb the key all the time). Get onto the platforms near the sustainers that spit robot pistons and jump onto the manhole cover and jump to the right onto the manhole cover. Jump right again onto the higher platform. Jump to the left onto the large platform and above you is a manhole which is a map to level four! According to Dale, actually pulling this off is pretty difficult. So there.

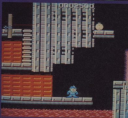
Here's a quick way to complete level four quickly. As you get near the bell, Jarvis will fall from the sky. Avoid them and when the green one appears, make it land on the scale. It will ring the bell and open the door for you. Hurrah!



MEGAMAN 2

Lists of people used in their list of codes and weapons, but only William and Rochard in Charge from Sundry seem to be the correct set of weaponry with which to deal with the end-of-level guardians beyond level 9.1. So, here we go.

- DRAGON - QUICK BOOMERANG
- CRAZY GANON - METAL BLADES
- GUY'S DODDER - BUBBLE LEAD
- MONSTERS ON WALL - CRASH BOMBER
- DR. WILLY'S BRACON - METAL BLADES
- DR. WILLY - BUBBLE LEAD



RAINBOW ISLANDS

Another chess country of George Nagata. Follow the code, and you should be able to start the game with the blue, red, yellow and yellow pieces. Hurrah! But, here the code. Enter it on the title screen.

UP, B, DOWN, LEFT, C, A, A, B, C.



MEGADRIVE

GYNOUG

A bit odd, through a little on the tough side. Now, thanks to George Nagata's Japanese translating skills, the game can be made a little easier. On the option screen, move to where it says "DIFFICULTY LEVEL". Press A, B and C together with START! The difficulty level should now read "EASY", and so it is!

SUPER MONACO GP

Here's a couple of online video courtesy of Steve Bagatella from Sike-on-Tent, who decided to cheat his little with his resident pen for some unknown reason. Oh well, here is the codes, which incidentally, give you a pretty big motor and boost all driving points! Youcass!

4808 0000 0000 0000
0010 0000 0000 0000
0000 0000 0000 0000

And the second code:
0000 0000 0000 0000
0010 0000 0000 0000
0000 0000 0000 0000
0000 0000 0000 0000



GAIN GROUND

A completely revisiting Megadrive release, but here's the cheat if you want to get another island's worth of enjoyment out of the game. On the option screen, press the buttons in this order: A, B, C. You should now be able to select which stage you want to start on. Not bad, eh?

SEGA

WONDERBOY

Since this has recently appeared on the Game Gear, I thought I'd print these tips for this okay-ish run-up conversion. Oh by the way, these tips are from Sega of America themselves, so if they don't work, I'm a Dutchman (which I am, sort of). Any way, to choose the round you want to start in, hold the these instructions. When the screen shows the round and area number, press left on the joystick, and button help twice. Now hold both buttons down and use the direction

pad to choose a level. Also, during the game, little Sega signs appear. Collect them all to make all the fruit you collect worth 100 points. There's also a tenth round to collect in the game. You need to collect 30 dolls. You get these throughout the game, but some of them are hidden, so be careful. Get all 30, and the game automatically moves on to the tenth level!



SUPER FAMICOM

PILOT WINGS

Here's the complete list of codes for this superb Famicom (which has become most of a pasture for Mr. Glancy of late) courtesy of Matthew South of Snake on Tron.

LEVEL ONE: 981206
LEVEL TWO: 204381
LEVEL THREE: 220771
LEVEL FOUR: 108048
LEVEL FIVE: 4900718
LEVEL SIX: 773224
LEVEL SEVEN: 182411
LEVEL EIGHT: 86245



PC

SUPER STAR SOLDIER

Ricky Lee isn't in a cheat for this decent shoot 'em up. First of all, skip the intro and enter the title page. Register these movements on your joystick:

LEFT, 8, UP, 8, RIGHT, 8, DOWN, 8, LEFT, 8, UP, 1, RIGHT, 1, DOWN, 1

Now press buttons L and R simultaneously eight times. Now press RUN and SELECT eight times. The results should speak for themselves.

PARANOIA

Another Ricky Lee tip here. On the title page, just hold UP, L, 8 and RUN down together. Now just press SELECT.

F1 CIRCUS

Not exactly a cheat, but if you have the urge to listen to all 47 tunes in the game, press down button 2 and move down on the joystick simultaneously. Press run and you're away! Ricky Lee states back with this one.

DEVIL CRASH

This was one of the games I ever played when I joined C+VQ, and it's pretty damn hot in my opinion. So, if for some reason you fancy cheating by entering some of these codes on the password entry screen:

AAAAAAAAAAAA gives you unlimited balls.
DAKIDWHITE enables you to see the ending of the game.
AAAAAAAAAAAA plays the game with six balls.
AAAAAAAAAAAA plays the game with eleven balls.
Thanks to Harry Denton for these tips.

GHOULS AND GHOSTS

If you're a baby (either that came a PC Engine Super Grabs, here's a tip for you. On the title screen, just hold down button 1 and move right on the pad simultaneously to enter the option menu.



GAME BOY

GARGOYLES QUEST

Matthew Dougle from Barret sent in this code for this okay-ish game. Simply enter MP44-PR47 as the code to start the game with loads of items, decent attributes and four lives! Not bad, eh?

BURAI FIGHTER DELUXE

5 J Pauline from Glouceston sent in all of these codes, so you gamemasters who are a bit crap at shoot 'em ups, need feel ashamed no longer. Well, here we go.

EAGLE LEVEL
LEVEL 2: HGRM
LEVEL 3: ORFG
LEVEL 4: JUCM
LEVEL 5: DRUF
ALBATROSS LEVEL
LEVEL 2: HMC
LEVEL 3: BMH
LEVEL 4: DOBF
LEVEL 5: JQJH

AGE LEVEL
LEVEL 2: GBHC
LEVEL 3: MHCB
LEVEL 4: COMN
LEVEL 5: HOPF
ULTIMATE LEVEL
LEVEL 1: GDCP
LEVEL 2: LMCJ
LEVEL 3: CCHE
LEVEL 4: HXFP
LEVEL 5: BNGH

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TOP 20

**GALLUP
ALL FORMATS CHART**

**THIS
LAST**

GAME BY ON

1	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	2	MAGIC LAND DIZZY	CODE MASTERS	C64
3	-	DRAGON NINJA	HIT SQUAD	C64
4	-	SLIGHTLY MAGIC	CODE MASTERS	SPECTRUM
5	-	DRAGON NINJA	HIT SQUAD	SPECTRUM
6	3	MAGIC LAND DIZZY	CODE MASTERS	AMSTRAD
7	-	ARMOUR-GEDDON	PSYGNOSIS	AMIGA
8	5	PAPERBOY	ENCORE	C64
9	4	DOUBLE DRAGON	MASTERTRONIC	C64
10	-	DRAGON NINJA	HIT SQUAD	AMSTRAD
11	-	EURO BOSS	E&J	SPECTRUM
12	6	DOUBLE DRAGON	MASTERTRONIC	SPECTRUM
13	-	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
14	-	SCOOBY AND SCRAPPY DOG	HI-TEC	SPECTRUM
15	14	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
16	8	KWIK SNAX	CODE MASTERS	SPECTRUM
17	-	SCOOBY AND SCRAPPY DOG	HI-TEC	C64
18	-	GODS	RENEGADE	AMIGA
19	-	MULTIMIX 1 GOLF	KIXX	C64
20	-	LEMMINGS	PSYGNOSIS	ST

AMIGA

1	Armour-Geddon	Psygnosis
2	Geos	Renegade
3	Fantasy World Dizzy	Code Masters
4	PGA Tour Golf	Electronic Arts
5	Chuck Rock	Core Design
6	Miami Chase	Code Masters
7	Little Puff	Code Masters
8	Defender of the Crown	Mirror Image
9	Killing Cloud	Mirrorsoft
10	Super Cars 2	Greenin
11	Rocket Ranger	Mirror Image
12	Brat	Empire
13	Megatraveller	Mirrorsoft
14	Speedball 2	Lemmings
15	Lemmings	Psygnosis
16	Sherman M4	Code Masters
17	Ninja Rabbit	Storm
18	European Super League	Code Masters
19	Treasure Island Dizzy	Storm
20	SWV	Storm

Fleets of new entries make up the Amiga chart this month, with Mirror Image's excellent light-gun making a deserved appearance. Psygnosis' Armour-Geddon hits the top, following up the success of Lemmings.

CVG TIP FOR THE TOP

However, what with SWV plummeting from last month's top slot to this month's number seven, next month's number one could be anything! Maybe SnakeBlade 2 will make an impact, and it's still early days for Super Cars 2. Keep an eye out for US Gold's MIBCO too.



4. MIBCO can be for the top slot



4. SWV drops to the bottom of the chart

MEGADRIVE

1	Midnight Resistance	DECO
2	PGA Tour Golf	Electronic Arts
3	Gyrfong	Masaya
4	Lakers vs Celtics	Electronic Arts
5	Vortex	Sega
6	Arroblasters	Sega
7	Bonanza Brothers	Sega
8	Mickey Mouse	Sega
9	Kageki	Sega
10	Wardeer	Sega

Midnight Resistance clings on to the top of the Megadrive chart this month, with the stellar Gyrfong and PGA Tour Golf giving them a good run for their money. Watch out for Wardeer and Bonanza Brothers though, they could find their way to the top... Thanks to Coreco Concepts of Stoke (0152712751) for the chart.

SEGA MASTER SYSTEM

1	Mickey Mouse	Sega
2	Golden Axe	Sega
3	Ninja	Sega
4	Indiana Jones	US Gold
5	Wonderboy 2	Sega
6	World Super	Sega
7	Golfmania	Sega
8	World Cup Italia '90	Sega
9	Paperboy	US Gold
10	Impossible Mission	US Gold

US Gold's impossible Mission stays on top of the Sega Master System chart this month, with Golden Axe and Paperboy also making the top 10. World Super is a new entry, while Wonderboy 2 has fallen to number five.

NINTENDO

1	Shermies 2	Sunsoft
2	Super Mario 3	Nintendo
3	MegaMan 2	Nintendo
4	Black Magic	Nintendo
5	World Wrestling	Tapco
6	Snake, Rattle and Roll	Trade West
7	Nintendo World Cup	Nintendo
8	Phoenix	Nintendo
9	Duck Tales	Nintendo
10	Super Off-Road	Trade West

It's all change on the Nintendo chart this month. Shermies 2 rises in to take the coveted number one position, ousting the hell MegaMan 2 to number three. Duck Tales plunges in to number one of the so-so-Black Magic, but there we go.



▲ California Games is doing well on re-releases.

ATARI ST

- | | |
|-----------------------------------|--------------|
| 1 - Lemmings | Payprolo |
| 2 1/2 Steve Davis World Snooker | CGS |
| 3 - California Games | Kixx |
| 4 6 Fantasy World Dizzy | Code Masters |
| 5 1 First White | Anco |
| 6 - Killing Cloud | Imageworks |
| 7 - Operation Wolf | Ht Squad |
| 8 - Kick Off - Extra Time | Anco |
| 9 - Ninja Rabbits | Micro Value |
| 10 - Shemans We | DI |
| 11 3 Little Patt | Code Masters |
| 12 - Super Cars 2 | Gremis |
| 13 - Speedball | Mirror Image |
| 14 - Chuck Rock | Cone Design |
| 15 - Teenage Mutant Hero Fighters | Imageworks |
| 16 - Mega Traveller | Empire |
| 17 5 Speedball 2 | Imageworks |
| 18 - Defender of the Crown | Mirror Image |
| 19 - Continental Circus | Mastelronic |
| 20 - Gary Lineker's Hot Shots | Kixx |

A smattering of full-price games hits the ST chart this month, with Lemmings taking pole position. Plenty of high-quality budget gear in there too, courtesy of Mirror Image.

CVG TIP FOR THE TOP

Still no sign of the Bitmap Brothers' 'HTI' Gods, so expect to see first hit the chart in a big way this time next month!



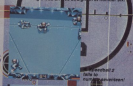
▲ Continental Circus creeps back in to number nine.



▲ Killing Cloud



▲ The Killing Cloud arrives at 25th place at number one!



▲ Speedball 2 hits its natural maximum!



▲ Op Wolf's doing well for the Hit Squad.

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TETRIS

INFOSGAMES £18.99

Is there anybody out there who still hasn't played Tetris? Just in case, InfosGames have rewritten the classic puzzle for the Amiga with tons of extra options and pretty graphics thrown in. The game is good to look at and plays faithfully, but the keyboard-only control method is a real downer for joystick-wagging puzzle freaks. Save your thumbs and invest in a Gameboy with its table-top Tetris cat in mind.

OVERALL 76%**DAS BOOT**

MINDSCAPE £24.99

This faithful recreation of the classic World War II U-Boat contra-terrorist will be quite a find for sim fans. The game is very deep (sorry), quite an effort to get into and features so-so solid 3D graphics. What *Das Boot* does capture is the tense, claustrophobic atmosphere of submarine warfare. You can almost smell the fear. Worth a look, but only if you've the time to get the most out.

OVERALL 82%**FORGOTTEN WORLDS**

KDC £7.99

A fabulous conversion of a brilliant coin-op, this is the bargain basement shoot-em-up fan's dream come true! Take on the evil Emperor Niles after battling through wave after wave of fascinating aliens using a multitude of weapons and special routines. An absolute steal at the giveaway price, rush forth and grab this slice of arcade mayhem right away!

OVERALL 96%**SWITCHBLADE**

KDC £7.99

The Gremlin classic gets a new lease of life on budget and is a real buy for platform action fans. Join Hiro of the Blade-nights on his quest to recover the 16 fragments of the shattered Switchblade. With tons of screens, loads of features, and some pretty deep gameplay, this is well worth the asking price - even if it has been left standing by the shop!

OVERALL 83%**APB**

DOMARK/TENGEN £7.99

Cops 'n' robbers without all the aggro, APB puts you behind the wheel of a downtown patrol car keeping the streets clear while earning enough dough for those doughnuts. Another competent Tengen conversion, APB features over-the-top thrills and spills with a few cartoon sequences thrown in to keep you smiling. On budget, you can do a lot worse than buy this.

OVERALL 78%**TOOBIN'**

DOMARK/TENGEN £7.99

Join tube chubbs Bill and Jer as they cruise downriver and get their trunks into a heap with all kinds of troubled Ra-raised under the Ra-spray label, this is a competent conversion of a cult arcade game which did well in its day. Toobin' is enjoyable and challenging, with plenty of laughs and more than a few surprises, but falls down on long-term appeal. Still, definitely worth a look at this price.

OVERALL 82%

By the time you get your mitts on this issue, Centurian Defender of Rome should be main'n' around on an Amiga near you, price £5.99. Control the legions of the Empire and attempt to make everyone else in Europe wear silly sandals and be down for tea.

...That friendly out-of-town visitor Predator 2 should be stamping his way into your local softshop at 24.99 as you read this. Based around the so-so movie, he's back in town with a few days to kill in this pseudo-3D offering from Image Works.

...TV addicts are in for a treat with the latest from Rainbow Arts - Mad TV (Money, Love and Vexing Figures). The game promises plenty of fun as you take the helm of a TV company and bid to boost those ratings. At 24.99, this may be one to watch out for...



Amstrad owners are once again subjected to more budget re-releases, this time in the guise of Spitting Image, Gyrzor and plenty more besides. Richard Leadbetter has a look at the new gear.

PRINCE OF PERSIA

DOMARK £10.99

This platform game scored highly on 16-bits, because of the amazing animation on the main sprites and the great mixture of lethal traps and puzzling. Let's put it this way, we're absolutely amazed by the quality of the Amstrad conversion. The animation is as showstopping as ever, the gameplay's great and there's loads to keep you occupied. Probably the best Amstrad game released so far this year!

OVERALL 94%

SPITTING IMAGE

HIT SQUAD £2.99

If you're a fan of the dazzlingly humorous TV show, the game of the same name will be a disappointment. Spitting Image ranks as one of the worst best 'em ups yet seen on an Amstrad screen with dire graphics, sound and completely non-existent gameplay. Give it a miss.

OVERALL 31%

SKULL AND CROSSBONES

DOMARK £10.99

We've seen the game on other formats and we were exceptionally underwhelmed. Now the Amstrad version has arrived and it's just as hopelessly average as the other formats. Based on the 'big coin-op', it's your job to smash treasure and beat up some nasty pirates. The coin-op was severely lacking in the gameplay stakes and in that respect, the Amstrad is a perfect copy.

OVERALL 57%

WINNING TEAM

DOMARK £14.99

A compilation featuring Kiss, APB, Escape from the Planet of the Robot Monsters, Cyberball and Vindictors (punch!). For the price, this is a great value and most of the games (Robot Monsters and Kiss especially) are good fun. If you're missed out on Domark's Tengen numbers, then get a foot of this.

OVERALL 85%

TV SHOWTIME

DOMARK £14.99

If you find the likes of Bullseye, The Knight Factor, Bob's Full House, Every Second Counts, and Bloodbusters entertaining, you'll have great fun with this compilation of television conversions. For 'family fun' you can't go wrong, but solo players would be better off with Winning Team.

OVERALL 69%

TOYOTA GT RALLY

GREMLIN £10.99

The 16-bit version of this rally game fared pretty well when they were released around Christmas-time, and now Gremlin have seem fit to release this Amstrad version of the game. Whilst it's quite close to the 15-bit original, it's a tad unconvincing and pricey for my liking. Rally fans'll lap it up, but others may find the likes of Chase HQ or WEC Le Mans a more satisfying race game.

OVERALL 72%



...NEWS FLASH...

...Further Hit Squad goodwill out of this very moment includes Dragon Ninja (also known as Red Dudes vs Dragon Ninja), Licence to Kill and SOX. The last couple of titles are worth a look, but SOX is very monstrous indeed...

...The Amstrad G24000 console hasn't exactly sold very well (understatement of the Year), and the flow of new games seems to have dwindled away to nothingness - almost. The excellent Fun is now ready for release courtesy of Ocean. Also if you fancy buying a G24000, check out Ocean, where you can pick up one of those spaceship-like devices for a tiny £29.99.

Hardened ninjas, James Bond, global warfare and Jocky Wilson make it into the C64 Bytesize column this month. Sounds exciting? Richard Leadbetter speaks The Truth...

JOCKY WILSON'S COMPENDIUM DARTS

ZEFFELIN £2.99

Six different games of Darts are included in this Zeffelin package. Seasoned darts players will recognise the likes of Whirlwind, First Ball, Dan Bowls, Ten-Dart Century or Scram. That's on top of yet another 501 Championships Darts as well! The action in each of the games is pretty simple, and quite easy to master. The real game is still much more enjoyable, but there's no denying this is quite a distracting game.

OVERALL 72%



LICENCE TO KILL

HIT SQUAD £2.99

Denmark have released five Bond games so far... and Licence to Kill turns out to be one of their more successful efforts. Several vertically scrolling levels, based on scenes from the movie, are there to be conquered with Bond carrying out his espionage antics in the likes of speedboats, helicopters, and tanker trucks. Nice graphics and playability make Licence to Kill these quid well spent.

OVERALL 82%

SPITTING IMAGE

HIT SQUAD £2.99

The game of the suburban satire show turns out to be an incredibly useful tool 'em up with you adopting the persona of a world leader and then mercilessly thrashing all the others into oblivion. Graphics, sound and gameplay are dull on all counts. What can I say except, "Don't buy that".

OVERALL 31%



DRAGON NINJA

HIT SQUAD £2.99

Otherwise known as Dead Dudes, Dragon Ninja is the standard beat 'em up fare. Just traverse the scrolling landscape dishing out ninja violence to hundreds of hapless sprites. Double Dragon on the C64 turned out to be a screaming novelty, so if you're a beat 'em up fan on the lookout for a decent beat 'em, have a look at this.

OVERALL 86%

SDI

HIT SQUAD £2.99

A conversion of the mediocre Sega coin-op. Planetary defence is the name of the game as you fire your laser satellites at the manning nuclear warheads. SDI is a simple game that was average on all counts when it was first released for £3.99. There are much better budget arcade conversions available for the C64, so keep well away from this effort.

OVERALL 54%



...NEWS FLASH...

...Coming soon from
Autogenic: Exile. Having sold loads of copies on the BBC (of all formats), this promises puzzling, blasting and Thrust-type excitement. We've seen a near-complete C64 version, and it looks quite impressive. Look out for the full review soon...

...Genie Graphics are currently beavering away on a C64 version of their excellent Harquest. We've seen Spectrum and Amiga versions of the game (in fact, check out the review on page 45) and it looks like capturing the atmosphere of the board game perfectly. One to look out for, we think...

BYTESIZE

Cadaver gets a levels disk, Robotron gets the Jeff Minter treatment and Gaybrush Threepeaked finally hits the ST! Richard Leadbetter takes a trip through ST Land.

CADAVER: THE PAY-OFF

RENEGADE

£14.99

Cadaver scored a mighty 96% when it was reviewed in last October's CIVA. Now, the Bitmap Brothers have released the Pay-Off Levels disk. The graphics style remains the same, but the maps have been completely re-designed and new puzzles inspired. The puzzles themselves are logical and solving them all is quite entertaining, especially as the game has such a realistic environment. If you can't solve Cadaver, this provides even more challenge and satisfaction, so give it a go.

OVERALL

97%

LLAMATRON

LLAMASOFT

£2.50

Jeff Minter unleashes his own bizarre sense of humour on the ST world again, this time in a Rama version of Williams' classic Robotron coin-op. This is a Public Domain game (so you can copy it) and pass it amongst your friends, and since it's only £2.50, you really are getting a bargain. The gameplay (though slightly repetitive) is very entertaining, and though the graphics are rubbish, the sound is excellent with many 16-bit-sounding samples used throughout. One of the best things Minter's done in ages.

OVERALL

90%

THE SECRET OF MONKEY ISLAND

LOCASOFT

£29.99

The Lucasfilm graphic adventure had Paul up all hours trying to complete it (and he finally did), and now an identical experience is available to all ST users! Hooray! This adventure has a simple control method, excellent graphics, gripping plot and a laugh-a-minute sense of humour. The only slight niggle is the fact that there's quite a lot of disk-swapping involved if you've only got a single drive 120-137. But you'll have to watch for playing it, who cares?

OVERALL

94%



CALIFORNIA GAMES

RIDGE

£7.99

Save on the airfare to California by taking part in the ST California Games, featuring events such as the Half Pipe, Surfing, Roller Skating, Foot Bag, BMX racing and the Flying Disk. Although the events are quite entertaining, it isn't quite as enjoyable an experience as the CD-ROM version. Still, for eight quid, six events isn't bad value for money.

OVERALL

80%

HARD DRIVIN'

RESPRAY

£7.99

Take your high-speed remobile around two tracks in this close-up version of the Atari coin-op. The graphics aren't bad at all, but the gameplay is really repetitive after about ten minutes play. The simple fact is that two tracks just isn't enough for home product. If the coin-op was your bag, I'd recommend you save up for Hard Drivin' 2: Drive Harder. Its track designer and extra circuits make all the difference.

OVERALL

69%



...NEWS FLASH...

...Magic Pockets is coming soon from the legendary Bitmap Brothers. The game features the antics of the Bitmap Kid, whose pockets have extraordinary dimension-warping qualities, which generally means he can pull out all sorts of weird wonderful items. Renegade (the game's publishers backed by Rhythmic King records) have even supplied a Betty Boo soundtrack to back the proceedings! From what we've seen, this could be something really special...



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Speedy owners once again get a whole load of budget re-releases doled out in their direction. There's the usual mix of beat 'em up and blasting action, and even James Bond tool Richard Leadbetter heads off to Spectrumville.

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN

£2.99

So different types of pulse-raising Darts action can be yours with the aid of this Zeppelin release. As well as the bog standard 501 Championship Darts, there's Shanghai, Football (7), Dart Bowls, Ten Cent Century or Scram. Though the gameplay is pretty simple, and the feat against Jocky himself is a tad disappointing, this darts game isn't bad.

OVERALL

71%

DRAGON NINJA

HIT SQUAD

£2.99

Dragon Ninja is yet another opportunity to roam kabbie-infested streets, beating up all and sundry with your hands, fists or any other lethal weapons you come across. Dragon Ninja is a definite improvement over the lacking Double Dragon, and isn't a bad purchase for Speedy beat 'em up addicts.

OVERALL

73%

LICENCE TO KILL

HIT SQUAD

£2.99

One of the better 501 Domark excursions, Licence to Kill offers would-be members of the Secret Service the chance to take out a drug Baron across several levels of vertically scrolling animation. Licence to Kill is quite an addictive little number, but the monochromatic graphics cause the kabbies' bullets to become almost invisible at some levels. If you're a blind fan, you'll doubtlessly love this. Others may be put off by the frustrating gameplay.

OVERALL

73%



\$DI

HIT SQUAD

£2.99

The end of the world is nigh! Well, it is unless you and your laser-armed 501 satellite can annihilate all of the enemy masses streaming towards friendly territory. \$DI is a conversion of a startlingly boring Sega coin-op, and this game simply fails to strike home in the entertainment stakes. I can't really recommend this much at all I'm afraid.

OVERALL

58%



SKULL AND CROSSBONES

DOMARK

£18.99

Hi-ho-ho-ho! Shiver me timbers, etc etc. If you didn't get the idea from that original and lacking intro, Skull and Crossbones is a scintillating beat 'em up based around pirates. The coin-op, like the conversion, borders on the average, so if I was you, I'd save the silver quid for something better. Let's hope that future conversions are far superior.

OVERALL

57%



NEWS-FLASH

...Coming soon to a Spectrum near you, courtesy of Domark: Hydra. If you didn't know this is a 3D aquatic blast in the Blast-Blasters mould, in fact, check out the 16-bit review on page 44, and the update in the next issue of CWD...

...Nearer Christmas time, look out for Domark's conversion of Atari's Pit-Fighter coin-op. This one-on-one beat 'em up featured superb digitised graphics and sound, and remains has it that conversion house Teque have even managed to get it the screen zoom-in, which it's said even the programmers of the Megadrive version couldn't relate...

Yet more cart-based intricacy of the hand-held variety this month, with the advent of one of the best Gameboy carts ever to hit the streets! Interested? Richard Leadbetter tells all...

CHESSMASTER

NINTENDO

£19.99

The first chess game on the Gameboy turns out to be one of the best in existence! With computer opponents ranging from mega-tweak to Einstein level, there's plenty of testing appeal. The graphics work exceedingly well and there's even sampled speech! There are billions of options too, including a battery back-up option to save off your game. If you've got even the slightest interest in chess, Chessmaster is the one for you.

OVERALL

96%

BOMBER BOY

HUDSON SOFT

£19.99

The HIT-rated PC Engine Bomber Man hits the Gameboy - and there's even a new game (the eponymous Bomber Boy) thrown in for good measure. The action is pretty straightforward. Just run around a maze, blowing up creatures with the aid of your bombs and the various power-ups available. Bomber Boy is a very addictive little number and good value for money, so what are you waiting for?

OVERALL

82%

GREMLINS 2

SUNSOFT

£19.99

Game's back - and this time he's taking no crap. His general aim in the conversion of the movie is to roam the eight-way scrolling platform area picking up extra weapons and blasting those evil little Gremlins (and the evil big ones at the end of each level). Gremlins 2 is a tough game all right, with very challenging gameplay and very difficult bosses. The graphics and sound are great, but with the amount of platform games available, it's very unoriginal.

OVERALL

80%

MICKEY MOUSE

2

NINTENDO

£19.99

Yet more platform mastery on offer here in this Gameboy licence of everyone's favourite Disney rodent. The action is pretty limited. Just guide Mickey around the platform area opening doors and collecting keys. The graphics are fine, but unfortunately the scrolling is sluggish and the gameplay itself can hardly be described as addictive or compelling. Put simply, Mickey Mouse 2 is a pretty lacklustre effort. Leave well alone.

OVERALL

51%

FASTEST LAP

NINTENDO

£19.99

It's time to start around an overhead eight-way scrolling course, overtaking other cars with the express purpose of winning the race. Fastest Lap has got some excellent static graphics, but the in-race visuals are rather lacking. Come to think of it, that last comment applies to the race action as well. If it's high-speed thrills 'n' spills you're after, check out the likes of F1 Race before setting eyes on this lacklustre effort.

OVERALL

62%



...NEWS FLASH...

...Available in all Gameboy stockists now (try out Boots first) - the all-new Gameboy carry case! Cast in robust, rugged plastic it protects your Game Boy, leads and six game packs from the rigours of the outside world. Retailing at £3.99, it's a tad on the pricey side for a lot of moulded plastic, and some nice, soft material inside would've helped cushion the Gameboy when it gets buffeted about...

...News reaches us from Japan of a special NES Gameboy converter cart! The device itself is shaped like any other Nintendo cart, apart from the fact that there's a small slot in it that takes your Gameboy cart. The Nintendo then plays the game as normal, only this time the action is displayed in black and white on your TV screen! Good, huh?

REVIEW

SEGA

£29.99

BY SIGA

The evil god of destruction, Biss, has risen from the flaming halls of Hell and is bent on wreaking havoc in our fair and pleasant galaxy! Only one man is capable of ridding enough firepower to do away with the evil Biss, and that guy is Guy (if you get my meaning). He enjoys blowing things up (well, it's a hobby) and sees Biss' intrusion into our dimension as a good excuse to risk some damnin' ass.

So, pausing only to pick up his anti-gravity belt buckle and massive triple-barrel laser shotgun, Guy flies out into the unknown ready to do battle with Biss. The only problem is that as Guy travels horizontally through each level, Biss' satanic minions arrive, ready to give Guy a little Biss that's sure to obliterate!

Thankfully, Guy's made of pretty alien stuff and can withstand plenty of hits before his mopey hit number. The only problem is that at the end of each level, Biss has deposited a massive insane god, and Guy's laser skills are tested to their limits in order to bring these over-sized minnows to photon justice!



FORGOTTEN COIN-OPS

Forgotten Worlds is something of a landmark in Capcom history. It was the first coin-op to use their CPS arcade system, and all of their subsequent coin-ops (GUN Squadron, Street Street Fighter 2, Final Fight et al) are based around this powerful design. But did you know that Forgotten Worlds is actually called Lost Worlds in Japanese locales (now, not a lot of people know that). The coin-op is different from this convenience in that it boasts simultaneous two-player action and different routes through each level (some routes were either more dangerous or provided more money to pick up in the form of vanquished monsters).



In my view, these aren't really that many Master System shoot 'em ups that hit the mark, and Forgotten Worlds doesn't do much to redress the balance. The scrolling is fine and the graphics are quite close to the coin-op's legend from the slightly dimky screens,

and the gameplay is quite entertaining with lots of explosive action and some good power-ups. Unfortunately, there is something seriously wrong with the sound. The coin-op's tunes were pretty naff to begin with, but these Sega renditions are just completely dire with some very laxative sounding "bass lines". I use the term very loosely and I'm not being flaking nooses, if you can put up with this just for one minute, you're seriously damaged. Turn the volume down and Forgotten Worlds falls down to being a pretty average Biss. But worry not Sega blasting fans, I've seen a preview of Silversoft's Rance 2 and that looks rather special indeed...

RICHARD
LEADBETTER

088

HIGH CALIBRE SHOPPING

In amongst the blasted arcade or computerised machines, Guy collects money. The local currency in this and other Capcom games is Zenry, and at the shop is called at the middle of each level, this can be used to buy better weapons. Also, medals can be bought to heal those wounds and occasional perfoms are also a must should Guy hit the dust.



WELCOME!



REVIEW



FLASK

This potion of resurrection grants you an extra life at the cost of 2000 credits.



LASERS

There are three types of laser, ranging from wispy phasers to sizzly weaving blaster.



ROCKET

Well worth the 5000 credits asking price, heat passing missiles are a bit of a bargain and great fun to boot.

SATELLITE ANNIHILATION

UPDATE

Forgotten Worlds has been out on all the computers for a year or two (conversions were by US Gold), and a Megadrive version has been officially available since before Christmas.



There is no denying that the Sega is short of good shoot 'em ups and while Forgotten Worlds looks smart it's just not that much fun to play, so as Rick says, it doesn't really improve the situation. The coinop was handy a classic, and this version doesn't even have

the major plus-point of the two player option. The sprites are really great, looking like a better version of the graphics in the Megadrive game, but unfortunately, they are the game's only asset worth mentioning. It's not that the game is bad as such, it just, well, doesn't pack much of a punch. If you liked the arcade game you'll more than likely get a few thrills out of this, but otherwise you'd probably be happier playing the Sega version of B-Type, which was much more impressive and enjoyable.

PAUL
GLANCEY

GOTTEN WARDS



ROTATO-BLAST

In the arcades, Forgotten Worlds was distinctive because of the strange joystick controls. The stick could actually be twisted through 360 degrees thus enabling the main sprite to fire in one direction and move in another. Of course, the Sega hasn't got a rotating stick, so instead the A and B buttons are used to spin. Dvy either clockwise or anti-clockwise. A button to fire all of the weapons systems isn't required, because the game has an auto-fire built in.

GRAPHICS 88
SOUNDS 55
PLAYABILITY 80
LASTABILITY 70

OVERALL 75

YOUR OWN

ARCADE



The amazing **Atari Lynx** is the complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.



YOB'S



MAILBAG

IT AIN'T SHAKESPEARE, BUT...

Dear YOB,

I have written in to publicly mock and cast down Alan Tm a plebe! Browne's pathetic attempts at poetry. To make up for his generally crap rhytmes I have written one of my own. YOB, as he scans the mail, stops and then lets out a wail, 'I Browne don't stop. Sending me this trollop. Then to the floor, his head I will nail.'

Well hat ah?

P.S. I have an Amiga and a Gameboy and am proud of them both.

Mr Anonymous, Nowhere Land!

YOB: There was a young lad from nowhere whose poems were full of

not ah
He tried to impress
But forgot his address
Now he looks a right prat,
as there!

MORE GRIPES, GROANI

Hi YOB,

I'm writing in to gripe about such no-hopers as Guy Simms (Mutual Friend's "friend", ah 110) who's got some funny ideas that the Megadrive has better graphics and sound than the Amiga. He's not completely wrong, but he sure as hell isn't right either. On the graphics side, the Amiga has a palette of 4096 colours in low-res mode and the A2000/A3000 can produce 16 million colours with special chips. The Megadrive's palette is somewhere between 512 and 1024, nowhere near the Amiga's. On the other hand the Megadrive manages 12 channel stereo

Yeehaa! The Mailbag was full to bursting this month, which cheered me up so much I had to go off and fight with the milkman to put myself in the right mood to deal with you lot. Now I've turned sour again and need a few good laffs to glower over. If you think you're up to the mark, drop me a line at I'M FUNNY I AM, YOB'S HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, PRIORITY, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The best letter wins £100, but nobody scoops it this month because they're all crap...

sound compared with the Amiga's 4, even though Amiga sound has better performance.

Enough of that, though. The only reason that the Megadrive has better games is because it is a console and designed specifically for

games, not because it has better capabilities. I think Amiga programmers around the globe should pick up their act and start producing brilliant arcade-style games and perfect conversions of James Bond and Tomb Raider like games.

examples of what they should be doing, though I think they could have been even better if the programmers utilized the full European 320x256 resolution instead of the American 320x200. A good way to start the ball rolling would be to port over a few original Mega-drive games (Super Street Fighter II) instead of porting from the inferior 311 with mediocre changes. Mr Wizard Man, Canberra, Australia

YOB: Your letter is a triumph of ignorance over fact. First of all, have you seen a recent Amiga game using the 4096 colour total mode? Because of technical reasons your brain cell couldn't cope with, most games have only 16 colours on-screen at once. But what's all this "better performance" Amiga sound garbage? The Amiga can only play samples, whilst the Megadrive can synthesize it a few notes and play samples. The Megadrive plays better games because it was designed to play games, and thus does finer "better capabilities" custom graphics and sound chips and better, faster hardware scrolling for starters. Oh and while we're at it, the size of Turrican and James Bond's screen has nothing to do with US or European screen sizes. In fact, the REAL reason is the fact that the Amiga couldn't update the screen as fast if the play area was bigger - so there! I'm not putting the Amiga down, 'cause it does have some games that will never appear, or be bettered, on the Megadrive. Indeed, some Amiga games are actually better than the Megadrive versions (Rainbow Islands and James Bond, for example). I just can't stand a snooty writer who gets all his facts wrong, so stick that up your Aussie bum and smile it.

A VIEW ON REVIEWS

Dear YOB,

Here is my guide to a good review (borrowing last month's letter from Jen Lindsey).

1. Make sure the first one or two paragraphs give the outline of the game.
2. Say roughly how to play the game.
3. Give a few views on the game (not too opinionated).
4. Add a few paragraphs of "nice touches" the game includes.
5. Give your own personal view of the game.
6. Give a rating (graphics, sound etc shouldn't come into it) to each. Playability and usability are much more important.

7. Unless real, make no invading list remarks. (Like this one? - EG), don't completely rave about a game (even if it is excellent) and remember a game always applies to someone. (E? - EG) Robert Walker, Ailingford, London

YOB: So that's how to write a spiffy game reviewdown, eh Bob? What does it look like we're doing on the Review page? Hanging out Aussie Doc's laundry? Doing the Sunday Times crossword in Souths while standing on our heads? I dunno, there's just no pleasing some people. As for real - Eh remarks: Tim's real enough, but I realize you're a work of fiction dreamed up by somebody just to cheese me off on a Monday morning. Talking of which...

HAI HAI WHO?

Dear YOB! An Ah!

He ho ho MR STOOD
HEAD HERE! How are things... get it? Ha ha ha! Well, jokin' a-side... get it? Ha ha ha! 'er know! Sad-dam seem to his kid to fetch him a bag from the bottom of his garden. He came back and said "There's no Repp-dad"... ha ha ha! Knock, knock... Doo-doo... get it? Ha ha ha! Gadder gadder! Where does a thing go on its totdays? An Ah! Now York. Ha ha ha! Why did the girl fall off the swing? An ah! 'Cause she don't have any arms! Ha ha ha! Well, that's all from the good ol' Mr Stood head. An ah!

Good! See it? Mr Stood Head, Aussie Minister.
YOB: See what I mean? This is what happens when

you use too much "Wike" Wike Rake and don't have a cad. I wanted to make this star letter, but there's no address to send the cash to. Ha! Ha! Ha!

COME ON FOLKS, PLAY THE GAME!

Hey YOB!

I'm writing to you on a subject that happens to be very close to Jazza's heart - the amusement arcade. I've noticed how that's a bad word with parents nowadays. At least, in Britain. In Japan there's no problem. In fact, going down to the local amusements is likely to be a family outing - you can see Japanese tourists here in the summer taking their kids for a spot on the slide. So why is it taboo here? Ask the parents. It's a waste of money. I don't know about you, but I think twenty-pence for anything up to twenty minutes of video-bathing (if you're good) sounds perfectly reasonable to me - and I'd certainly rather play a coin-up than smoke the equivalent number of cigarettes.

"It's anti-social"
 Sorry, parents. You're wrong on this one. I love to meet mates for a go on the latest too, three, or even four-player machines. The arcades are a great place to make new friends too. If you see someone playing a two-player game alone, of course you've gotta join them - having to work as a team with a stranger will bring out the best in you. I've quite a few friends I've made that way.
 "You'll get addicted."
 Yeah, sure it's addictive. It's meant to be. Addiction to the vids doesn't mean you're a moron who whips all his cash down the coin slots as soon as he gets it - look at Jaz!

So why do parents think that the arcades are a den of sin? As far as I can see, they tend to think of amusements as dark, smoky places with people pushing drugs in corners, whereas the truth is that most modern arcades are clean no-smoking zones bustling with happy players.

So come on parents, wise up! David Black, Inverness.
YOB: You may be a boring old fart Dave, but you're right of course. In the past it is true that your local game emporium left much to be desired, but the new

breed of arcade owners have really cleaned up their act. Some of them are now so well-run I almost feel out of place...



GIZZA JOB, GO ON...

Dear YOB,

I'm thinking of a career in publishing and I wondered how you got started in CVG. Did you just have loads of cash or did you...? How? Another thing I don't think your new-look is as good as the old one. But don't get me wrong, I still make it the premiere choice on the shelf along with MEAN MAGAZINES.

Oh yeh, can you remember the very first CVG? The front cover read "WIT THE REACHES WITH BATTLE-SHIPS". These were the days eh? Only £1.00 for your CVG.

At Walton, Oxford.
YOB: How did we all get jobs? That's a good one. It was delivered to the CVG offices by mistake with the Wednesday morning mail after falling asleep in a post box. I'd opened a few of the letters, formulated suitable replies and the crew were so impressed they gave me the fee cupboard to live in. Jaz got his job for writing the all-time high score on Laserwar Simulator in a Aberystwyth fish and chip shop while waiting for his snailmail. Paul was employed on the strength of his incredibly trendy jacket organizer. Rich got his job because we couldn't bear to unleash his gift on anyone else and Jon got his due to his incredible talent for banking in dark corners and talking at anyone who comes close. As for Tim, God knows why they employed him. By the way, the first CVG had Space Invaders on the cover (it was a type-in listing for the Macross), and it only cost 85p. Mind you, that was in 1981...

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REVIEW ▶▶

PC

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BY ELECTRONIC ARTS

It's that man again—and back with a vengeance! Ace pilot and sky supreme Chuck Yeager returns to the cockpit for another slice of aerial action to make your head spin and your hair curl. Join Chuck through a wide variety of historic air battle conflicts. Wrestle at the controls of a fistful of aircraft through the skies of World War II, Korea and Vietnam. Thrill to the excitement as you single-handedly wipe out a bomber formation and turn to take on their fighter escort. Jump as they line up to attack, guns blazing through the clouds. Then look down in dismay as bullets rip into the fuselage and watch your RAF-issue trousers wear a deeper shade of brown. Sorry Chuck old man, which way to Bolivia?

Spooks
▼ one Mill!

ACTION? GET IT TAPED!

One of the strongest features of the game is the video play-back option, which allows star war pilots to relive those glory days. Run back the tape to assess your flying skills, slow down the action for an in-depth look at your tactics and zoom through the boring bits on afterwards to bring you straight back to the conflict. Reassemble! Watching the tape, you'll pick up all the small details you missed while the heat of combat dragged your attention away. So you shall down that Mig, eh? There's the pilot chopper in the corner, sailing slowly back to earth under his blue and white parachute. No medals for him! Ho Ho Ho!



▼ Look out! Look out!



▼ Detailed stats here.

The P-51 Mustang is in all its glory!



What a sneaker! Air Combat isn't a flight sim. It isn't an arcade game. It's something wib bang in the middle and the result works brilliantly. Here is a game where absolutely everything is under the player's control: except the bad guys, of course! Ignorantly

though, this is the game's one drawback: you find you have so much power that the incentive to achieve anything really wanes after a while. Nonetheless, Electronic Arts have come up trumps with a package every PC owner should fight for. Great stuff.

TIM
BOONE

FLY HIGH IN HISTORY!

With hundreds of options at your disposal, Chuck certainly gives you plenty to play with. First up, you can choose to fly any of a multitude of pre-set historic missions, recreating combat scenarios from World War II, Korea and Vietnam. Having conquered that, you can create a mission of your own—deciding how many other planes you want to fly against, what they are and how well their pilots do the mustard. This is where the fun really starts! Fancy a dual shoot? Line yourself up for a few fights of P-51s without fighter escort and blow the stainey out of them from the comfort of the super landings! Or you choose from the opposite screen. For a close shave, try flying a P-51 at 10,000 feet against Meem P-4s who hit you with a surprise attack. Hold onto your flying scarf and pray those rubbery pants are jinxed.



◀ Banked landing shop!

CHUCK'S AROUND, SO CHOCKS AWAY!

Feeling lonely in the cockpit - the odds stacked against this galaxy making it back safe and sound? Never fear my lad, under Chuck's roof you'll get all the way! In *Air Combat* you'll get all the expertise of a supremely handy advisor, usually just when you're about to buy your ticket to the grave. He's also on hand with plenty of pre-flight advice, including the lowdown on the planes you're about to encounter. "I talk about long odds!" chuckles Chuck if you set up an impossible mission. "You bought the farm," he informs the world as your plane crashes head-first into a little hillock. "There's always next time." There certainly is, since the mouse is couple of times and you're back among the clouds. Yippee!



▲ Closing in...



UPDATE

Good news for Atari and ST flight fans - *Air Combat* is being converted for your machines and should be released by the end of the year, price £24.99.

Chuck Yeager's

AIR COMBAT



"Me and my fighter!"



▲ Formation flyers about to meet their doom!



▲ Lining up for the perfect shot!



▲ Boom! Nice one!



▲ Yeager and the F3D!

WISHFUL THINKING...

So there I was in the P-4, flying at 20,000 feet when suddenly I was jumped by five F-100s, three P-47 Thunderbolts and a Messerschmitt Me-108. Quite what they were all doing there I didn't have time to ask. Instead I turned to face them, covering my head, and a sweating finger on the trigger button and wished I was back home playing on my computer... Wishful thinking? In Air Combat, it's all too real!



This cross between arcade game and simulation incorporates all the best airline thrills and spills of a brilliant high speed blaster without all the messing about between combat confrontations you usually have to suffer with in simulations.

The combat is incredibly easy to get into and the sheer amount of game options means that all levels of gamesmanship are catered for. Whether you want to fly against another air ace, take on a fleet of bombers or get kamikaze kicks flying against fifteen other fighter aircraft simultaneously, this has it all!

JULIAN RIGNALL



PC	
GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	89
OVERALL	93

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REVIEW ▶▶

GAME GEAR

£25.00

BY SEGA

It's a tough old world for the average Ninja when all his mates are suddenly kidnapped and brainwashed into joining the badies.

Oh well, it's your life to rescue them...

In this well-timed Game Gear best-seller you take the role of the single Shinobi left to battle against the evil forces holding a quartet of buddies hostage in four locations. Battle across the highway, the valley, the woodland and the harbour in a bid to save your captured chums from doom.

Lurking at the end of each level is a dastardly boss which is - GASP! - under the control of one of your Shinobi mates! Defeat the boss and the Ninja quickly carries to his senses, and joins your side. From then on you can call upon your forces at any moment to take over the action, using their own special weapons and skills to do away with the temple pests inside the last level - Neo City...



KNOW YOUR PLACES!

At the start of the game you have a choice of four locations in which to play, each requiring a different blend of skill and strategy to overcome the obstacles in your path. Here's a quick guide...



▲ The round select screen.



THE VALLEY

A fast-moving level set at the centre of the action, and the only one down over to be the only way down over to be jumping onto floating logs and fighting off the bad guys along the way. Once the back-breaking boss is vanquished the action continues in the Garden, where the Bush Shinobi search.



▲ The Highway level!



▲ The Woodland valley level.

THE HIGHWAY

This level is quite easy, and the powerful Pink Shinobi lies at the end so it's a good place to start. Jump and slash your way across the tops of the cars and lorries hurtling along the road, taking the masked madman in your stride and leaving him vulnerable to vehicle-to-vehicle. Be careful though - these suckers are armed with all sorts of guns, bombs and big fans. Fair!

▼ GG at the harbour!



THE HARBOUR

Once you've released Pink, choose this level where he can hang from gables and let bombs fall over the ship. Run through the ship, knocking seven bells out of the bad dudes in frequency, doing their best to send you scuttling in your doom.

THE WOODLAND

Time for some climbing as GG crawls his way through the trees, leaping from branch to branch and trying his best to look down. Flying bad guys are the biggest bummer of this section, along with the little grey blocks with the spinning wheels of death. The second stage of this level is played inside and outside a massive pagoda which makes the Green Shinobi.



Hey, you! GG Shinobi is just the business! This must be one of the best beat-'em-ups I've ever played - even managing to knock some arcade games into a cockle shell. The graphics are excellent, the gameplay superb and the attention to detail absolutely amazing. You'll

find it hard to believe that so much has been crammed into a portable game and will wear down a fair few batteries before leaving this. GG is a showpiece for the Game Gear, showing just what's possible on Sega's colour handheld. More of the same, please!

TIM
BOONE



▶ REVIEW

Game Gear's graphics are sharp, but the sound is a little more limited than you'd expect.

WATCH OUT, NASTIES ABOUT!

GG boasts a brilliant range of enemies so deadly they'll wear your Shinobi socks off until you learn how to mangle them. Here are a few...

DISC-SPINNER: Best of the bunch. This brute is totally lethal with those disks of death and should be approached with supreme caution!



HAMMER MAN: This block-head runs around swinging a huge wooden hammer at anything which breathes.



ARCHER: Watch out for these cunning devils, or prepare to live right at the sharp end...

▶ **Attacking an enemy base!**

▶ **My Shinobi is all his glory!**

SHINOBI



HAND-ON: This bloke is totally a knob, how to wangle on the ceiling, which can be quite a problem when you're trying to get past him and May stick at the same time.

YOUR NINJA MATES

The five Shinobis each have a different weapon, a different magic power and sometimes a special ability.

RED

Red starts the game. He is armed with a large sword, and can use his magic to make everything on the screen float from himself. **(Caution: vertical Projectile weapons are a pain, but when no-one else seems to be making progress it's worth giving him a try.)**

PINK

Pink is one of the strongest Shinobis, and is the first you should look for, there is a helicopter at the end of the highway level. Pink is armed with grenades and can crawl upside down along platforms - an ability which comes in very handy everywhere. His magic power is the ability to freeze everything on screen!

YELLOW

Yellow shoots magic fireballs from his fingertips, and these can be powered up by holding open the buttons. His special power is a devastating lightning ball which annihilates every enemy in sight!

▼ **An evil guardian!**

BLUE

Blue comes complete with a blade on the end of a long chain, which he can use being a deadly weapon. He can also use to attack the enemy, which to break the level. His special magic turns his sword into a shield which can travel anywhere on the screen!



GREEN

Green can shunken which take out anything they hit, and he can also perform a double jump, and a spin which sends a shower of deadly metal stars everywhere. Green reacts to danger by using his magic and exploding everywhere!



As far as the actual games go, the Game Gear has been a bit of a non-starter, and it's hard to see the programmers of GG Shinobi have performed wonders in making the Game Gear produce something that looks like a Mega-drive game. In fact, I'd go as far as to say that it's one of

the best best 'em ups I've ever played anywhere, and the addition of strategy (working out the best ways to use the different Ninjas) makes it even better than Megadrive's Revenge of Shinobi Amazing, but still it Sega can match this standard on all of their future Game Gear releases, the machine may have a rosier future than everyone first thought!

PAUL GLANCEY

GAME GEAR

GRAPHICS	92
SOUNDS	91
PLAYABILITY	95
LASTABILITY	93
OVERALL	94

REVIEW

ST

£29.99

BY DOMARK

It's time to put a funny cap on your head and bundle on down to the sleek-based digital (bahah!) RBI Baseball. It was originally a TeenyBopz thing for the Nintendo and Domark have seen fit to release a re-imagined for all major home formats.

The rules of baseball are pretty simple. There are two teams, nine bats and nine fielders. Each member of the batting side has to score as many runs as possible by whacking the ball or as far as it will go, then running as far round the diamond as possible before the fielders can remove the ball. If a batter can get round all the bases, back to home base, he scores one run.

As soon as the ball is hit, the fielders have to try to catch it (thus instantly dismissing the batter) or failing that, remove it and throw it to one of the other fielders on the bases. If the ball reaches a base before a batter who is trying to 'steal' it, he is out.

Meanwhile, back on the pitching mound at the centre of the diamond, the pitcher has to try and get the batter out by throwing the ball in such a bizarre way that he cannot get his bat to it. Each miss is a 'strike' and if one batter scores three strikes, he is declared out. Once three hitters have been struck out, the fielders get the chance to bat, and vice versa.

So, after that lecture on 'Baseball For The Completely Uninitiated', what more is there to say except 'it's just like Rounders', and perhaps 'play ball'?



I must say, if you like Baseball games, RBI 2 Baseball is probably the best one on the market at the moment. However, if you're not really interested in Baseball, the polished Domark effort won't appeal to you at all. Unfortunately, I'm a member of the latter category

and after a few minutes found the gameplay to be rather repetitive. Just hitting the ball and running, or running for the ball and throwing just didn't seem to be my cup of tea. Indeed, after about half an hour's play, I'd game compulsively off the game. The graphics are very nice, and the sound is similarly impressive with some decent samples. The two-player mode increases the longevity of the game somewhat, but doesn't really add that much in the way of variety to the game. RBI 2 Baseball is really diverting, but for the hefty price (£29.99) I had a hard time strongly recommending this game.

**RICHARD
LEADBETTER**



BATTING 'N' PITCHING!

The main action of the game takes place on this 3D screen. All that really happens is that the pitcher throws the ball, and it's the batter's job to swing it as far possible. Both the pitcher and the batter can slightly alter their positions, and the pitcher is capable of throwing a fast or slow ball, and can get spin on it to make it curve left or right, in the hope that this will completely flummox the batter.

HOME RUN!

As soon as the ball connects with the bat the viewpoint changes to a bird's-eye view of the pitch which allows to follow the movement of the ball. Now it's the fielders' job to get the ball to the appropriate base, to stop the batter from getting any nearer to home. If the fielders are a bit clumsy and waste time, then the batter may be able to 'steal' one more base and get that much closer to home. If he hits the ball as far as the crowd, he is awarded a 'home run', and he and all the other batters on the diamond get to run all the way to home base in complete safety, each scoring a run.

RBI 2

WHAT DOES RBI STAND FOR?

RBI actually stands for Runs Batted In - which in English means the amount of runs scored as a result of a single player's hit, which could be either his runs, or the runs scored by getting other players back home. So how you know!



COMPUTER BASEBALL

Although there have been a number of Baseball games released in Britain, none of them have ever been really popular, probably because the sport itself isn't popular over here. The most successful of such games must be Anipole's Handball, which was programmed in the USA. In the USA and Japan, Baseball is extremely popular of course, so, not surprisingly there are loads of Baseball games on console. Among them are Sega's Great Baseball and The Baseball, Nintendo Baseball and Neo-Geo's Super Baseball Stars in game with brilliant sampled commentary - pity it costs £150.000. Recently, Megadrive owners have been wowed by Super League Baseball. While Anipole have just finished converting Handball to the same 16-bit system. Probably the most comprehensive Baseball games have appeared on the PC Engine, and the Power League series is now in it's third incarnation. However, Commodore are 'pitching' in the hot war with their TV Sports Baseball which should knock up the competition, if it survives that Company's recent financial problems!



I quite like the idea of computer baseball but I've always been put off by all the tatty details and statistics which get in the way of the gameplay. Well, that's one the new RBI doesn't hang - the new RBI doesn't hang - the controls are pretty simple, and you don't really have to take that much notice of all the statistics, so it's quite easy to get into. It also scores Brownie points for it's smart presentation, the samples and the Diamondvision screen, which looks great, unfortunately, even with all this going for it, the game isn't as much fun as you'd expect. Soccer and American Football are full of fast action and tactics and maybe it's just that Baseball doesn't make as good a computer game because it doesn't have enough of these two qualities. Whatever it is, I have my doubts about whether I would get fairly good a worth of enjoyment out of RBI.

PAUL GLANCEY

ST

GRAPHICS	84
SOUNDS	82
PLAYABILITY	72
LASTABILITY	60

OVERALL 70

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REVIEW ▶▶

MEGADRIVE

£39.99

BY BALLISTIX

STAR

Yikes! The space fleet of the evil Un-Queen has been sent to invade the peaceful, kind-to-animals Alliance planet. The Alliance hierarchy needs to conquer in mind. They can't afford to lose the planet's economy, so the only way to get rid of these is to send the Alliance fleet to destroy them and salvage them to their component parts.

What the title boils down to in gameplay terms is a 3D strategy game along the lines of the very ancient game of Star Control, with the ships being set out in a 2D view of the galaxy. There are a few ships in each fleet, and it's up to each commander to make the best of what can be a considerable of human players to choose a ship to be his leader. They all have different capabilities, and responsibility for what you can do better appears than others.

Each ship has a crew and fuel systems. Using any one of some crew are killed, and if the ship is unharmed it can be used. The fuel is used when the ship's weapons are activated, then they're repositioned. The special weapons usually drain the energy faster, so they can only be used sparingly.

CVC HIT



THE ALLIANCE OF FREE STARS

SCREEN PENETRATOR

A speedy ship with a weapons cannon, but the special weapon can be devastating when fighting a large, slow ship. In close quarter combat press the C button to make the female crew sing their mystical song which draws the enemy crew out of their ship. While they're flailing in space, the System can rescue them and make them join their crew!



ARLOULALELAY SKIFF

Probably the Alliance's best ship, the Arloulalelay is equipped with a homing laser and an inertialess drive, so it's super-maneuvrable. The short-range hyperspace drive, which warps the ship to another part of the screen, helps make this a match even for the Un-Queen dreadnaught.

▶ A very swift ship



CHENJESU BROODHOM

The Alliance's biggest ship, but not its best. Hold down B and she launches photon bombs forward which detonate when B is released. Hit C and it releases "puppies" which follow enemy ships and burp into them, draining all the fuel for their next jump with every burp!

▶ Impressive weaponry.



Once you've figured out each ship's strengths and weaknesses, Star Control is one of the most playable two-player games you're ever likely to play on your Megadrive! It's the sheer variety in all of the ships that makes this such a winner. The in-game graphics are nothing to shout about, but the sound is excellent. Instead, a lot of the games turned into a bizarre version of "Name That Tune", or rather "Name That Sample"! Star Wars and Star Trek have both been sampled here, and the end result is excellent. One-player mode isn't really that bad either. The full strategy game is quite compelling, and the option to play either side is rather original. Not a lot of Megadrive games have really impressed me lately, but Star Control is a game that's well worth a look.

RICHARD LEADBETTER

CONTROL

▶▶ REVIEW ▶▶

THE STRATEGY GAME

If you want something a bit more evolved than a shoot 'em up, choose the Strategy option on the title screen. You are then presented with different scenarios.

A spinning star map appears showing Alliance and Hierarchy forces, with their respective colonies and mining outposts. It's up to each side to capture all of the enemy's territory and destroy the enemy ship by ship. The colonies and mines keep the ships staffed and fueled.

There are options to let you start the strategy game with the computer controlling your side's strategy while you fight the battles (PS STRIKE) or vice versa (XBOX).

▼ Drive of the Phoenix!



EARTHLING CRUISER

This ship has a pretty slow drive unit, but can turn quickly to fire its guided nuclear missiles. The missiles aren't too accurate, so it's a good job the Earthling ship is equipped with point-defence lasers which repel enemy shots. ▼ A long-range attack craft.



YEHAT TERMINATOR

Powerful guns (which sound suspiciously similar to an X-Wing fighter's cannons) and a protective shield make this one of the Alliance's best fighting craft. It's just a shame it's not as nifty as the Antaresley Golt. ▼ A deadly fighter.



SHOFKTI SCOUT

A very weak ship, with a small drive and a puny cannon. However, it is fitted with the Glory Device, which has to be primed by pressing C twice. Make sure you're right next to the enemy then press C again and the device blows the ship to smithereens, as well as inflicting heavy damage to anything nearby.



MHRNMHRM X-FORM

This ship can transform from a slow, but manoeuvrable craft with twin laser beams, to a fast but high-uncontrollable fighter which fires homing rockets. Make sure you always have enough energy to effect the transformation or you can get into trouble. ▼ A wing-wing ship!



CVG HIT



ANDROSYNTH GUARDIAN

One of the Hierarchy's poorer craft, the Guardian is very sluggish and is armed with a completely hopeless main weapon which releases a cloud of wandering and bubbles.



MYCON PODSHIP

A huge, sluggish ship resembling a hollow sphere, inside the ship is a plasma generator which shoots flaming missiles made of balls of stabilizing energy.



UR-QUAN DREADNAUGHT

Probably the most devastating ship in the game, and it belongs to the Hierarchy. The Dreadnaught is equipped with a forward-facing energy cannon but gets the O-Driver and a fleet of interlopers is launched from the lower pods.

UPDATE

Star Control has been out on all other formats for quite a few months now, but even the Amiga version (which looks very similar to the Megadrive version) isn't as playable as this one, be cause it's cycled with loads of disk swapping. If you've had drives, though, it's worth checking out.

THE UR-QUAN HEIRARCHY



ILWRATH AVENGER

The Avenger looks like a powerful craft, but it is quite slow and the same weapon has a very short range so it is only a match for the likes of the Alliance fleet.



SPATHI DISCRIMINATOR

This craft may look clumsy, but it's one of the Hierarchy's fastest and most manoeuvrable ships.



Don't be fooled! This game may look like a pile of mud, but it's one of the most enjoyable Megadrive titles I've played in ages! There are all those weapons to play with, and a lot of the fun comes from learning the best way to use them, and which ship makes the best opponents.

With two players this process is undeniably good fun, but be prepared for a lot of rude words as your ex-computer shows up your best ship! Even the medium or highest of the three levels. The easiest opponent doesn't use the special weapons, but the other two are so clever it's like playing a human. The graphics are adequate rather than great, but the sound effects are excellent - nearly all of them are sampled from SF movies or TV programmes. Anyone after something different from the usual sci-fi laser pap that's finished in a couple of days has just got to try Star Control, it's a whole new universe!

PAUL
GLANCEY



UNGAH DRONE

Not a very good ship because it's quite slow, and its weapon, a wide-beam anti-matter ray, has a very short range.



VUX INTRUDER

The Klingon satellite is fitted with a long-range laser cannon, but isn't too manoeuvrable so the weapon isn't much use. However, you can even the odds by releasing green scores which home in and stick to the enemy ship, reducing its speed and manoeuvrability drastically.

MEGADRIVE

GRAPHICS	80
SOUNDS	88
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

THE CVG QUESTIONNAIRE

CALLING ALL GAMERS - Here's your chance to help CVG remain the best all-format computer games mag in Britain, Europe - probably the world! We want to know what YOU think of the magazine. Why? So we can make it even better! What's more, we've got a cool grand's worth of software up for grabs. Plus, we'll send £200 worth of free software to the first five completed questionnaires pulled out of the hat. So what are you waiting for? Just fill in the form, carefully remove this page from the magazine, pop it into an envelope and send the whole caboodle off to: CVG QUESTIONNAIRE, PRIORITY COURT, 30-32 PARKINGDON LANE, LONDON EC1R 3AL. Closing date is August 15, after which we'll digest your answers and send off those prizes pronto!

ABOUT YOU

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ADDRESS _____
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MALE FEMALE

HOW OLD ARE YOU?

- UNDER 10
 10-12
 13-15
 16-18
 19-21
 22-25
 over 25

ARE YOU:

- AT SCHOOL
 COLLEGE
 UNIVERSITY
 PART-TIME WORK
 FULL-TIME WORK
 UNEMPLOYED

WHICH MACHINE DO YOU OWN?

- AMIGA
 ATARI ST
 AMSTRAD
 C64
 ZX1000
 SPECTRUM
 GAMESBY
 GAME GEAR
 LYNX
 MEGADRIVE
 MASTER SYSTEM
 NINTENDO
 PC COMPATIBLE
 PC ENGINE
 SUPER FAMICOM
 OTHER _____

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD? _____

WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS? _____

WHAT ELSE DO YOU WANT FOR CHRISTMAS? _____

WHICH COMPUTER GAMES DO YOU LIKE?

- ARCADE CONVERSIONS
 SHOOT-EM-UPS

- PLATFORM GAMES
 PUZZLE GAMES
 FILM/CELEBRITY TIE-INS
 ROLE PLAYING GAMES
 ARCADE ADVENTURES
 3D ADVENTURES
 FLIGHT/BATTLE SIMULATORS
 TEXT ADVENTURES
 SOMETHING ELSE, NAMELY _____

HOW MUCH POCKET/SPENDING MONEY DO YOU HAVE PER MONTH?

- LESS THAN £10
 £10-20
 £20-30
 £30-40
 £40-50
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HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?

- LESS THAN £10
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ON AVERAGE, HOW LONG DO YOU PLAY A GAME?

- ONE WEEK
 A FORTNIGHT
 A MONTH
 SIX MONTHS

WHAT MAKES YOU DECIDE TO BUY A GAME?

- REVIEWS
 COST
 ADVERTISING
 PACKAGING
 RECOMMENDATION
 OTHER, NAMELY _____

WHAT ELSE DO YOU BUY?

- RECORDS/TAPES
 COMICS/MAGAZINES
 SWEETS/CRISPS
 POP
 CLOTHES
 OTHERS, NAMELY _____

APART FROM COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?

- WATCH Telly
 HIRE VIDEOS
 LISTEN TO RECORDS
 GO SHOPPING
 GO TO THE CINEMA
 GO TO CONCERTS
 PLAY SPORTS
 SOMETHING ELSE _____

IF YOU WERE OPENING A BANK ACCOUNT, WHO WOULD YOU BANK WITH?

- NATWEST
 MIDLAND
 BARCLAYS
 LLOYDS
 CIBOBANK
 OTHER, NAMELY _____

HOW OFTEN DO YOU GO TO THE CINEMA?

- ONCE A WEEK
- ONCE A FORTNIGHT
- ONCE A MONTH
- ONCE A YEAR

WHICH OF THESE FILMS WOULD YOU GO TO SEE (IF THEY WERE MADE)?

- TURTLES 2
- ROBOCOP 3
- PREDATOR 3
- ALIENS 3
- GHOST 3
- STAR WARS 4
- GREMLINS 3
- ET 3
- INDY 4
- BACK TO FUTURE 4

WHAT'S THE BEST MOVIE YOU'VE SEEN ON VIDEO RECENTLY? _____

WHAT SORT OF MUSIC ARE YOU INTO? _____

THE MAGAZINE

WHICH OTHER MAGAZINES DO YOU READ/BUY?

- ACE
- AMIGA ACTION
- AMIGA COMPUTING
- AMIGA FORMAT
- AMIGA POWER
- ATARI ST USER
- CLUB NINTENDO
- CRASH
- CU AMIGA
- GAMES-X
- MEAN MACHINES
- NEW COMPUTER EXPRESS
- PC LEISURE
- POPULAR COMPUTING WEEKLY
- RAZE
- SEGA POWER
- ST ACTION
- ST FORMAT
- THE ONE AMIGA
- THE ONE ST
- YOUR AMIGA
- YOUR COMMODORE
- ZERO
- Zzap! 64

WHICH MAGAZINE IS YOUR FAVOURITE AND WHAT IS ITS BEST FEATURE? _____

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- IT'S GOOD FUN
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- SOMETHING ELSE, NAMELY _____

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- ED FIRST
- NEWS
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- TOO SHORT
- TOO LONG
- JUST RIGHT

ARE CVG REVIEW RATINGS

- TOO LOW
- TOO HIGH
- JUST RIGHT

ARE THE SCREEN SHOTS

- TOO BIG
- TOO SMALL
- JUST RIGHT

IS THE RATING SYSTEM

- JUST RIGHT
- REASONABLE
- POOR

WHAT DO YOU THINK OF THE RECENT CVG REDESIGN AND THE OVERALL LOOK OF THE MAGAZINE?

- GREAT
- OK
- POOR

WHAT ELSE WOULD YOU LIKE TO SEE?

- STAR INTERVIEWS
- FEATURES ON PROGRAMMERS
- GAME ROUNDUPS
- GAMES IN PROGRESS
- FILM/MUSIC/VIDEO NEWS
- A COMIC STRIP
- POSTERS/STAR PICTURES

IS CVG'S 8-BIT COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

16-BIT COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

MEGADRIVE COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

FAMICOM COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

HARDFIELD COVERAGE

- TOO LOW
- TOO HIGH
- JUST RIGHT

DO YOU BUY MEAN MACHINES REGULARLY?

- YES
- NO

IF NOT, WHY NOT? _____

FINAL COMMENTS ON CVG? _____

ARCADE ACTION

That wild 'n' wacky family, the Simpsons have just appeared in their very own coin-op - and it's just as funny as their television programme!

The plot revolves around baby Simpson Maggie, who's been abducted by a group of jewel thieves. The only thing for it is for the rest of the family to go and rescue her from the clutches of the evil hoodlums.

Up to four players can participate, with each member of the Simpsons family selectable for battle. The mission of mercy is split into a variety of levels which run across the length and breadth of Springfield - sectors of the TV series will instantly recognise such locations as the funeral, the park, the main street and even Moe's Tavern!

Each level is packed full of hoodlums all out to robble the heroic Simpsons and wear down their energy bars. Fortunately, each member of the family carries a weapon with which to dispatch the baddies - so beat 'em up skills are the order of the day.

As with all games of this type, at the end of each level lurks a giant guardian who must be defeated to progress onwards. At the end of level one there's a guard wrecker - next up is one of Krusty the Clown's minions. On the final level is the boss of the jewel thieves - defeat him and Maggie is rescued!



THE SIMPSONS



Similar in concept to the Turtles coin-op frenzy brawler, since it's designed to go into all Turtles cabinets, The Simpsons is nevertheless a thoroughly enjoyable game. The graphics are absolutely marvellous, from the excellent movie-style introductory sequence showing Maggie's abduction to the in-game graphics, it's just like playing a cartoon. There are so many neat touches - just watch the expressions and reactions of the characters as they do battle, they're hilarious. The sound effects are also excellent - all sampled from the cartoon - and there's a version of the Simpsons tune thumping away maniacally in the background, which adds greatly to the frantic atmosphere. Add this all together, and mix in the mega-addictive gameplay and you've got a coin-op that offers loads of fun... and keeps you pumping in the credits!



EL JAZZO
RIGNALL



MEET THE SIMPSONS

Want to know more about this fun-loving family? Well, here goes...

HOMER



Normally laddy (and potlode) - but a crisis has occurred and he's ready to fight... and fight dirty!

MARGE



Armed with a Hoover to suck the baddest into the middle of last week, Mother Simpson is a fearsome sight with her just blue bestie!

ARCADE ACTION



BALLOON BLOWING BALONEY

Between levels there's a ball bonus for arches. Balloon blowing. The four players line up and they have to pump their balloons. The first to do so gets bonus points. The rest get their relative scores at their table.



BART



Everyone's favourite juvenile delinquent is armed with a skateboard, with which to inflict the bad juju about the head and shoulders!

LISA



It's nagging rope violence. Lisa strikes out when the hoodlums approach - she's deadly at lashing out with it!

ARCADE

GRAPHICS	93
SOUNDS	93
PLAYABILITY	94
LASTABILITY	89

OVERALL 91

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PREVIEW

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MASTER SYSTEM

DATE
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Sega games aren't exactly well-timed for when it comes to vertically scrolling shoot 'em ups (Flare Blaster is probably the only recent one that comes to mind). Not to worry though, because Microcass are set to redress the balance with the release of Xenon 2: Megablast!

The aim of the game is pretty simple. Travel along the vertically scrolling play area rotating and a blasting Xenon potential with the aid of your attack lighter. Loads of pick-ups and on offer, ranging from heavy duty lasers to cannons and missiles. There are also the less interesting items like the topped-up and smart bombs, made available simply by blasting away at the alien-tying Xenoids!

Microcass reckon that the finished game will be ready for a September release, and how what we've seen the game looks completely brilliant! Expect to see a review of the finished package as soon as possible.



MEGABLAST VENUES

The original Amiga blast had five levels of blasting action, but due to memory restrictions only the best three can make it into the Mega cartridge. The idea is that the evil Xenoids have placed time bombs in various stages of the Earth's past, and our time-travelling attack craft has to rescue history by annihilating each bomb in turn. But the Xenoids aren't going to make things easy...



XENON 2

M E G A B L A S T





KANON 2

MEGABLAST

EXPLOSIONS 'R' US

At the end of each level, after the player has seen off a massive boss, a trip to the shop occurs. Here, the player can buy new weapons systems, as well as sell off all of the obsolete systems. Side fire, rear fire, mines, drones, extra energy, massive lasers and cannons can all be purchased - if you've got the necessary money!



THE COMPARISON QUESTION

The ST and Amiga versions of Kanon 2: Megablast fared extremely well when they were first reviewed in CVG, scoring a massive 85% and 86% respectively! From the (pre-professional) Sega version we've seen, the graphics look extremely close to the 16-bit originals, with the action only slowing down when there are a lot of sprites and bullets on screen at the same time. There's also a surprisingly small amount of filler, as well



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PRINCE of PERSIA

PREVIEW

VERSION
MASTER SYSTEM

DATE
TBA

PRICE
£ TBA

Principally Master System games freaks are in for a treat - the belated Prince of Persia will be taking a bow on a Sega title you know!

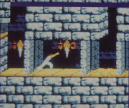
Concocted by Domark, publishers of the original boxed and portable computer classic, this console conversion is looking very good indeed and (dare we say it!) actually better than the original.

Taking the role of a rather dashing young hero, run, jump and fight your way through screen after screen of puzzles, traps and bad guys to rescue the Princess from the nasty old Grand Vizier Jafar.

She's trapped in her room high in the palace tower and you've been stripped of your sword and thrown in the dungeon. If you want to live happily ever after, you've got to get to that Diamond before the Sultan marries her.

The main strengths of the original Prince of Persia were its stunning animation and great playability. Work is now well under way on the Master System version and from what we've seen the results are looking absolutely brilliant.

Domark have paid a lot of attention to the graphics and spent some serious time making sure the game feels like the same. We think this could be a very strong title for the MS, so watch this space for more news as soon as...





PREVIEW

VERSION	DATE	PRICE
AMIGA	JULY	£24.99
ST	JULY	£24.99
C64	JULY	£9.99
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MANCHESTER UNITED EUROPE

KRYSLIS

After their success with the original Manchester United game (and the aforementioned team's recent success in the European Cup Winner's Cup), Krysalis are now set to repeat the glory with the imminent release of Manchester United Europe.

Viewed in a similar fashion to the original, this new, fully spectacular has vastly improved audio-visuals (the crowd constantly cheer or murmur, depending on how the action is going) and the choice of teams available includes all the teams selected to go into Europe's major football tournaments next year.



MUE also has an Kick Off 2-style aftertouch option, giving improved ball control as well as airkick (perfect accuracy for corners, free-kicks, and free kicks and the ability for headers and volleys).

Penalties are also awarded for fouls inside the six-yard box, and yellow and red cards are dished out for players who can't keep their boots to themselves! If a player is injured badly enough, he can be substituted for one on the bench.

Unfortunately, MUE arrived at CVD Central too late for a full review this issue, but rest assured we'll be having a close look at this next month. The question remains - does Kick Off 2 have anything to teach third out about



PREVIEW

VERSION
NINTENDO

DATE
AUGUST

PRICE
£ TBA



CAPTAIN SKYHAWK

Of all our brave flyboys, one man stands out from the crowd: it's Captain Skyhawk! With a chint to out-square the best of them, he's the one to be chosen to take his T-100 out for a spin and blast those alien rotters who have decided that Earth is a bit shaggy and should be ripe for the taking. Whatever they're right is up to you in this five-level alien-busting spectacular. Each level consists of three stages, the first being an in-ground vertical shoot 'em up. Complete this and it's off into the blue skies for an Afterburner-à-la-mode blast. Then comes a tricky docking procedure requiring pixel-perfect accuracy unless you want to be as much dog food and missile stands.

Once you're safe inside HQ, it's fiddle-down to the shops (are with any credits earned while in battle to buy a load of missiles, before you're ejected back into the wild, blue yonder to do the same again.

The latest release from ex-Ultimate Chaos Rare has to be something special to continue the company's tradition of high-quality releases.

Whilst most shooters start off relatively simple and become more difficult as you go, Captain Skyhawk seems to do exactly the opposite and becomes easier as you progress! Strange.



One of the biggest complaints about Afterburner was the lack of things to do apart from shoot planes out of the sky, making it a bit of a lame horse in the long-term playability stakes. But why waste a good idea just because it fell flat on its face as a stand-alone shoot 'em up? The programmers of Captain Skyhawk have simply squashed the full game down and made it into just one stage of their blaster.

This Elite-inspired stage sees the sweetly-palmed player bring his aircraft up with the entrance to the revolving space station in order to spiral inward and into it without snagging the wires. And if that's what you do, you'll need more than a few licks of paint and a sticky plaster to cover the scratches!



GALACTIC

THE VISION GAME

STAVROS FASOULAS

It's been quiet from Finland's foremost coder since 1988, when he impressed the C&M-owning public with the brilliant ball-rolling *Que Dax* (Quest for Ultimate Dexterity). Now, Stavros Fasoulas is about to amaze the Amiga owners of 1991 with *Galactic: The Vision Game*.

There isn't much of a scenario as such. The player adopts the role of a bung in a distant galaxy who gains much amusement from playing the *Galactic* game. There is no certain goal, just fast, frenetic action as you guide your bung, blasting all-and-sundry with explosive playing cards of doom. The aim is just to survive as long as possible!



PREVIEW

VERSION
AMIGA

DATE
TBA

PRICE
£ TBA



Galactic has been in production for seven months now and most of the graphics and gameplay are complete. Stavros managed to cram this Amiga game into running at 50 frames a second (that's as fast and smooth as most coin-ops) and there is usually over 50 sprites on-screen at once.

From the look of the screenshots, *Galactic* looks like a very busy game and we're led to believe that it's one of the fastest games ever (Stavros reckons it's faster than both *Defender* and *Stargate*). In order to keep the action fast and fluid *Galactic* is a single load game, so there's no waiting around for new levels to be loaded in!

Galactic promises to be one of the most playable games ever to hit a 16-bit machine and we look forward to receiving a finished copy!





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PICTURE BY GARY HERRICK OF TWENTIETH CENTURY FOX

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