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OCTOBER 91 ISSUE 119

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ED FIRST

Your favorite and more, Tim Boone, imparts his worldly knowledge onto a readership hungry for truth, justice and those amazing Magnuson batteries. They're best!

NEWS

What's hot, what's not and what should be hot in the top-of-the-line world of consumer electronics? Read on and, who knows, you may just find out.

THE GEOMAN WARRIOR REVIEW!

It's many games in one and so completely hilarious! Let's see if it has you Challenged at the bit for more! What is it? Geoman Warrior on the Platforms of Gaia - pop along and check out the review at the double!



CELEBRITY COMPETITION CORNER!

When the stars want to be noticed, they get spotted with CVG! But what about our readers? Have you mingled with Madonna, stood alongside the greatest, or even mingled with George? No, find out how you can enter our great contest!

YOUR PALBA

What's a dangerous threat that should be resisted and eradicated in public? That's right - it's the PCG and he's coming in a letters page near YOU!

MANIC MANIACS

And round the circuit comes the Mega Man Drive, joyfully followed by the MOTHER team's F.M.S. Can BAT find his position in the PC Engine in the six-trick-up Mega Hero, with the GAMB they've done with the best of them. Your thoughts, James? I think Nigel Mansell will win, Murray.

HAVE YOU MET MONSTER MICE

A couple of issues back we ran a competition which gave YOU the chance to win an eight-hundred quad states Makemak computer at US\$600, by drawing a monster. Here we show you the prize-winning pic, along with some of the others.

THE CVG POSTER PULLOUT EXTRA VAGANZA!

CVG has gone crazy! Thrill to the round-up of racing games featured! Gasp at the awesome, EXCLUSIVE poster! It's so good you'll almost hear Murray Walker screaming for more!



CHEAT-MODE

Get a game you can't beat? Just enter a cheat! We've got codes of the little letters that in one compact, easy-to-read bundle - come freely and free from toxic gases, that!

SADIE'S SCORERS

Britain's bestshot bird reveals in the scoring successes of CVG readers and aims the eye who, sadly, sunk.

JAZZA'S ARCADE ACTION

Magazines to play this month, as only Jazza drives into the world of Sega's three-dimensional phenomena, Time Traveler!



PREVIEWS

Race along in the Previews pit where, tuning up for the qualifying lap, you'll see Lotus 2, Formula 1 and Big Buck. They're the four runners on a grid as revved up, they'll leave Mansell struggling in the slipstream.

CONTENTS

BYTESIZE

AMIGA	83
C64	85
ST	87
SPECTRUM	88

ST

CLOUD KINGDOMS	87
IMPOSSIBLE	87
SUPERCARS	87
VIRTUAL WORLDS	87

AMIGA

MAGIC POCKETS	83
CLOUD KINGDOMS	83
SUPERCARS	83
ARCADE TRIVA QUIZ	83
ENGLAND CHAMPIONSHIP	88
MOSA-LO-MAMA	100
ROSLAND	
FINAL FIGHT	112

C64

RED HEAT	85
SHOCK	85
IMPOSSIBLE	85
FOOTBALLER OF THE YEAR	85

SPECTRUM

IMPOSSIBLE	88
RED HEAT	88
VIRTUAL WORLDS	88
JOCKEY WILSON'S	88

SUPER FAMICOM

GEOMAN WARRIOR	18
UR SQUADRON	44

MEGADRIVE

FANTAZIA	28
TECHNOPOP	28
STREETS OF RAGE	84
STARFLIGHT	60

NINTENDO

MAPLE WADNESS	20
GALAXY WOE	33

PC

PHI-A STEALTH	104
---------------	-----

NEO GEO

SHO OF THE MONSTERS	68
4000	68
GHOST PILOTS	68
BLUES JOURNEY	68

PAUSE

GALAXY
5000

**EDITOR
TIM BOONE**

With a broad embracing mid-west name when he used to sail and thought he'd spread all his eggs on the blackboard, it didn't get the views he feared when he took up the stick and found his readers from top to bottom. He was so ashamed he got the middle wrong and looked an even bigger plonker...

**STAFF WRITER
PAUL SAND**

Paul's reputation as a stressed out guy has got a well-earned reputation when the little dog wags his tail halfway through an issue. However, experience along with the rest of the crew (as we all hang on for dear life, nobody can afford to be the specialist) has got him handling and staying fit worked his muscles.

**ART EDITOR
JOE WILLIAMS**

Joe is most frequently in the moment here when he applied for a job as photo studio manager, only to discover it was an agency for game design! That was that enough, so just imagine his embarrassment when they got off the phone and said his business just wasn't long enough...

**DEPUTY EDITOR
FRANK O'DONOR**

Joe's a beautiful Deputy Editor flying high until he gets into Glasgow airport and through into trouble. He was caught out on a few birds, broken and virtually airport-bound for airport security. Why? - That was a bird sticking out of my little bag, says Frank, left here crushed by the ordeal. Yes, well...

**ADDITIONAL LAYOUT
PREDS GARY LITMAN**

Prede dropped a right whopper one time who just happened to be an American Senator. Scanning back by John Litman, one day from who should really have done an article. I thought he was the big boy, I got him in, it's not. So what? he said to John Litman why not?



EVENTS



**MANAGING EDITOR
JULIAN RIGALL**

Our Jason got all featured on when the world for in Our Our in France and they a few feet together in a cabin he avoided something that he should do. I got all confused, I'm not sure how many times, well, we all know how to stand up for you get when you're flying for a week.



**ADDITIONAL LAYOUT
YVETTE MICHELLE**

Yvette is down under during the writing but when she lined up her new high heels for the first time and noticed them they were in an interview, and for her in hand. Yvette was also inspired on some other and fell in love with.

And here, at the end of the day, we proudly present... **EVENTS MANAGER** James Davis **DEPUTY ADVERTISING MANAGER** Sarah Matthews **MANAGER** Greg Mason **PRODUCTION ASSISTANT** Emma Kato **PHYSICIAN** Graham Taylor **SUBSCRIPTION SECRETARY** Chris Hutchinson **PH** 01843 800, **LONDON** 1234 567 890, **1234 567 890** **EDITORIAL AND ADVERTISING** CENTRE: 123 456 789 1011 and 1999 **PRINTED BY** KNOX PAPER **1234 567 890**, **PETERBOROUGH COL** OUR BY: **PRINTING**, **LONDON** 1234 567 890, **OUR CONNECTION**, **LONDON** 1234

TYPESET BY ANNE S. GURNEA **COVER DESIGN BY** CLIFF ROBINSON **THANKS TO** MURRAY WALKER AND JAMES HUNT FOR INSPIRATION AND WORD, MANDALL, FOR BEING BRILL **SPECIAL THANKS TO** ADVANCED CONSOLE ENTERTAINMENT (017 2 088) FOR ALL THE STUFF SO QUICK! **DEVELOPED BY** BBC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1999 **DESIGNER** GILLIEST HILLI GORRA **BUTTON**, **WORD** AND A REWARD TOGETHER!

Another lap record from...

ED-FIRST

HELLO! Britain's favourite games mag puts the pedal to the metal and goes all boy-racerish this month. Just run your peepers over our amazing pull-out guide to all the top race games coming your way soon. Have we got the lot, or what?

If that's not enough (and it blimmin' well ought to be!) then how about the incredible FREE Mario hologram on the cover? Just wave everybody's favourite hero around in suitable light and watch Nintendo's superstar twist and turn!

And that's just the start of it - over the next few months we're going to be giving away a grand total of four, yep FOUR, amazing prizes each featuring a video game hero! How much does this cost you? Nothing. Zero. Zilch. Amazing or not?

Whilst you're recovering from that, just check out the huge stack of amazing games reviewed and previewed within these very pages. *Geoman Warrior* and *Uki Squadron* on Famicom, *Marble Madness* on the NES, *Streets Of Rage* on the Megadrive, *Magic Pockets*, *Street Fighter 2.0* - the list goes on and on!

So strap in and prepare for all the treats coming your way in these perfect pages. Meanwhile, we must be a bit overdue for an Ed-First competition by now, so here goes. By the time you read this, your holidays may be a memory fading fast. Staying away on this issue when I should have been out and about in the sun, I reckon the least you lot can do is send me a postcard - the siller the better. It's the least you can do for all our treble fabness!

So hook out the dumbest postcard you've got (the more silly, out of date, boring or crap the better) and send it off to: **TOP TITERS AT BODINON HEATH OR BUST, ED-FIRST, COMPUTER AND VIDEO GAMES, 30-32 FARRINGTON LANE, LONDON EC1A 3AD.** There's either a Gameboy or £100 worth of software for the winner (am I mad?) so post them postcards and give us a lipper' good ta! See you next month.

Byeee

Tim Boone



NO SHOW TO GO TO

You probably already know that the CGES Show has been cancelled, which means you won't get the chance to meet the CAG crew after all. We're as upset as you are, but it seems there just wasn't enough support for the show - what with the recession and all that. Still, we're always up to all sorts of gigs at your favourite games mag, so who knows what will be happening in the near future...

JIMMY WHITE'S 'WHIRLWIND' SNOOKER

BY ARCHER MACLEAN



40 - 100



161 084 - 101



280 - 101



0 875 - 101

AMIGA

AMIGA POWER - 101



JIMMY WHITE'S 'WHIRLWIND' SNOOKER IS THE FASTEST, SMOOTHEST SNOOKER GAME EVER CREATED. The only snooker game to achieve a maximum 147 break.

View the table from any angle.

Rotate and zoom in on any ball • Use reverse or spin, but chalk that cue! 4 ball levels • 1 or 2 players.

Practice, trick shot and drama modes • Ferry breaks off is unique, save games and highest breaks • Digitized applause and sound effects.

© Archer Maclean 1993 • Virgin Games Ltd 1993

NEWS

TAKE OFF TOGETHER

Multi-player games are loads of fun. Multi-link games are even better. So what about the latest modem game from On-Line Entertainment? It's called Air Warrior, and they're calling it "the most sophisticated multi-player game in the world". And from what we hear, they could well be right.

Apparently, up to four people can link up via a

modem and pilot bombers and fighter jets as well as drive tanks. Play as teams or go up against each other in head-to-head battles along the BT phone-lines.

The version on-line from On-Line has been flown over a quarter of a million hours in the US, over five years, so it must have something going for it. If you have access to a modem and own either an Amiga, ST, PC or Mac, you can experience Air Warrior by logging onto 081-526-8755, 1-8-4 Multi-speed.

LORDING IT UP

One of the most popular subjects for computer games has to be the Lord Of The Rings books. Goodness knows how many writers have produced software either licensed or based on the classic mythical story of life in the perilous world of Middle Earth. Electronic Arts, having released one such title on the PC last September, are about to abound the world with an Amiga companion.

The player controls Frodo Baggins, hobbit nephew of the legendary Sauron Baggins, who returned, the One Ring in Tolkien's prequel, The Hobbit. EA claim that, whilst primarily an expansion game, Lord Of The Rings will also feature extensive combat simulations with an assortment of monsters, hoping that the game will appeal to both fans of the books and non-readers alike. Lord Of The Rings, programmed by Imaginary, will hit the shelves in October priced at £49.



...Until, Sauron's friend, the wizard Gandalf, appeared

MEDICINAL MADNESS

Boots the Clemed not only sell pharmaceuticals and extra-Phofo hairdressing products which Paul Rand swears by, they also flag a range of computer gear. Hardly news, one may believe. Ahh, but thanks to the popularity of the computer side of their business, Mr Boots has decided to stock his larger stores with a range of consoles and hand-helds.

The lucky machines which will be sitting alongside the Anides and tubs of scalp-destroying gel are the Nintendo Action Set including Zapper Gun and four games, the Gameboy complete with earphones, link-lead and Tennis cart and Sega's Game Gear. Not only that, there'll be a wide range of software for Master System, Megadrive and Game Gear.



008





THIS IS A STICK-UP (OR DOWN!)



More joystick joyride this month, with the launch of a new controller and the reduction in price of a couple of others. The new stick is called the Gravis Stick-Up, according to producers Spectravideo, "The Gravis speaks a word and the word is quality".

In fact the Gravis comes without a ball or speech synthesiser so there'll be no words at all spoken by it, but its many features do include a padded foam handle, eight-position centring tension control and three independent fire buttons which result in multi-button colour conversions to life of software support it. The Gravis comes in either a black or translucent casing and costs £39.99 for Amiga, ST, C64, Spectrum (requires interface), CPG, Sega and Nintendo versions, or £49.99 for the analogue PC stick.



NEWS

MANY MILLENIUM MARVELS

Travel from medieval Sherwood Forest to the stars of the far future, with a trio of titles from Millennium. Robin Hood leads the lynch-crew (led by you) and his band of merry men in the struggle against the wicked Sheriff of Nottingham. It's also driven 3D graphics spectacular to be released in September on PC at £29.99, with Amiga and ST versions arriving a month later. You paid cheaper than the IBM game.

Clivia's Revenge sees a young lad, unfortunately the Clivia of the title, on a four-furcated plus sunding system quest to avenge the slaughter of his family. There are weapons to be found and battles to be fought, here guards and mind to a massive, two-breasted di-giant. Keep your fingers poised something this month for Clivia's Revenge on Amiga and ST priced £25.99.

Fast, smooth 3D polygons portray the action in Strike 2, a sci-fi light cannon war which has the player competing against the best Strike pilots in the galaxy across fifty seven planets. Not only are there five different game types and four levels, Strike 2 features sixty types of craft and more than two-hundred weapons, ammo and equipment upgrades. But what sounds really exciting is the ability to link up a couple of computers for real two-player thrills! Strike 2 will be whizzing its way into software shelves in October, at a price yet to be announced.



GET LOST WITH LES

Somebody's messing off with all of Hollywood's celebs! So what, you might think, it's happening all the time if you're to believe the News Of The World. But this time, they're not coming back! There's only one man who can find the Timesdown and it's not Ted Equator, Calumon or even TJ Hooker! It's Les Manley, playboy's playboy and top in the stars in the sequel to the hilarious Search For The King from Amigoland.

Lost in LA features digitised graphics of real actors and models, some of them having featured in naughty Playboy magazine. Scornily clad females ensnare beachies on the order of the day in the form of Cindy and Missy the bunny girls. De-motique and Marlene the mud-wrestlers! And, amongst others, Madonna the pop star. Couple these with a host of films including some licensed hits from groups like the Beach Boys (old California surfing band - see your grandad) and Lost in LA could turn out to be a right good left, or a serial test of old beachheads.



FIGHT OF FANTASY

No doubt you've played one of those Fighting Fantasy books - you know, the ones which take you flicking between pages in an attempt to defeat your monsters, collect gold and get hopelessly lost as you read the wining passage and end up on page 60 when you should be at 26.

Anyway, it's soon to be the tenth anniversary of the re-

lease of the first Fighting Fantasy, Warlock Of Firetop Mountain. To mark the occasion, publishers Penguin are to release a sequel, imaginatively titled Return To Firetop Mountain, as well as a Fighting Fantasy novel. Not only that, Penguin believe the time is right to begin licensing their product, so expect to see a number of games involving your favourite heroes in digital form very soon.

NEWS

GUERRILLAS IN THE MIDST

Revolution freedom fighters aren't usually the sort of people to design licensing deals with software houses, so how come CCG are producing a strategy game based on the exploits of Otto Guevara, commander of the 1968/69 civil war in that country?

Well, he's dead, so he didn't have much of a presence in the late 80s. The game, *Guerrilla in Bolivia*, takes place across the whole of the country, with the player leading a guerrilla unit to the goal of conquering La Paz. Beginning with a measly fifteen soldiers, you will have to deal with ambushes, militia attacks, food collection and other such revolutionary things. Sound fun to you? Don that beret and camouflage jacket and toddle off down to the local software vendor, who should be stocking the Amiga game soon at a reasonable price of £24.99.



ARABIAN KNIGHT AT A PRICE THAT'S RIGHT

Microsoft, having purchased top US game-makers Cinemaware, are releasing one of their early interactive adventures at a cheap price. *Sindbad and the Throne of The Falcon* sees the swashbuckling Saudi sailing through the Middle East against a host of mythical creatures including skeletons, wizards and monsters.



Sindbad must also brave the watery terrors of the Black Sea, ensuring he doesn't smash into any rocks as his ship is buffeted about on the waves. It's quite a silly game, although looking a tad dated nowadays - but as they're putting the game out on their fellow image label at a price of only £7.99 on Amiga, you can hardly argue, can you?

TURTLEY DEVIOUS!

Microsoft are really starting the Christmas release ball roll with a mass of products in the pipeline, two of which promise to be something extra special.

Their biggest release promise to be the conversion of Konami's hit *Teenage Mutant Ninja Turtles* coin-op. Featuring all the levels from the original arcade machine, Microsoft are hoping that their latest Turtles project will be every bit as popular as the original.

Prude are handling the programming for Amiga, ST, PC, C64, Spectrum and Amstrad versions. Keep your eyes right here for more news as and when it happens.



Ever busy, Microsoft are also heaving away on *Devil's Design*. Described as "an unusual first-action arcade game", the player takes on the role of J.J. Maverick, square-jawed hero and all-round good guy, who must stop the evil Doctor Devious from turning the world's most famous buildings into cubes. This strange-sounding game will appear on Amiga, ST and C64 at prices of £25.99 for 16 bit and £16.99 for the 64 version.



The Coolest Dude In Town!

Available on
AMIGA - ATARI ST
IBM PC (CD-ROM ROM Disk)
EGA, Tandy 16 Color
Commodore 64
(Disk and Cass)

Rolling Bonny



NEWS

AN ELITE TRIO

Elite have been sick a-quiet for a good while, but now it seems they've woken up, dusted themselves down and decided to do something with the licenses which they've been holding onto for ages.

Last Battle is a conversion of the rather unspectacular Sega coin-op and tells the tale of Azarak, whose homeland has been taken by enemies and who, together with his friends Alyssa and Max, sets out to reclaim it. Graphically Last Battle is looking not bad, but whether the game is going to be up to much we'll just have to wait and see.

Also from Elite is European Championship 1992, due for release in Autumn 1991 and based on the coin-op World Cup '90. Confused? Us too! Anyway, the game will include the teams who qualify for next year's European Championship in Sweden and will apparently use the graphics data and source code from the original arcade machine.

EUROPEAN CHAMPIONSHIP 1992™



But the biggest game from Elite is probably Dragon's Lair on the Nintendo. Starring Dirk the Daring, Dragon's Lair will not feature the cartoon-quality graphics featured in the coin-op and 16 bit versions, but at the same time Elite have dispensed with the limited gameplay and have opted instead for an arcade adventure-type affair based around the exploits of Dirk. Prices for all these games are to be announced except for Last Battle, which will set you back £29.99 on Amiga and PC, with the ST version coming in at £30.42.

DRAGON'S LAIR



SPORTS GALORE!

Two hot new games are on their way from Microsoft on their new Cinemascope label. The first, TV Sports Baseball, is the latest in the sport series, and includes all the features which made the previous titles so sought-after.

Graphics, sound and gameplay are all given the Cinemascope touch, but one of the most important features has to be the string statistical slant of TV Sports Baseball. With a 160 game season, 25-man rosters with 8-man reserve lists to replace injured players and 56 baseball teams, TV Sports Baseball promises to be the most involved of the series.

The other release, RollerBabies, sounds as if it could be something really special. A future are incorporating a variety of sports styles like hockey, wrestling, boxing and skateboarding. RollerBabies sees teams of hunky guys and gorgeous girls, all out to kick the living daylight out of their opponents.

Teams include the Crusher Heads (scholarships), Succata (handmessers) Paddlescooters (a demolition crew) and the owners of the prop, the RollerBabies. Both games will be out in the next few weeks on both Amiga and PC, at a price of £29.99.

Formula One Grand Prix



The Greatest Racing Challenge Ever

Have you ever wondered what it would be like to be one of those 26 drivers, sitting on the grid, waiting for the Green light to start you off on a marathon of crashing gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of *Road and Street Car Race*, have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is a simulated full of features: 30 exhilarating 3D circuits from the street tracks of Monaco and Adelaide to the glamorous Monaco harbor-side and the choice of 26 independently controlled cars out of the current season. Study the circuit in practice, adjust your car to achieve peak performance, then race away from your rivals on the starting grid. It's tough, it's challenging, it's exciting. It's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with realistic and adjustable wing mirrors.
- Realistic view and brake wear; judge when to make that vital pit stop.
- View the racing action from television camera located all over every track and replay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tires and style of driving.
- Four levels of difficulty from novice to potential Champion; make this a challenge to all drivers.
- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there but the shouting!

Formula One Grand Prix will be chattering into all good software stores and for your Commodore Amiga, Atari ST and IBM PC Compatibles.



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MicroProse Ltd., Unit 5, Hampton Road Industrial Estate, Watney, Glos. GL8 5BA.

Toe Jam & Earl

two hip alien in a derrious jam



YE, WOULD'N'T YE AND HIS BROTHER BIG RAPPIN' EARL ARE A COUPLE OF COOL BUSH BANGS FROM THE PLANET PUMPKINOL.

WHEN EARL'S CRASHED THE CRUISER ON THE MOST PUNKED OUT PLANET IN THE UNIVERSE, THE DUPEZ DUDS ARE GONNA HAVE TO HELP AND SAVE THE SEEDS TO SCORE SICKENING RAFFAELA ROCKETSHIP FEELS AND ALL THE MUNCHES NEEDED FOR THE MCH HOME.

BUT YE, EASE THE FEEL THE JAM AND EARL MUST GET TO SUPPRESS BUNG LORD STATUS BEFORE HARRY TRACKS GET WHAT, OH YEAM - AND ON THE WAY SEE THE FRANTY LEGALS USE THE MACH MENTY, THE GRABED SLEEPER AND WORST OF ALL THE MESS HERE, YE AND EARL WILL BE LIVED LASSIE IF THEY CAN FIND AND PICK UP PRESENTS LIKE ROCKET SKATES AND SLINGSHOTS ON HOME.

SO SURE, BUT LAY EARL'S BUSH BANGS THE JAM AND EARL ARE JAMMIN'



CHECK OUT THE SOUNDTRACK

CHOOSE FROM SIX SINGER LYRICKY PUNNY GROOVES PLUS THE HIND HARPING 'CRAZY SOUNDS' - YOU CAN EVEN ADD YOUR OWN BEAT BOX EFFECTS BUT ABOVE ALL...

CRANK IT UP!



1 OR 2

PARTY TOGETHER!

THIS GAME IS GOODER MORE FUN WHEN PLAYED WITH TWO PLAYERS, SO WHY NOT PARTY WITH THE POSSE AND MAKE THE MOVES WITH TOE JAM AND BIG RAPPIN' EARL.

"Oi mental! You've got to be seriously barking to play this"

Mean Machines



SEGA

SEGA CD-ROM
CD-ROM DRIVE

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA TO BE THIS GOOD TAKES AGES

REVIEW

FAMICOM

£44.95

BY KONAMI

All work and no play makes Jack a dull boy". So the saying goes, so is central to them they created Geoman Land - a sprawling, 16-screen pleasure island where visitors can do whatever they desire. Bet, enter quizzes, play video games: if the thrillers want it, they can have it.

Unfortunately for our two heroes who have travelled to Geoman Land for the time of their lives, nothing in life is free. All the attractions cost money, which the two kids simply don't possess. No matter, for as well as being a couple of lively lads these guys have no little morale boost, allowing them to openly and shamelessly mug the indigenous population of their hard-earned in order to pay for their laughs.

They do have one thing going for them though: the fun-loving cat. And devoted animal lovers and, when they hear that cats are being kidnapped in each of the areas, they decide not to travel to the land zone until they've freed a moggy. *Anti!*

GEOMAN THE WARRIOR



Everyone in the CIG Mean Machines office thinks this game is the best thing since buttered toasts and who am I to rock the boat? Well, I have to agree with the general consensus that Geoman Land is a fantastic arcade adventure, incorporating so many extras it

makes a dodgy, 100-game Nintendo cart look barren in comparison. There are just so many things to do, places to go, games to play in this masterpiece of Famicom programming that you'll possibly never unearth all of its secrets. In fact, it's probable that at times you'll need want to, going back to one or two of the brilliant arcade games of the initial. Humour and presentation is the name of the game, with laughs a million (there's a couple of wipers with holes where the heads should be, so that your characters can stick their faces through for no reason other than for a giggle!) and events such as the Flaming Fly (unbelievably weird, but damn fine) good fun! Sound is ace, with bars and bars of lively tunes and effects and probably the only downside of the whole cart is that the Flaming fly slows down pretty badly when there's a lot on screen. Thankfully, that isn't too often and it doesn't really intrude on the great time you'll have exploring Geoman Land.

PAUL
RAND



GEOMAN

GEOMAN



▶ For the master to earn cash

DEAMON GEOMANS!

On each level is a door which, when walked through, leads to the hideout of the dreaded cat-rappers. After a quick chat to an old geezer as to the whereabouts of the pussy, the players then storm through the enemy domain - doing out a swift revenge to each one before encountering the boss-man. Give him a kicking and he lets the cat go free!

▶ Geoman cops a bad hit from a stick-wielding geezer



▶ Booking a holiday is murder at this time of year

▶ A Breakout clone hides in one of the many shops

FREEMAN GEOMANS!

Whilst most of the inhabitants of Geoman Land leave behind money for the boys to collect, some of them drop useful items such as little knives which turn the player's weapons, to begin with a robbery stick, into a powerful yo-yo. Plus you can scuffle into a supply shop and get hold of some other objects, including speedy boots and extra lives - which cost the earth!

**CVG
HIT**



▲ Kill the weirdo prince for cash and weapons



THANKS!

...to Advanced Console Entertainment (371 583 0488) for the loan of the review cartridge.

▲ An end of level boss gets length on level one



Dozens of games for the price of one cartridge! That's what's on offer in Geoman Land - and this cart must represent the best value for money yet seen on the Famicom! There's something deeply brilliant about this game - and a few things which are disturbing

to say the least! With so much to choose from you'll be bowled over first time you play, only to discover that exploration is the name of the game - and there's so much to see and do! You'll get the chance to play at least two arcade games, play that weird game where you hit moles over the head with a hammer, watch strip shows and all sorts of other so-called attractions. Gameplay is excellent throughout and Geoman Land hangs together brilliantly - you never know what's just around the corner. If it do have a criticism it's that the main game - running around and beating up bad guys for cash - can quickly become a bit dull, but this is more than made up by the sheer variety of sub-games. Truly original, utterly neat and damned funny to boot, Geoman Land is a bit of a must buy for your Famicom - even if you do have to endure the incredible farting man! Highly recommended.

**TIM
BOONE**

GASEOUS GEOMANS!

Not only are there quite a few shows to enter, dice games to bet on and coin-ups such as Nemesis and Rezekout to fill with coinage, there are also concerts showing what's going on. Geoman Land can get and pass the time of day. One such play sees one man falling slowly into four - before doing a little dance and ending the performance with a mega-fart as cataclysmic. It'll have your characters splattered across the floor.

▶ Shoot the invisible gyle with your loose change



FAMICOM

GRAPHICS	88
SOUNDS	92
PLAYABILITY	93
LASTABILITY	95

OVERALL 93

Pegasus



Small inset image showing a battle scene.



WING YOUR WAY TO VICTORY AGAINST SATAN'S HORDES



Small inset image showing the game's title screen.

When the forces of the five powers of evil are
and the forces of the angels are united to fight,
the world of the millennium is at stake. When
the forces of evil are united to fight, the world
of the millennium is at stake. When the forces
of evil are united to fight, the world of the
millennium is at stake. When the forces of
evil are united to fight, the world of the
millennium is at stake.



Small inset image showing the game's main menu.

REVIEW

from the Arcade

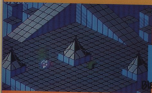
NINTENDO

ETBA

BY MB GAMES

There was a time when being a marble was A-OK. Living with your thumbs in a nice, warm bag, only having to do any work when some little kid was bored and would drag yourself and your mates out for a bit of a lark. Even then it wasn't too bad. Oh, these humans would attack you against one another, but it was all taken very well and a couple of Apple's later you'd be as right as rain.

But things started to get tough when you got lost down a drain. Finding yourself lost in a world where only the most athletic marble can hope to escape, things were not looking pleasant. For this is the secret world of the Marathon Marble - a sort of Running Man for spherical, glass playthings. Consisting of six increasingly difficult levels, any marble remaining into the nightmarish world would have to complete each stage within the allotted time limit... or else.



Some games you either love or loathe. With Marble Madness, you'll love it AND loathe it all exactly the same time! This excellent conversion of the classic coin-op is so addictive, yet so maddeningly frustrating that playing for long periods of time will leave the player

clanking up the walls and begging their parents to phone the local marvie-white-roads! The gameplay tests you into the proceedings, making you feel confident enough to attempt a few tricky moves, at which time you'll fall off the ledge about one million times, waste a load of time and find that, later on in the level, you don't have enough time to complete that stage. And then when you do survive to the end with a fair number of seconds, you'll doubtless take the wrong route, make a complete ball-oo of getting back to where you should be and fail to reach your goal by about half a second! Unpleasantly, NES Marble Madness is very faithful to the original, which isn't surprising as the original is ages old. Sound is pretty weak and you'll probably be reaching for the volume button fairly pretty, but it's that gameplay that does it for Marble Madness. A great game, but don't attempt to play if you suffer from high blood pressures...



DOUBLE MADNESS

▶ REVIEW



Jets



Hoovers



Mallets



Acid Drops

IT'S JUST A QUESTION OF TIME

Each of the stages in Marble Madness must be completed within a set time limit. If the player wants to move on to the next, more challenging level, a large ball must ensure that he doesn't fall off the sides of the track, thereby shattering into tiny shards and losing valuable time.

Not only that, there's a vast array of obstacles out there - all doing their best to stop you while you're on a roll, so to speak. On completion of a stage, your remaining seconds are added to the next level's total, giving you enough time to complete that track - or so you hope!



You just can't keep a great game down, and Marble Madness is back for a bit of rock 'n' roll on Nintendo! This is one of the all-time coin-op classics faithfully converted to the NES, retaining all the qualities of its arcade granddaddy. Graphically it's nothing to write

home about - just like the original. Seriously it's fairly mediocre too - just the original. But in terms of gameplay it's streets ahead, with just the right balance between maddening difficulty and one-through playability. Constantly forcing you ahead is the desire to see the next mad marble world and beat all the tricks and traps contained therein - and this can become furiously obsessive after a while. More than just a trip down memory lane, Marble Madness is as fresh today as it's always been - just like those hectic ads. Buy Marble Madness and enjoy some fine gameplay and a fair few nights burning the midnight oil in a wonderful, wacky world full of things which might just drive you round the twist...

TIM BOONE



NINTENDO

GRAPHICS	81
SOUNDS	70
PLAYABILITY	88
LASTABILITY	84

OVERALL 85

OCTOBER IS A



SEASON SUBCERES

This new concept in role-playing adventure means that as monsters you will truly control the fate of the action. Being many monsters and the hero of which is the SEASON SUBCERES himself.

- 100% "point to click" full control the Subceres system
 - 30 hours of play with plenty of new areas content in the playing environment
 - 4 control up to 8 characters in a life or death struggle against evil
 - Realistic gold and silver rates for real combat simulation
 - 30 individual monsters represents your vast of adventures in real-time combat
- Available on:
 DOS 3.11, Windows 3.1
 PC 95/4, IBM
 VGA, VGA



POOLS OF DARKNESS

Play, there are POOLS OF DARKNESS. The name DARK OF THE NIGHT MONK

There is a dark NIGHT OF THE BLACK BLADES. Finally, there is POOLS OF DARKNESS, the new book in the AD&D Computer Game series! You've come full circle, back to the "Darkness" region to fight the ultimate battle to save the FORGOTTEN REALM™ world. Prepare yourself for an adventure that's nearly twice as long as any other AD&D computer game! Transfer your characters from NIGHT OF THE BLACK BLADES or create new ones.

Either way, you're in for high-level action that's just the start with a bang! Available on: DOS 3.11, IBM, VGA, VGA, VGA.



Wings of the Lizard
 DOS 3.11, IBM
 PC 95/4, VGA



Caves of the Wizard
 DOS 3.11, IBM
 PC 95/4, VGA



Pools of Darkness
 DOS 3.11, IBM
 PC 95/4, VGA



Champions of the Sea
 DOS 3.11, IBM
 PC 95/4, VGA



Night of the Black Blade
 DOS 3.11, IBM
 PC 95/4, VGA



Masks of the Wizard
 DOS 3.11, IBM
 PC 95/4, VGA



Sword of the Wizard
 DOS 3.11, IBM
 PC 95/4, VGA



Eye of the Wizard
 DOS 3.11, IBM
 PC 95/4, VGA



Legend of the Wizard
 DOS 3.11, IBM
 PC 95/4, VGA

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REVIEW

AMIGA

£25.99

BY RENEGADE

What all have pockets, but not the sort of pockets that you'll find in Pocketland. And certainly not the ones attached into the Bismap Kid's legs. He's got Magic Pockets, in which he keeps all his toys. Not like toys like Matchbox cars and toy soldiers, but big ones like levers and boxing gloves! The Bismap Kid cannot live without his toys, so imagine his disappointment when a gang of monsters appear from the Underworld and rob him of his playthings before vanishing back to their domain to stare them throughout the kingdom.

Oh goes the Kid to the Old Man who, sympathetic to the young star's plight, lets him out with a black hole to transport him to the Underworld and a magic whifflet to use against the nasties ensconced there. Shoving the whifflet into his pocket, Bismap Kid throws down the black hole, jumps inside and, within an instant, finds himself standing in the kingdom of his enemies. Here, across the four lands which make up the Underworld, are hidden his toys. Being the coolest dude in Pocketland, Bismap Kid must find them or be laughed at eternally upon his return. And he can't be having that now, can he?



Claustrophobic caverns capture an level 1



Considering the time it's taken, Magic Pockets had to be something a bit good. And as usual, the Bismap Bros have delivered the goods spectacularly. Here's a product which looks as good, plays great and sounds unbelievable! Playing been greeted with a

spoof Operation Wolf intro showing the Bismap Kid tying his shoelaces, straightening his cap and such, the player is then introduced by the fantastic sampled Betty Blue track on the front-end. After coming back to some semblance of normality, you'll then press the once magic and be amazed once more by the top-notch graphics and the stylish gameplay which the Bros have created. This is not your average platform shoot 'em up - the buddies have intelligence and the Bonus items aren't random. There are several rooms all over the shop, inside which can be found some great gear, including weapon helmets taken from previous Bismap games - in particular the Kamen 8 helmet which fires a giant laser bolt from the eyes! Massive mops allow the player to explore and experiment with objects for ages without having to immediately go for the exits. In my mind, Magic Pockets is the best thing from the Bismaps yet. Buy it and agree.



They've taken
They've whiffled
This time they've gone

NO ONE MESSES WITH

GAME FOR A LAUGH

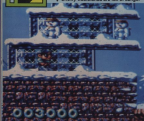
The Bismaps have done away with the conventional idea of one-level guardians and instead have opted for bonus games at the end of each level. To move to the next land, the Bismap Kid must either vanquish his foe against monster cyborgs and have a boxing match with a gorilla, amongst other things. Each level involving the use of the latest toy retrieved. Groovy, huh?



025000



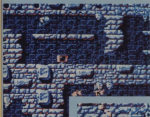
▼ Snowy wastelands are full of danger



Go ape in the jungle section ▲

POCKET POWER

The type of item to be collected by the Gameg Kid depends upon the amount of badies killed. Each time a badie is wiped out the item count is increased by one, allowing bigger and better items to be collected every time a monster is destroyed. Objects available range from invincibles, which add points to the Kid's score, to energy-boosting coffee cups and extra life-giving bottles of milk.



It's display a mini map of each level

Trouble on the first level, catch the alimera



fine tuning the game until it plays like a dream. It's easy to become lost in Pocketland whilst battling through the screens against enemies so cute it's almost a crime to dust them - and time flies as you venture just that bit further 'cos the desire to find out what comes next just grows and grows. Graphically it's excellent (even if we've already seen the style before in Godz) and the soundtrack, as usual, is superb. Better looking than Kylie Minogue and full of more features than Betty Boop's bicycle shorts, Magic Pockets is something to sing about. My advice is to buy this a bit quick - Go, Go, Go Go.

TIM
BOONE

AMIGA

GRAPHICS	92
SOUNDS	83
PLAYABILITY	92
LASTABILITY	91

OVERALL 93

G1000

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Published by U.S. Gold Ltd., Unit 2,1, Mitchell Way, Telford, Shropshire TF11 8AB, Tel: 021 426 1566.

REVIEW ▶▶

MEGADRIVE

£40.00

BY SEGA

On his third Mickey Mouse, the sorcerer's apprentice, was catching up with a spot of well-earned kip, an evil wind from atop Bald Mountain has descended onto the castle and whisked away the musical notes from the sorcerer's magical music book, depositing them throughout the land of Fantasia.

Never one to shy away from a challenge, or perhaps because he'll be for it if his master returns, Mickey picks up a few spells and leaves the castle to search for the missing notes.

But Fantasia is a large and dangerous world for a little mouse to be alone in and each of its four lands hold surprise galoes. Can Mickey brave the lenses of procedoria, killer mushrooms and, of course, the dancing broomsticks, retrieve the notes and get back safely? If one mouse can triumph, it's got to be Mickey!

MOUSEY BONUS BUSINESS!

If Mickey is lucky, he'll be able to collect special items which either add to his score or increase his strength and magic powers.



SPELL BOOKS: Increase magic points and add to the score.



STARS: Give Mickey more Hearts and bonus points.



CRYSTAL BALLS, POTIONS, DRAGON EGGS: Bonus points.



Fantasia is one of the most eagerly awaited games on the Megadrive and so it comes as a bit of a surprise to discover that it's a crop of old points. The scenario is based around the Disney cartoon and soundtrack, a shame then, that the music is one of the weaker points

of the game. There's no doubting that the graphics are delightful, but the appalling sprite collision detection and unrefracting gameplay spoil the effect. The Mickey sprite is high on pixels, but you only have to look at an enemy sprite to lose a life. This makes the game quite stupidly difficult and frustration is the only feeling you'll have after playing. Slappy programming and poor design have ruined what could have been one of the best Megadrive games ever. If you want a decent platform game, then check out Sonic or even the original Mickey Mouse game - Castle of Illusion.

FRANK O'CONNOR

MICKEY'S MAGIC MOMENTS

Mickey is capable of using two types of magic - little spells and big spells. The little spells use up one magic point (Mickey begins the game with three) and is useful for getting rid of small enemies. As you'd expect, the big spell is necessary to wipe out larger badies and, as it's a better spell than its more minuscule counterpart, costs a full three points.

FANTASIA





FANTASIA



FACING THE MUSIC...

Not only does finding a musical note take Mickey one step nearer to his goal of finding all of the sorcerer's music, but picking one up causes him to glow, making him immune to the attacks of the creatures of Fantasia. Be warned, though, that this incredible level has only a short life.



The second Mickey Mouse game to hit the Megadrive is, like its Castle Of Illusion forerunner, awash with beautiful, cartoon-quality graphics which fully capture the spirit of the Fantasia feature-length cartoon. Mickey himself even has that cute smirking motion

associated with those very early MM cartoons. Coupled with an array of inimitable classical titles, you'd think Fantasia bears all the hallmarks of a classic nostalgia trip. Sadly though, the fruit which was close to ripening withered and died from a disease known as Frustrating Playability. This game is so agonisingly difficult that even the most patient gamer would have his temper sorely tested, so you can imagine the expletives hurled around the CIVG office when we picked up the pad, pressed the start button and spent what seemed like years trying to get past the castle without being scolded by cauldrons, swept up by broomsticks and possessed by mushrooms. If there's any justice in the world, whoever did the play-testing for Fantasia ought to be standing in the dock open at least, or standing in front of a firing squad at best. This game promised so much and delivered so little. It's a great shame - Fantasia could have been something extra special.

PAUL RAND



MEGADRIVE

GRAPHICS	89
SOUNDS	81
PLAYABILITY	51
LASTABILITY	58

OVERALL 53

HUNTER

ADAPT TO SURVIVE

The Hunter is alone behind enemy lines. With no
options, and the expertise to complete any

His only accomplices are the weapons, value
dimensional universe; his objective: to attack d

MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R

ACTIVE

HUNTER

WE SEEK TO DESTROY.

With the versatility to make best use of a wide range of the most dangerous missions, the Hunter is a breed apart. He can take on the most advanced structures found in his amazing three-dimensional world, and survive. The Hunter has the will to win. Do you?



-53 M

VISION

Available in September on Amiga & Atari ST

REVIEW

NES

ETBA

BY ACTIVISION

In the Star Century the Galaxy's most popular sport is Turbocraft racing. This sport is played by the universe's most dangerous pit champions and watched by vast audiences. It's time to put on your special Turbogoggles and head for the most dangerous parts of the solar system in a quest for money and glory. Actually, the money is a bit more important than the glory! You blast off racing your rival around a smooth scrolling track on the planet Mercury. The craft can jump great distances and is equipped initially with a rather groovy machine gun. This damages the other racers and more importantly, slows them down. The track is littered with obstacles, including crystal barriers, landmines and rather tasty gun-kernels. Upgrading weapons is simple and you'll soon find yourself with a very parky little gunner! The action moves around the Solar System, with the ultimate destination being the icy wastes of Pluto. If you earn enough money in the early races, you can kit yourself out with a better ship, but that'll take some doing. Go for it!



5
RAC
512

**G
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X
Y**

CUTTING CORNERS

If you feel big and clever enough, you can cheat a little while playing the game. The simplest and most effective shortcut is to jump across corner boundaries rather than going all the way round them. There are also on-lane revets, springboards and speed pads which can catapult you across cheaters. On later levels, the competition cheat too, so you'd better watch that!



The first thing you notice about Galaxy 5000 is the superb soundtrack. The opening presentation screen is a treat, shame about the music. The graphics in the game itself are excellent, with neat, well-animated sprites and brilliantly bold scrolling. The racing is fascinating.

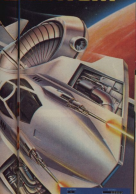
to and leaving to control your craft is half the battle. Luckily there are two methods of control, one directional, the other a rotation system (which is basically 'bricky'). There are lots of things to see and do on the racetracks, weapons pods to pick up and obstacles to destroy. There are shortcuts to leave on almost every track and these are essential for good racetimes. The game can only really be described as a cross between F-Zero and Super Sprint. It takes the best gameplay features from both and the combination is one of the best racers available on the Nintendo. Watch out for the groovy sampled speech, like when you beat a racer off the track and shout, "Score man!"



**FRANK
O'CONNOR**

GALAXY 5000

RACING IN THE 21ST CENTURY



REVIEW

SPACED OUT TRIP MAN!

There are nine worlds to visit in Galaxy 5000 and spooling enough, that's exactly how many there are in our solar system. If you think that's unimpressive, then you'll be even more shocked to discover that the whole thing is based in our very own galactic backyard. It could be very dangerous crossing the roads of Saturn with these young foot-gangstas tearing around at speeds of up to mach 5. The race goes in order of the planet's position in relation to the sun, so Mercury is first and Pluto last. With four races on each world, that makes a total of 36 tracks to conquer, so you could be at it for quite some time.



Galaxy 5000 is a fun race in itself, right enough, with a wealth of tricky tracks full to the brim with such terrors as spikes, gun emplacement and rocky outcrops to swerve the budding galactic boy-racer and, of course, the opposition. The forced-perspective graphics style works a treat, and the scrolling is as smooth as you could hope for. There's also some great sampled speech included in Galaxy 5000 too - in fact I'm sure one of the samples is that of Marty McFly in *Back To The Future 2!* So why did I come away feeling slightly itchy about the game? Well, it's primarily the awkward control method which, more often than not, sees the player wobble career off the side of the track into the murky blackness which is space, or jump over a hazard, only to slightly shift the controls and meet your doom that way. A joystick really isn't the best form of controller to use in this type of game, in my opinion, which is probably the main reason for the constant death which I experienced. Galaxy 5000 is a worthy enough game, no doubt about that, but I suggest you have a go before you part with your dough.

PAUL RAND

HONEST FRANK'S USED SPACECRAFT EMPORIUM

If you're really smart and groovy, you can earn enough cash to buy an incredible new piece of space racing hardware. These include the Tomahawk, the Crusher, the Phantom, the Scorpio and the best of the bunch, the Siliqua. It takes a very long time before you can afford one of these babies. The weaponry, speed and handling abilities all improve as you upgrade your craft, but then so do the competitors.

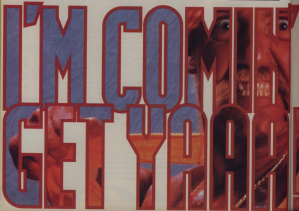
NINTENDO

GRAPHICS	85
SOUNDS	86
PLAYABILITY	87
LASTABILITY	85

OVERALL 86

GALAXY 5000

So you want to be famous, eh? Want to see your name in Britain's greatest games mag and be the envy of all your mates? Want to be almost as well known as Nigel Mansell? Want everlasting glory as a CVG hero in these glorious pages? Want to win a bundle of games for your machine? Read on...





We like a bit of a laff here at CVG, so we've come up with a bit of a good idea. Do you know somebody famous? Are you Jeremy Beadle's best buddy? Are you mates with Bernard Manning? Are you mates with Leslie Crowther your second uncle or Terry Wogan your grandad?

If you know somebody famous, are related to them or if you ARE Jonathan Ross, then this is the congo for you! Write in with a picture of yourself with this famous relation and you could be in line for £200 worth of games for your computer or console together with a mention in the CVG Celebrity Spotters Hall Of Fame. Crikey!

And you don't need to worry if your relatives are complete robots of no interest to anyone at all. If you've got a photo of yourself with a celeb (the sillier the better) you can still enter and stand a chance of winning this delicious prize!

So what do you have to do? Simple - hook out that genuine photo of yourself with somebody famous and stick it in an envelope with a letter explaining where and when you met them, how you're related and what they're really like. Then pop the whole lot off to: I WANTA !!! FAMOUS TOO, COMPUTER AND VIDEO GAMES PRIZERY COURT, 20-32 FARRINGTON LANE, LONDON EC1R 3AU. We'll print a selection of the best entries and award a spanking £200 worth of games to those who tickle us most with their desire for stardom. So get scribbling and get famous!

SMALL PRINT: Oh, it's that tiddly type line of day again - so here goes. All the usual CVG sweepstake rules apply, so don't enter if you've anything to do with EMAP or you haven't met any celebs or Paul Hard will come round and tell you all about the time him and Binky Bonham had a few jabs together - look. You can enter as many times as you like, but each entry must be accompanied by a different celeb and suitably funny letter. By the way - did you know Tim Cook played darts against Eric Burdon, got totally stuffed and even managed to miss the board twice? What a bloke!

TO



WORLD WRESTLING FEDERATION
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ANN ARBOR MI 48106-0000





VERY HARD DRIVIN'

TechnoCop is played in two sections, the first and most graphically attractive is a driving sim with heavy Polizioidesque influences. You have a Tap insulated camera which you can use to blast your opponents off the road, but it's not helluva lot more fun to dash them as you drive level! The driving can be tricky, especially when cars appear from nowhere over the crest of a hill - but the corners aren't particularly sharp and automatic gears ease the stress a little. This bit goes on for a set time limit, after which the game style changes drastically.



The next section is a for contextually scrolling shoot 'em up, being surprisingly like Rolling Thunder. These bits are very short, simply shoot anybody you come across (except for the cute kid) and capture the guy you're after. He's hidden somewhere in a building and is very hard to find, let alone hit. To do this, you change your destination to a specially weighted net, if you can't be bothered trapping him, just shoot the sucker to be on the safe side. There are 11 of these nasty puzzles to catch and so you could be at it for quite some time.



This weird kind of hybrid game is usually only used as a film licence. This time, however, there's not a famous name in sight. TechnoCop has some fairly reasonable graphics, at least during the driving section, but these start to look a little stodgy when the shoot 'em

up section gets under way. The main problem with TechnoCop is repetition. It may sound like a bit of a bargain getting two distinctly different game styles for the price of one, but the value for money starts to sink pretty quickly when you discover that they're both mind-numbingly dull. Still, the sound effects are pretty sparky and I suppose the game does have its own sense of humour. For example, shooting old ladies pushing prams knocks 5000 points off your score, so don't blimey! well do it. TechnoCop is a game which could have been quite superb, but in my opinion some pretty poor programming and overall bad design have ruined a nice idea which could have been turned into something special. *Awful.*

FRANK O'CONNOR

NOCOD



MEGADRIVE

GRAPHICS	66
SOUNDS	65
PLAYABILITY	74
LASTABILITY	71
OVERALL	71



YOWZA! Yours truly is still recovering from a Mailbag stuffed full of shuff, including quite a few choice insults aimed in my general direction. Not only that, but one or two exposed a little bit of cheating on the side while a couple more almost made me laugh. If you think you can raise a chuckle, chuck me a line at **YOB'S SACKFUL OF FUN, COMPUTER AND VIDEO GAMES, PRIORITY COURIER, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** Best letter wins a spanking £100.00, so get scribbling!

not, will you kindly allow me the privilege of dealing with the losers at this crap mag in the appropriate manner.

PS At the end of the article I said that the Express made you blind and the Gameboy did not. Can you please explain this?

"Duffin The Dog"
Olen Forrest
Mossman Australia

YOB: Well done, my little down under duffer. Rest assured our lawyers will be in touch with this gang of rank amateurs. These fly-by-nighters have just proved what you have already demonstrated to be true - that lager-swilling Aussie layabouts don't know how to string two words together without asking silly questions about hand-icaps and hiding behind even sillier names.

WHY CAN'T I SPEND A PENNY?

Your Mighty Yobness, what is the world coming to? Why is it that people under the age of sixteen are barred from video arcades that aren't near some sewage-tidle pile of sand or stones (a beach to you and I?) if you're going to get hooked (I

anytime does get hooked) you could always do it on one of those rubbish Space Invaders coin-ops in any old chippy - so why not in an arcade?

I know parents look upon coin-ops as a waste of money, but who are they to criticise when they can spend about £1.00 on a packet of cigarettes or a pint of ale. And what do they get for their money? Either a full size bag or a chance of getting lung cancer, that's what! When will our parents waker up to the fact that all we want is a bit of fun and we're not all out to waste money.

PS Congrats on the new look, but how about a bit of relief on the high scores page?

Domino Rider
Hemel Hempstead, Herts.

YOB: Speaking as one who's tried everything you outline above, I can tell you that arcade games are the only ones actually good for your health. How? Well, you can hold onto them for support as you fall around drunk. In the freezer, twenty tabs hanging from the corner of your mouth, the joystick in one hand and a gently mauling keyboard in the other.

But seriously (Orkney) - I'd it is sad that many young

SPOT THE SWISS No 1

DROPOUTS DOWN UNDER

Dear Yob,

I was in town this morning doing what I do every Saturday morning, reading all the other computer mags on the

newsstand. I think CVD is the only one which I actually buy. Anyway, I was looking at Australia's only magazine dedicated to electronic entertainment and in the news section was an article on the Express.

Upon reading this article, I found it to be word for word identical to the article you had in the Feb 1987 issue of CVD! In fact, the only difference was that they changed the title from Pocket Pirate Shipyard to Naughty Newsworld.

Do you know about this? If

038

SNAIL MAIL BAG

people are banned from arcades because they contain a few fruit machines and other boring bits and bits none of us are remotely interested in. Life can be a right GRABBER, eh?



CRUSTY COIN-OPS?

Dear Yob,
I was reading through a recent issue of CVD when I got to the Mailbag and came across a letter from Robert Holland saying that coin-ops are a thing of the past. You asked for people's opinions (that's right, so get on with it - YOB). Well, here are mine.

Coin-ops could never be a thing of the past, but the problem is that most arcade games look the same these days. There are no new ones. Also, arcades are expensive. I do agree with Robert about making arcade machines available to the public though, so how much

would coin-ops like Pole Position and Enduro Racer cost? David Goodingham, Essex.
YOB: The controversy rages on. Perhaps it's time I put a stop to all this arcade agony by issuing a few words of wonderful wit and wisdom to the world in general. On sacred thoughts, perhaps not.

MORE COPIED COPY (WILL IT EVER END?)

Dear Yob,
Excused you will find a copy of a letter I noticed whilst browsing through an American magazine. The reason I have sent you this is because upon reading the August issue of the brilliant CVD I noticed that there was practically an identical letter. Strangely not written by an American but instead by a Mr Kial T. Smith or should I say copied by Mr. Smith as the American Magazine was six months ago so they couldn't have copied him. In the letter I states that most of the software companies are only concerned with making a quick quid, but I must disagree. It is you, Mr Smith, who are looking for a quick buck, hoping to con Yob into giving you an easy £1000. If you want to win some cash I suggest you try writing your own letter - that's if you can put a sentence of your own together.

Now that I have got that off my chest I have just one question: for how much can I get a Gamemily in the States and does it come with Tania like the UK version?
Alan Spratley and Mark Kelly
Chiswick, London, HA

YOB: Thanks for the info, you great little greasers. Sads and ter Sean Walters are now hot on the trail of the suspiciously named Mr Smith. You asked two questions, but there is no difference at all between the UK and US Gamemilies, except that some are owned by people with silly accents who carry expensive cameras, clog up London every summer and describe everything as "neat".

MAD AS A HATER

Dearest Yob,
I hate you. I hate the clothes you wear. I hate your stupid little designer stubble. I hate the way you brush your hair (if you brush your hair at all) and I hate the way you wear that pink little thing on your head.
In fact I hate everything about you. So why don't you do everybody a favour and jump off a cliff and let me have your beaifly paid job? Then maybe I can make something of your letters section. Just in case you forget how hard I am and don't send me the £1000 I'll get my best friend Jack the psychia last wander from the

from the Yorkshire Moors to go around to your terraced house and seal seven shades of crap out of you while you sleep.
Matthew Hayes
Oakwood, London

SPOT THE SWIZZ N°2



YOB: I see your point. The caption was a bit difficult to read, but hopefully the drawings will let you use a proper pen once you've recovered from the suppositories...



039



LETTER FROM AMERICA?

Dear Rob,

As a Canadian I find your magazine by accident. I was fascinated at first glance to see what was happening on the other side of the world. Living next to the USA I get to see all the latest products not as early as Japan, but definitely earlier than the official releases of your magazines. Games like Super Mario 3 have been out for a long time along with others like Mega Man 3, Double Dragon 3, Teenage Mutant Ninja Turtles 2 and Battered (all for Amiga/Atari). Super Mario 3 has been out since March 1990!

On the computer front, the PC is by far the most popular computer here. No system sells games close to what PCs sell, in games accessories or new systems. The

Amiga, while the second most popular computer, has only minimal support. It still does really well though. The Atari ST has very small support. It only survives in very large cities and then just barely. I live in a city with 600,000 people in it and nobody I know has heard of it and no stores sell it's software or computers. I think it will be gone from our continent in a few years.

Finally, what are Spectrum and Amstrad computers like (sound and graphics)? What is the difference between a Pal and Scan Super Famicom as this machine is coming out here (is this still as the Super 1600).

Stephen Cross
Winnipeg, MB, Canada.

YOB: This letter is full of good points. It's just a shame your prose has about as much life as Harry Manter's backing singers. I think he's from Canada too, or somewhere equally useless.

I CAN'T GET 'EM UP

Dear Yob,

I am writing out of concern for the high scores section of your magazine. In my opinion, certain scores should be disallowed as they are not achieved by the games inside them. (Who says? - YOB). These scores are simply what the player COULD get if he were to sit at the machine for a few days. A prime example of this is Danver Sullivan's 98,898,800 for Mickey Mouse on the Magi-cube.

I myself sent in a score of 1,087,000, which took three to four hours of constant play at a point in the game where I could rack up scores quite quickly. If I were to assume that he used the same point it would still have taken him 398 hours - which translates into 16.5 days of constant play. No matter how good the game is, nobody could do that without inserting a pump-action shotgun into their vehicle and pulling the trigger.

Now you may think I'm writing this letter out of self pity because none of my scores have been printed, but my letter is merely a warning against High Scores believing nothing more than scores fantasized by certain players. All the real scores out there must feel exactly like I do when some jack yank sends in an impossible score.

Alan Blue
Northampton



YOB: Created the guardian of high scores has spoken! You gotta know Q*P has some really mean games players and it's really thick a score is a load of old shit, that's what we'd do to it. Anyway I've stuck a bazooka in my ear (loads times) and I'm not even slightly sick of Mickey Mouse, even if he is a black-headed little wing. That said, I'm sick to death of you.

040

WE JUST CAN'T PLAY THE GAME!

Dearest Tob,
Having been an avid fan of CVD for several years, I thought it necessary to air my views on a topic I feel strongly about - software piracy. Especially on ST and Amiga games, this crime is getting very common and for one simple reason: the price of original software is just far too high. I mean, you pay £200-£400 to buy a machine and then have to fork out another £25 for one measly game. Who can blame people for owning a few copied games? After all, they're cheap.

Could anyone please explain to me why 16-bit games are so expensive? How much would it cost to produce a box? 50p? The discs, 75p? The instructions, 25p? Look at the profit on one game alone, never mind 50,000. Companies like US Gold and Ocean must have profits of millions of pounds and are ripping people off. The software houses are practically forcing owners to break the law. This is not good news.

A Bhowrie

Allorenton, Scotland



YOB: You're talking through your tiny sports. We've been through this piracy business before and all you deadheads have got to realise that piracy will only put companies out of business and restrict the amount of software generally available. As far as money is concerned, packaging is only one aspect of the cost. Do you think that games grow on tree bushes? They involve many programmers and developers - all of whom have to be paid - and don't forget the shops and distributors take their cut too, plus advertising costs and the licence payments etc. If people like you who bring down the intelligence average of gamers and give everyone a bad name, so put that in your Scottish egg and shove it.

JOLLY JOKING JAPES

Dear Tob,

First off, here are a few jokes for your lovely pages:

Q: What do you get if you cross Julian Rignall with Tim Boney?

A: The winning entry for last month's Alien Storm camp.

Q: What do you get if you cross Sackie?

A: No teeth.



Also, why are Spectrum, C64 and Amiga games never reviewed outside Byte-Spot? After all, 5-bit owners would like to see 3 page features on games like Alien Storm for their computers too. I would also like to know if the GameTab is in production

yet. These are little gadgets that tell you if your letters are crap before you send them in to the magazine, thus saving a lot of money on stamps and allowing Tob to print the good letters.

By the way - where's a Richard 'Fashion victim' Leadbetter? Have his massive killer horns finally devoured him then? It did not appear on last month's contents page (fortunately). Finally, has anyone seen my 'Some Hedgehogman'? It was last seen heading towards Stockholm on a hairy pig snaped.

Danny Chakam
Glasgow, Scotland

YOB: The GameTab is already in pre-production, and I have the first ever machine in my hand as I write. Not only does it play perfect clones of C64 games but fails in stereo every time it detects crap (jokes like yours. Does anybody know how to turn the sound down? Those digitised stereo bowel movements are driving me crazy...

SILLY SPECCY SADNESS

Dear Tob,

Don't laugh but I'm the very proud owner of a Speccy +2 with a hell of a lot of games ranging from Puncty to Hologoo 2. I'm wondering whether to sell my Spectrum and just the money to buy a 16-bit computer or stay with my old friends.

If I couldn't afford a 16-bit machine, what about buying a Commodore (extremely good but the games are rather pricey on my Uncle Paul paper round wage)? Could you see into the future and see the Super Phoenix coming out at an extremely low price?

By the way, if you don't print this letter it proves to the readers that you are a wimp. Sorry, couldn't resist that one. Also my friend will give me a T-shirt if this gets printed, which isn't the real reason I write - I really just wanted you to be super cool, hip and trendy advice.

A Spectrum Owner
Leicester

YOB: If you actually have any friends they'd better not give you any cash, or else. If you read CVD regularly you'd know what machine you want, but obviously you don't so you want. Oh dear.



DEAD POET'S SOCIETY

Dear Tob,

I'm writing this funny letter, because I really think you should act much better.

I really don't like the way you act.

You treat people like they are a piece of crap.

Good people that have spent time and 12 pence.

To write to you and then.

You insult them and don't answer their questions.

Here is an example from a session.

A boy writes in and wants to know.

Why the DTE is better than the ST16 and you know.

Because you answer, "Why do you care?"

I tell her to get to pull out your hair.

Write you're hanging upside down.

Just you answer, "Because of its sound?"

And when you're accepting I'd love to be there.

To see him rapping out your hair.

He'll be shouting, "You should get."

I bought a Speccy too I thought ST's were crap.

So all because of your stupid letter.

So I'm going to make you regret it and you'd better."

Yeh, oh YOB, you'd be in a state.

There'd be no more violence, no more hate.

And especially no more cooly remarks.

Like "PS I think you're a waste of space!"

You should emigrate to Australia with much haste.

Because you're acting like a fool.

Getting your way then it's soon to be a doubt.

Room: Lowering

Kings Lynn, Norfolk

YOB: Yeah, you're a real Wendsworth Rob.

It's a pity that you're such a snob.

Read Mailbag each month and see.

I'm a master rapper than you-T.

How about up and get outta my face

Now you're a waste of space.



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Calls cost 30p per minute (cheap rate area) 40p per minute at all other times. Under 18, please get permission from whoever pays the telephone bill. Closing date 31st December 1991. Terminator: ©1991 Columbia Pictures. All rights reserved.



REVIEW ▶▶

FAMIGOM


£50.00

BY CAPCOM

It all began in the small, Middle-Eastern province of Rutal. Rutal had for years been in a state of civil war, fuelled by the terrorists of the neo-fascist Project 4. One-time arms dealers, Project 4's trade had been slackening off due to an unexpected outburst of peace - and with Rutal the only country in the world still in conflict, the bad guys weren't about to let their lucrative trade slip away.

Thousands of miles away in Washington, the UN Security Council sat down to discuss the situation once more. The toughest sanctions since the 1990s had been put in place and appropriate threats were made: all to no avail. This called for drastic action. A proposal was tabled - to send in the crack UN Squadron, the most lethal rapid-reaction force available. The vote was cast: a unanimous decision returned. The three-man team went on their way to Rutal within twenty-four hours, ready to rock.

ONE
50000



LEVEL 5
100000

HP 10000

MAX 40



▲ This does spend your pay, so make it pay!

BRING ON THE BOYS (AND GIRL!)

These are the three members of the UN Squadron line-up, who tussle with the excitement of having YOU control them against the forces of Project 4!



MICKY SCYMON - The law-Bohemian of the force, Mickey can handle himself more than adequately both in the cockpit of a speeding Terminator and at the controls of a great big gun!



SHEN KAZAMA - Not only does Shen have a rather unusual name, she's also a shif! The gun-toting girl is a bit of an old woman when it comes to packing a pistol, but strap her into a Tiger Shark and she'll super-form the helix every time!



GREG GATES - Only just escaped through the UN Squadron flight exams, but Greg's love is freestyle. Weaponry is his first love and it'll come as no surprise to find that he's quite useful with a nose-mounted cannon on a clutch of guided missiles!



UN SQUADRON

UPDATE

UN Squadron already exists on a wide variety of home computers, thanks to US Gold. They're not bad at all - but not a patch on this!



CVG
HIT



Err, that's one of them -
Sweet Bomber
Angie, right?



Surprisingly enough, I've never had the opportunity to play the UN Squadron coin-op, so I can't compare this Super Famicom conversion to its arcade parent. What I can tell you is that in my mind this is probably the best shoot 'em up available on the FamiCom at the moment - even better than Super R-Type! Graphically no-one could fail to be impressed, especially by the incredibly detailed backdrops which tell me quite simply thunderstruck. A lot of time and effort has obviously gone into making UN Squadron (or Area 88, as it's known in the Land Of The Rising Sun) so visually impressive as possible. In one sense this is a shame, because it sounds as if the programmers were a bit pushed for time to produce the music, which isn't that far removed from a Megadrive game. Fortunately, the tunes aren't off-putting in any way, and they're adequately propped up by the impressive FX. What really makes UN Squadron such a fabulous deal is that magic shoot 'em up ingredient - playability. It has tons of the wuff throughout its three difficulty levels, misleadingly called Easy, Normal and Hard when they should be named Tough, Sweaty and No Way - Matey! This game gets the details thumbs up, and if the coin-op is anything similar stand aside while I step up for a blast...



Oh my gods, that gave me a bit of a spook.



PAUL
RAND

REVIEW

UN SQUADRON



WHAT'S A UN SQUADRON?

There isn't really such a force as the UN Squadron at the moment in time. The nearest there is to these guys is a UN Peacekeeping Force. After a war in some other conflict, and should the UN Security Council vote favorably, a small "army" of about 3-5,000 soldiers is gathered from various United Nations member states. They're given nasty blue UN berets so as not to annoy the locals and are usually given the job of monitoring cease-fires - basically keeping opposing sides apart and unable to shoot holes in one another. So now you know!

THANKS!

Thanks to Advanced Console Entertainment (271 383 2482) for the loan of the cartridge used in this review.

Just look at those gorgeous clouds!

DOC McCOY'S AMAZING AIRCRAFT EMPORIUM!

Each enemy destroyed adds cash to the Squadron's kitty. Armed with this mighty wrongs you can buy new and better planes and armaments from UN weapons boss Doctor McCoy. Each aircraft has its own special features and can use only certain weapons available to the team. Here are a few of the goodies on offer from the good Doctor:

CRUADER



MAX SPEED: 9

TURBIDEMOLTER



MAX SPEED: 10

TIGER SHARK



MAX SPEED: 8



I've seen more than enough whiffy World War II slot-machine scrolling shoot 'em ups to know you have to be careful with this type of game. Luckily UN Squadron on the Fanny is a total foot from start to finish (well, start to...uh...quite a way in!) This game has everything! A great shooter should - beautiful graphics, incredible backdrops, great explosions and - boom! all - five star gameplay! Everything works like a dream to present every player with a real challenge at whichever level you choose. It's true that the programmers seem to have sacrificed sound to make everything else that bit better, but you'll quickly forgive them as you wade through the on-screen mayhem and blow the bad guys back to wherever the hell they think they came from. Like Randy, I have to confess I never saw UN Squadron in the arcade - but who cares when you can play a console conversion this good in the comfort of your own home! All of a sudden, UN Squadron gives the mighty Super R-Type a serious run for your money - and if you want a game with plenty of challenge then this is the one for you!

TIM
BOONE

FAMICOM

GRAPHICS	94
SOUNDS	90
PLAYABILITY	95
LASTABILITY	93

OVERALL 94

THE NO-HOLDS-BARRERED

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ALIEN STORIES

THE WINNER: This Earth-loving intergalactic mercenary is the work of Michael Collins, from Milton Moxley, Leica-terraNite. Congratulations Michael - what a mega monster!

THE WINNER



FORM

COMPO RESULTS!

A BARRAGE here they are - the best of the bunch in our amazing US Gold Member Giveaway competition. Don't these 'citable aliens just scare you silly?

Backlogs of your entries flooded into the office, and we had a wacky and wonderful time sifting through them all with help from those wonderful US Gold gamers, sponsoring the compo to celebrate their conversions to Alien Storm.

Winner by unanimous decision was Michael Collins, from Milton Masbury in Leicestershire, who walks away with a Sony Video Walkman worth an incredible eight hundred quid! Lucky old him, eh?

The runners-up printed here each win an amazing new CVD T-shirt. We may also decide to print a few more here and there in the near future - so keep 'em peeled for your monstrous masterpiece!



SLIMY! Ben Thomas from Devonshire County High State School has some mighty, monstrous ideas.



CRIMES! A Roberts is the artist behind this marvellous horror. Send us your address, A, so that we can send on your prize!

RUNNERS UP

REVIEW ▶▶

MEGADRIVE £34.99

BY SEGA

Based on Sega's best-selling time against just when you thought that Final Fight on the PlayStation had the genre sewn up, Streets of Rage bears more than a passing resemblance to Final Fight. It's a horizontally scrolling Kung Fu not featuring a totally first-time player mode.

Mr Big, the rather large Italian boss, has taken over the town. You and one of your two pals have to find the big bellied crime boss and his royal waitress all over the town. Each one of you has guns and a girl has a wide range of martial arts moves at your disposal. There are special secret moves and possibly the most sophisticated smart bombs the world has ever seen.

The goods come in all shapes and sizes and it's up to you and your homies to deal with them. Use your feet, fists or any of the weapons the bad guys drop (including a canister of CS gas) to dash out the destruction. (Strangely enough, there's nobody to rescue - no damsel in distress and no kidnapped children. Just punches, slaps, kicks and serious fighting. Cool.)



Mr. Karamazov's boss calls up some fiery help from the local paper.



I almost wet myself and called the police when we first plugged in the Streets of Rage cart. The game starts up with a stupendous opening sequence and a great house remix of some fabulous oriental music. From here on, things just get better and better. The

startup screen allows you to choose from three characters, two guys and a girl. Two of these can play simultaneously and help each other through the battle ahead. On the flipside, you can brawl with your friends if they get in your way - or even if they don't! The graphics are gorgeous, the sprites beautifully animated and full of life. The backdrops on certain sections are almost photographic in quality and portray a city full of streets, squares and little death squads. It fast, mindless, pointless violence is your cup of tea, then get hold of Streets of Rage and have those Panasonic owners wishing they'd never upgraded. Here's the game that actually makes the Atari look a bit feeble - and that's saying something!

FRANK O'CONNOR



Acrobatic King-of-the-hill as you unleash a backbreaking assault.

CHOOSE YOUR HERO!

Here's a quick overview on the fighters at your disposal as you take on the mighty Master Big and his well-armed deputies of doom. Each fighter has his or her own special skills, and you'll soon choose a favourite with which to kick some butt...



ADAM: This is one cool dude. His speciality is boxing and very good he is at it too! He prefers to hit the goons with a flying drop kick though, has a nice line in surprise back kicks and looks quite a bit like Mean Machines hero Dr. Brown. Amazing!



AXEL: A world class martial artist whose tactic is to hit first and ask questions later. He may look a bit soft, but the boy is fast. He also looks suspiciously like the CVG street urchin Paul Rand. Incredible!



BLAZE: Blaze is not only gorgeous, she's also a judo expert and likes nothing better than grappling with sweaty men in the rougher parts of town. Blaze is more than a match for most of the guys in the city, and looks surprisingly like the CVG designer Yuzha Yoshida. Superb!

STREETS OF RAGE

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Streets of Rage has a lot to offer on the Japanese version.

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▶ **Street of Rage**



ROGUES GALLERY

There are lots of very shady characters in the city, so you should be careful who you talk to. Some of the guys you'll encounter are just plain old sluggers who try to bod you one on the head. Others will carry weapons and be more than a match for you in terms of strength and speed. The end of level battles are the real problem though, and these guys come in all shapes and sizes. Teamwork is essential at this point and helping your mate out of a bad situation makes you feel all warm and gooey inside.

THE THREE AMIGOS!

There are three heroes to choose from in Streets of Rage, each with their own special abilities. You have to decide which combination of speed, strength and agility suits your style of play. Axel, for example, is fast but not so strong as Adam. It is possible to link arms and use each other's bodies as weapons, but doing this in the heat of the action is tricky to say the least. If you don't get on with your teammates, you can turn the game into a grudge match, beating up your friends and competing for weapons and bonuses.

ADAM

POWER	4
STRENGTH	4
SPEED	3

AXEL

POWER	4
STRENGTH	4
SPEED	4

BLAZE

POWER	3
STRENGTH	3
SPEED	4

▶ Take your pick of the fiercest baddies in the city. Help! They trap you, you're in for the eating!



The first time I saw this I almost wet Frank's trousers too. The Megadrive has been screaming for a truly brilliant beat 'em up for years - and now Streets Of Rage knocks the competition into a cocked hat. Beautifully presented, the game oozes of quality from the moment you step in the car and prepare to step heads. The gameplay is totally wicked. Each fighter has his or her own characteristics, but you'll soon choose a favourite with which to kick ass. Graphically excellent, the backdrops are something else again. With gusts of wind blowing dead leaves across the road and posters fluttering in the breeze, you really do get the feel you're fighting in Sinsco City. But for me the thing which really makes the game is the sheer number of moves at your fighter's disposal, especially when fighting with a team. Watch those feet guys count the spinning stars as you dust them down with a flying kick after using your buddy or a human impromptu! Buy this and seal your pants - it's that good!

TIM
BOONE

MEGADRIVE

GRAPHICS	91
SOUNDS	92
PLAYABILITY	94
LASTABILITY	91

OVERALL 93



JAW BREAKING ACTION!

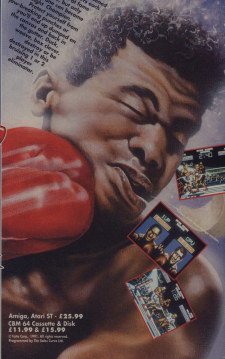
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MEAN MACHINES

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MEAN MACHINES IS THE FINEST SEGA/NINTENDO MAG IN THE UNIVERSE. IT'S OUT ON THE 27TH, SO TIE YOUR INCONTINENCE UNDERPANTS TIGHT AND GRAB £1.75 AND SIT OUTSIDE YOUR NEWSAGENT UNTIL IT ARRIVES...

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It is the end of the 21st Century. Nearly one thousand years ago man colonized the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a catastrophic climate change.

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Available in August on Amiga & Atari ST

ACTIVISION



一ストパイロット・遊び方説明



It's got to be the swankiest home console money can buy - boasting full-blown arcade experiences to enjoy at home. Virtually an arcade in your front room, the Neo Geo is still the Holy Grail of console gaming.

So why isn't everybody blowing six bells out of the bad guys on this little black box full of wonders? Simple - up until now the machine and its games cost a bloody dime.

With a price tag of around £300 for the console and a whopping great £300 each cartridge for the games, the Neo Geo remained one of those machines everybody drooled over but nobody played outside the arcade.

Now Console Concepts have stepped back the great of the Neo to a much more reasonable £290, with power supply and wiring crystals thrown in. They've also been able to halve back the price of the games to £120 for new releases and a standard one available £80 for the old arcade classics including the likes of Nam-75, Magician Lord and Blaster Master.

The lads at CVC decided to take a closer look at SNK's expensive little superstar, and reveal the latest games now available for the machine. Take it away, boys...

INSIDE THE AMAZING BIG BOX OF TRICKS

So what makes the Neo Geo such a wonderful machine - even if it does cost the earth? First off, the machine is designed to handle a stunning 320 meg of information using two precision cores - a 10 bit 65000 and a bit 2308. The machine can shift at a fair old pace, delivering super smooth graphics and capable of displaying 4000 colours on screen at the same time! The machine can also handle up to 280 sprites, and that's a LOT of alien warheads to blow away, and features 15 channels of sound!

The Neo Geo is a slick black console, and really looks the part - you can almost feel the power hidden inside the machine. The joystick is almost as big as a machine, but surprisingly easy to use (we've got you balanced it in your lap and wiggled away). The buttons like a fair bit of hammering, too - surviving days of thumping from the CVC crew putting the boot in on the drill King Of The Monsters.

One very nice feature of the machine is the memory card - which allows you to store the high scores and position you racked up at home to drop those jaws when you slot it into your local arcade's machine and play away on level six billion! The size of a credit card, you can store up to 27 separate games positions on one of these little babies. Now that's easy...

So what's the verdict?

The upshot of all this is that the Neo Geo is one helluva games machine and a wonderful piece of kit to own. Head it head with the Famicom, it definitely comes out on top in terms of sheer power. But even with the recent price drop, the Neo Geo is just

too far out of most people's price range to make it really worthwhile.

Our review machine and cartridges come courtesy of Console Concepts (0782 710758). If you think you're ready for the super league of gaming and want to join the exclusive Neo Geo owners' club, give them a call for all the info.

ASO LAST GUARDIAN II

ALPHA
MISSION
II
£120
BY SNK



Considering the Neo Geo is simply a coin-op in a smaller box, it's only fair to expect software of arcade quality, especially at the prices that are charged. With Alpha Mission II, there's exactly what you're given - a hard and fast blaster full to the brim with extra weaponry and lethal enemies, all packed out in gorgeous detail. Not only are the graphics of high quality, the sound and music are completely mesmerising, consisting mainly of raucous guitar tracks which give the player the impression of listening to a heavy metal cassette whilst the killing ensues. This really is one tough game and, what makes it even more worthwhile, you aren't given infinite continues - so you're going to need to be really hot if you want to get to the finish even on Easy level! The prices for Neo Geo games are huge, but if you're fortunate enough to be able to afford a cartridge this year, go for Alpha Mission II.

PAUL
RAND

TEN years ago the SNK super air plane looked ten bolts out of a massive alien invasion force in the original Alpha Mission and, since that time, everything in the garden had been rosy. But now in the year 2025, the badies suitably re-armed, they're making another bid for domination of space. Time for the Legendary Hero to come out of retirement, power up the dreaded Armoured Space Object and take to the stars once more. One or two fighters can take on the outer space onslaught, each player capable of increasing his firepower by shooting pods and collecting the weaponry released. Not only that, there's the chance to pick up super-bolt-ers which offer devastating weapons for a limited amount of time.

60
MEGA

NEO GEO

GRAPHICS	90
SOUNDS	91
PLAYABILITY	85
LASTABILITY	85
OVERALL	88



GHOST PILOTS

£120
BY SNK

PIP pip! Chocks away! Ginger! Tally ho and all that loosh, it's time to get on your special flying systems and take to the skies in this Wildcat vertical drama. It takes the form of a vertically scrolling shoot 'em up, with lots of extra weapons and end-of-level bonuses.

The game follows much in the mould of every other vertical shooter from Namco onwards. Bearing an almost uncanny resemblance to Taito's arcade smash Flying Shark, you have to guide a rather groovy boat-plane through a veritable storm of missiles and bullets. The enemy pile is, mostly from above, in the occasional sneaky fighter creeps in from the back. There isn't really all that much in the way of special power ups, but you can enhance the bog-standard machine gun and boost your firepower.

End-of-level bonuses are to be quite honest, complete wastes. They simply onto the screen with the grace and poise of a fat dancing slug on valium. A couple of extra and a small bonus and off they shuffle to the great end of level in the sky.



GHOST PILOTS



Get on, there you are, 120 big boys clutched in your sweaty fist. You had it over and receive in return a cartridge the size of a hardback novel. Get it home, plug it into your Neo Geo and what have you got? An average vertically scrolling shoot 'em up with average

graphics and reasonable sound. This in itself wouldn't be much of a disaster, but after paying 120 quid, you expect that much worth of entertainment. That's something you just don't get from Ghost Pilots. It has nothing new to offer and in some ways, is a step backwards for the genre. There are tons of better vertical shooters around and for the price of the cartridge alone, you could buy yourself a PC Engine and a copy of Gunhed! The game has no saving graces - it's so completely mediocre, you'll wonder if the programmers knew the machine was a powerful 16 bit monster when they blatherly copied Flying Shark. An expensive exercise in poor design and shabby programming which, frankly, sucks.



55
MEGA

NEO GEO

GRAPHICS	76
SOUNDS	68
PLAYABILITY	70
LASTABILITY	69

OVERALL 68

062

FRANK
O'CONNOR

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It's a top
Dante

**KING
OF THE
MONSTERS**
£120
BY SNK



KING OF THE MONSTERS



This game has gone down a riot in the Neo Geo office. It's a real 'em up to the max, so full of lefts and surprises you just have to keep coming back for more. First six mega monsters to choose from - Goro the Godaime is my favourite - you'll quickly learn to use different attacks and tactics against your foes. Play against the computer and the game's a great left. Take on a thum and it becomes a hilarious free-for-all as you tangle around the screen slapping the ass off each other. The graphics are nothing short of superb, with a real Japanese B-movie flavour backed up by the best sound. With bonus points on offer for buildings, streets, ships and planes trashed in the process there's always something new to see, and it'll take quite a while before you tire of this. If I'd first met this game in the arcades I'd be a lot poorer now. Thank Neo it's on the Geo. (Warrior)

TIM
BOONE

Run for cover! The Monsters are coming! Whoops, there goes a power line! Oh dear, one of them's just trodden on a tree! Watch that bridge - one of them's just walked off it!

Yes, take your choice to be a monster. In order to win the boss and beat up other monsters in the same time it's a hell, the score layers so close and the whole world has gone totally berserk. The monsters suddenly appear from nowhere, and as soon as they meet each other they just have to fight to the finish.

Cities are laid waste by these ferocious fiends as they stomp across skyscrapers, burn entire streets with one look and pick up ocean liners and tanks to throw at each other! Each individual fighter has individual skills and talents, and learning all about them is half the fun.

Battling through cities across Japan, these heavyweight hulks care only for one thing - beating the crap out of each other. Is there any chance for humanity? No way!

**50
MEGA**

NEO GEO

GRAPHICS	91
SOUNDS	89
PLAYABILITY	92
LASTABILITY	92

OVERALL 91

76
68
70
69
68

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CVG BOY RACERS

Welcome to the great CVG boy racer's pull-out guide to the hottest racing games around! Over the next fabulous four pages we'll be giving you the full low-down on some of the big burn-ups coming your way soon.

So belt up and strap in for some high speed thrills and spills as CVG boy racer FRANK O'CONNOR takes a close look at some of the goodies you'll all be playing pretty darned soon.

With the red-hot Lotus II, Formula One Grand Prix and Megadrive Outrun among these fast-lane goodies, here's the hottest guide to the biggest racers around.

Take it away, Frankie!



OUT RUN HITS THE MEGADRIVE

Out Run. The game that spawned a thousand sequels (well, nearly) has finally appeared on the Sega Megadrive. Is it any good? Well it certainly looks the part, with the graphics being almost identical to the arcade version. Tunes too, are brilliantly well catered for, with all the original soundtracks and one new track.

The main problem with the game is the ease of play. Everyone who's had a go has completed it first time, even on the hardest setting. There are a couple of woad points, like the fact that some of the tracks come in the wrong order and the slightly fly background switching. Great for younger players, but veterans should look elsewhere for driving thrills.



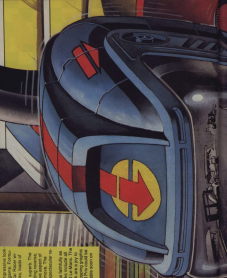
CVG BOY RACERS

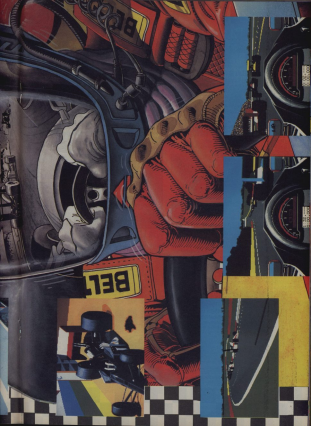
FORMULA ONE ACTION

Microprocessors are about to launch one of their most impressive looking toys ever seen on a home track. The game, Formula One Grand Prix, is being developed by Super Car Models and Game Connection and features plenty of tracks, loads of polygons and dozens of gameplays.

We've seen a pre-production version and it looks superb. The race is so fluid and with seven game including reverse, it's like some game you'd see in the most impressive aspect of the gameplays in the linear speed at which things move. The other races speed by, sometimes starting with spectacular effects.

Apparently all the tracks have been reproduced as faithfully as possible to their real life counterparts. These tracks include all the famous ones, like Silverstone, Monza, and Le Mans. The realistic movements of both the cars and the tracks are a joy to behold and the game features some really interesting physics routines. If it breaks up well, Formula One Grand Prix could be the game to take the crown from Top Gun. Available soon on PC, Amiga and S11 computers.





CVG BOY RACERS

LOTUS II THRILLS 'N' SPILLS!!

YAHOO! The sequel to last year's best racing game - the incredible Lotus Turbo Sprint Challenge - is almost here! Granted a smash hit scooped lots of awards last year and they're looking to repeat that success with a bigger, better, faster sequel. The game features the same split screen mode used in the first game, but with an option for single players to use the whole screen. Eight stages full of surprises and dangerously hostile weather conditions mean that Lotus 2 has a lot more to offer than its predecessor.

Most important of all is the fact that up to four players can race with a couple of linked Arings, a feature normally found in expensive flight sims. Look out for it on an ST or Amiga near you soon. Tim and Jax have already played an early version of Lotus II and reckon it's looking pretty darned brilliant. Stay tuned for more info!



MEGATRAK SPLIT SCREEN MALARKEY!

Anyone out there played Namco's spazzy coin-op Four Track? It features three or four wheeled motor bike bangles and a lot of visual... Well, you can now enjoy that mad soaked action on your Megadrive in the form of Megatrak - a slightly altered version of the arcade machine.

You can race a friend simultaneously around the tracks, leaping ramps and avoiding other racers. The split screen mode is used to great effect, but the game itself is a little dull. The quad bike handles badly and the graphics are simplistic to say the least. Tunes and sound effects are for the most part chaotic, so have a go before you part with your hard earned beer tokens.

THE FASTEST FLOP

Fastest 1 is another Megadrive split screen racing romp - this time with slightly more sophisticated Formula 1 racing cars. This one is by perfectly honest looks a bit on the dreadful side. The graphics look like fairly poor Master System efforts and the car handles like it's being pushed through a vat of muddy peas.

The split screen mode offers some attraction, but in the end only serves to double the horrifyingly sluggish gameplay. Don't waste your mates round and insist this one on them or you might end up a sad, lonely, friendless person.



THE HEAT IS ON!

Converted from the Japanese coin-op by Imageworks, Heat is a racer in the tradition of Out Run and Chase HQ, with a choice of two cars. Both have considerable differences. The first is a big American machine very fast, but is a pig to drive. The second is a souped up Nissan, not quite as fast, but with smart handling. The other seems do their best to get in your way, but keeping the horn causes them to move aside. There



are lots of things to avoid, including oil slicks, pedestrians, traffic jams at crossroads and the inevitable Cisco trawlers. Hurrah!

The team responsible for converting this massively impressive coin-op is Ice Software, the guys who converted Out Run. Rest assured we'll bring you a full review just as soon as we can!



BURN 'EM UP

Hot Rubber isn't as you might expect a new piece of Scandinavian "educational" software, it is in fact the latest racing game from Palace Software. Two wheels are the order of the day here, as this screen round the track on a throbbing lump of hot proton pumping power. This split screen racer will appear very shortly across most eight and half bit formats. It could be the matter of all racers.

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CHEAT MODE

The silly season is almost over and things are beginning to look good again. There's a veritable harvest of new games about to be released, all asking for you to be come up with the best hints, tips, cheats and codes for 'em. Happily, the silly season for tip-writing is on the way out, too - and if you don't know what I mean, for typing is like a constant on of thing cheats from other magazines trying to pass them off as your own. Only your own work will be accepted, and if you want to win an amazing £100 worth of software for your machine, you know what to do. If you want to be in with a shout for the goodies next issue, fire these hints off to: **CHEAT MODE, C/O, MURPHY COURT, 30 FULFORD ROAD, LONDON SE11 5AP.**

Gary Butler from Sheffield is not only a bit of a whizz when it comes to playing *GG Strike* on his Game Gear, but he can also work wonders with a couple of sheets of heavy paper and some magnets, as his map proves. Take it away, Galt!

ALL FORMATS

ZOMBI

This Romero-inspired epic has been the basis of many games players' lives. But now, thanks to the brainpower of one Richard Roberts, you too can beat the zombies as their own game. Take a copy, Rich!

Go to level two and pick up the keys from the office. Take the lift to level four and use the keys to enter the control room. Drop the keys and take the three truck keys. Descend to level one and move the trucks in front of the entrance, the story stopping continues from entering the mall. Once all three trucks are blocking the entrances, leave the currently controlled character in the truck which was moved last, as he cannot be killed whilst inside the vehicle.

Next thing to do is clear the building of any remaining zombies. Get a gun from the shop on level two and shoot the undead in the head. After a zombie is destroyed, place its body in the lift to speed up later storage of the corpses. Once all zombies on all levels are dead and none are, they must be deposited in the freezobox situated in the basement. Firstly, the lights need to be switched on. Collect the torch from level two which allows the character to see in the dark. Then go up and get the gloves and fuel from level three and make your way to the basement area which houses the freezobox. Send a second character to the same location and give the gloves and fuel to him. Make him use the gloves and then grab the item with the cursor. Move it to the freezobox and click again.

Next, grab the fuel and click on the fuelbox once more. The fuel should disappear from the inventory, at which time go to level four in the lift and press the right side of the control console (doing this will activate two lights, which in turn switch on the lights in the basement and in the building after 10.30pm. This simply shuts all the bodies down in the basement and put them in the incubator to stop disease spreading.

Once all the bodies are safely stacked away, a hoard of zombies attempt to storm the mall, inform on rickety the chopper. They are five in a car and push out of the way the truck in which you left the character at the start. Send him straight to the lift as it is safe in there. Select another character and get the empty fuel can from level three and the hosepipe from level one. Go outside to the car and open the petrol cap. Put the can on the floor and use the hosepipe - the message "Full Tank" appears. Pick up the can and place all the characters inside the helicopter. Switch the one with the fuel. He must open the fuel cap on the chopper, place the can on the floor and use the hose. The message "Full Tank" is displayed. Get into the chopper and use the key with which Alexander's begins the game in the ignition, positioned just above the joystick. When the rotor blades start to rotate, click on the joystick, then get back and hope you have enough fuel to get well away from here!

HEROQUEST

Fear not, brave warrior, should you be experiencing a spot of bother in Drunken's fantastic conversion of the classic board game. Young J. McCallie of the 4th Sigonite Group, BFPD 140, has come up with a few tantalising tips for the first four levels, just for you.

LEVEL ONE - THE MAZE

The maze is fairly straightforward and should pose little problems, especially if all four characters work together. Search every room for gold and build up your wealth and supplies as much as



possible. Remember that once the Wizard has enough money to purchase the staff (100 gold pieces) any further income he receives is wasted, so don't ask him to search for treasure too often.

LEVEL TWO: RESCUE BY BACHAN

As all the characters begin in the same room, keeping them together while exploring should be simple. Always try to outnumber the monsters - attack in numbers and overwhelm them before they have an opportunity to retaliate. Search for gold as often as possible, but be warned - the southernmost chest is trapped and contains nothing of value.

LEVEL THREE: THE LAIR OF THE OVEC WARELORD

By now you should have enough money for some weapons and possibly a shield. Remember to search each room as you go and remember that the wizard is unable to use any money he discovers. The Warlord is the toughest cookie in the lot - you will be best off attacking as a group. Anyone who approaches the war-pain cake will discover a loser.

LEVEL FOUR: PRINCE BAGHAUS' GOLD

To return all the treasure chests to the exit will take three characters, each carrying one chest. If a pit trap is activated accidentally, use the Dwarf's abilities to repair it before proceeding. If you keep the treasure, your characters will be unable to become champions but you do receive an extra 50 gold coins.



AMIGA



CHOOSE YOUR PLAYER

VIZ

Considering this is supposed to be an adult game, a lot of kids seem to know what it's all about. Why? The game based upon the cartoon mag is a pile of BTTT. First, Thruwin De Win reacts that if you type in "WHAT A LARGE SET OF BULL" (CBS) you can probably guess what the editors are really meant to be; on the character select screen and press the number of the level you wish to tackle (one to five), the cheat mode is activated and, upon selecting a race he'll be instantly whizzed off to the desired stage.

BACK TO THE FUTURE III

The best of the trilogy in gaming terms and at last here! and some cheat codes to go with it, courtesy of Douglas's own Thruwin De Win.

Enter the following on the story screen before each level to receive infinite lives:

LEVEL ONE: ROTTEN CHEAT

LEVEL TWO: LUCKY CHEAT

LEVEL THREE: LOW DOWN CHEAT



LOTUS ESPRIT TURBO CHALLENGE

Go home! This Thruwin De Win fellow is ploughing through the cheats, innit? This time round it's for Geomir's top racing track, so without any further ado, here's a list go!

Select a two-player game, enter player one as TH A BIRD COUNTRY and player two as FELLOW OF FIRE. Now you can qualify, even if you don't score!



TOKI

Tips for this seem to be flooding in, here's one from Neil White, who hails from Hull (Piscade? Matt counts me a weather report). Whilst playing, type in **TOKIBUNGE WASHER** to make the screen flash (if it doesn't, type it again). You will now be able to skip levels by using the F keys.

CBM 64



BACK TO THE FUTURE II

Quick Marty! We don't have much time to use these tips, sent in by Thomas Flynn of Co. Cork, Ireland, before we decide we'd like more money and make another time!

Pause the game and type the following on each level for the un-cared effect:

- LEVEL ONE: MARTY MCFLY - infinite lives
- LEVEL TWO: MOM, IS THAT YOU? - skip level
- LEVEL THREE: TOM LOVES TERESA - infinite lives
- LEVEL FOUR: OUTATIME - skip level
- LEVEL FIVE: BACK TO THE FUTURE 2 - infinite lives



SONIC THE HEDGEHOG
 SONIC THE HEDGEHOG
 SONIC THE HEDGEHOG
 SONIC THE HEDGEHOG
 SONIC THE HEDGEHOG

MONTY PYTHON'S FLYING CIRCUS

"To stop the mess?" "Madogs mess, mad?" "Oh, sorry, I have a cold. Anyway, this 'ere chest what I bought not all an hour ago from this wily boutique is dead. Demised. It has climbed up the curtain and gone to meet the choir invisible." "No it hasn't, hop it sit!" "Oh, yes. Sorry."

On the high score table, enter your name as **4896 CHARLES-TOM** (including the full stop) to receive infinite lives. Thanks very much to Chris Williams from Liverpool.



SEGA

CAPTAIN SILVER

Alay there, me hearties! Captain Silver lurches into Cheat Mode this month, perched on the shoulder of cabin boy James Lawrence of Birmingham.

When the Game Over message appears, push UP and press **BUTTON 1** to receive a free continue. Should you actually want one, that is. Mar har, Jim lad.



MEGADRIVE



SONIC THE HEDGEHOG

He's the fastest, spikiest dude ever to hit the 16 bit Sega - just that bit quicker than Biggleswade's own Robert Pogromov, who's literally referred to us these tips on how to defeat Robotnik on each level!

GREEN HILL ZONE

As Sonic runs past the lampost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotnik to appear. As he comes toward Sonic, it is possible to jump up and ball him three or four times. Robotnik will then release a huge ball and cheer which will start to swing to the right. Jump over the ball and Sonic will probably kick the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft! Keep doing this and Robotnik is defeated.

MARBLE ZONE

There are two rock islands on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a firebomb. Wait

for him to return to the right and then bash him again and jump over to the left ledge as the final fire spark falls off the ground and into the lava. He then releases another firebomb on the right ledge before flying over to the left, at which point bang him again. Continue to do this to dispatch him easily.

SPRING YARD ZONE

As he crosses the moving slope, Sonic will encounter Dr. Robotnik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen, the Dee will follow and try to explode Sonic on the spike. Move a little to the right, so as not to get pinned, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.

LADYBIRD ZONE

Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well known fact that hedgehogs HATE water). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way toward Robotnik (unless he's destroyed on this level, but if he is kept up with he will go away after a while).

STARLIGHT ZONE

As Sonic comes to the end of this zone he will come face-to-face with three probal bumpers, such as those found throughout the game. Wait for Dr. Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!

THE FINAL ZONE

Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tube in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attached to by the blue irregular. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his eternal pals!



NINTENDO

METAL GEAR

Mason Jones of PlayStation knows a cheat that'll give you a lot more gear than usual. And best of all it's made of metal, either. To start the game over three quarters of the way through, with full weapons, full equipment and nine nations, simply type in the following code:

J . . . W 0 0 0 0 7 0 0 0 0 0 0 0 0 0 0 0 0 0

Now all that needs to be done is find Dr. Psycho's daughter in building four. By the way, don't do anything your boss tells you as he's actually a bad guy.



SUPER FAMICOM

GRADIUS III

If you're a lazy screwdriver who can't be bothered to choose your own weaponry, why not let the Famicom do it for you? According to one Liam Hayes of London HA, cooking Eats on the Microwave Select screen and entering KYKYRY causes the cursor to spin off and make the selection for you.



BIG RUN

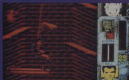
Liam Hayes is back! And this time he wants up to pay hi to his mum, as she's just bought him a Gameboy (ahhh). Anyway, he's got a tip or two for Big Run.

Pressing START on the title screen accesses a hidden options screen.

For the sound test, insert both controllers and do the following on joystick test:

Press **B** four times, **X** four times, **Y** four times, **A** four times, **B** four times, **B** four times, **X** four times, **Y** four times, **A** four times, then press **LEFT** and **RIGHT** to go back and forward through the tones.

AMSTRAD



GHOSTBUSTERS II

All you pixel CPC owners must be feeling terribly miffed at the lack of fun for your machine. So it's with a great deal of pleasure that we bring you this cheats guide for 16 Squard's spotty budget licence.

LEVEL ONE

The three parts of the scoop are positioned on the right hand side of the tunnel.

Save your grenades for the sawing hands of doom.

Save your shields for the bottom of the tunnel or for when your age is at a low ebb.

If you cannot get past the gubbling hands, stop the rope and wait for them to retreat.

To make life easier, pause the game and type in **ANYBODY** for unlimited courage and indeliberately ripe.

LEVEL TWO

Try to minimise the enemy entry points.

Try to shoot ghosts rather than catch with them, as it costs up less ingame.

Try to keep the street clear of ghosts to save more of your slime-collecting men.

Do not shoot the ghosts near to the Statue of Liberty as you will lose their slime drops.

Always have a fresh football when fighting large monsters and also collide with their bodies.

LEVEL THREE

Going down the rope too fast will kill your man.

Get the battery first and leave someone holding it behind the pile of levers or it will float back toward the painting.

JANUSZ - He must be killed by a cone carmine.

WISD - He must be killed by two Ghostbusters with golden packs.

POSSOSED RAT - To exterminate Ray, shoot him with a proton pack while he is standing in front of the painting but behind the altar.



TOP CAT

Here's the indisputable leader of the gang and how, with the aid of this cheat from Warren Devison of Wolverhampton, he can live a long way past his allotted nine lives!

On the Options screen, hold down the keys **SEVFPFK** until the screen lights up, to give 70 infinite energy.

CONTINENTAL CIRCUS

Can't get round the circus with the bonuses you're given? Then why not try pressing **CLR** and redefining the keys as **C, H, E, A, T** and **SPACE** This, according to Gao Pyle of Langensara, Glos, gives you infinite attempts!

RASTAN SAGA

Gao Pyle returns, with a tip for 16 Squard's conversion of the hard-hitting Taito run-up. Complete level one with only one life left, and lose that life on level two. Had, as if by magic, the character appeared he doesn't really, but you do get transported to level three!



LYNX

RAMPAGE

If you want to visit all the locations but, for some reason, just can't get your monsters there by conventional means (if you consider trading high-low tower blocks conventional) take a sneaky peek at the cheat from James Hopkins of Bucks.

Go to the character selection screen and, before selecting your creature, press **Pause**. Now, unpause the game and select your monster! When the newspaper headline screen appears, hold down colour 1 and move the joystick in any direction. Now you can select any of the 81 cities you wish to destroy.



WARBIRDS

James Hopkins has been slaving away at this great to-play, air-catcher long enough to come up with this handy list of hints. So let's get down to them, shall we? (ouch yes, less, ha!)!

1. Turn off your engine to make the lightest turn possible.
2. Dive into the clouds to load your opponents.
3. Always approach an enemy from the rear, as their guns are most accurate.
4. Your plane can climb higher than three of your opponents themselves, make the enemy riding ducks by high-flying and shooting them in a considerable way.

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HIGH SCORES

The summer slump of chronic scores is almost over and Christmas is looming on the horizon. All you let have obviously returned from whichever foul places you choose to hide during your hole, since the scores have moved into the office for this issue. That's not to say you've been frantically buying new games. Apart from one or two hot new releases, most of the tables are made up of older titles. That's all set to change, I'm sure, the colder it gets and the hotter you always become!

AMIGA

Top scores-a-plenty in the Amiga table, with a fine PGA. Four score topping the chart. In fact, it's also city in the Amiga chart this issue, what with EA's lab-golf title, Kick Off 2 and their Finest Hour. Whatever happened to the shoot 'em ups, eh?

PGA TOUR GOLF	62 (SAWRAGE)
David Alery, Wallasey	
TDK	58,150
Robert Scruby, Ipswich	
CAPTAIN PLANET	379,950
Michael Davies, Haverfordwest, Dyfed	
FULL CONTACT	377,520
David Coleman, Nr Stockport, Cheshire	
KICK OFF 2	78-2 (HOLLAND VS ITALY)
Ian Pelland, Eastbourne	1148
THEIR FINEST HOUR	
Tom Kilbourn, Tapscot, Finland	125,820
FINISHLINE	
David Kincaid, Scarborough	

ST

Crumby time for the ST, but you stings ST owners have at least come up with some decent scores. For next issue, how about some efforts on Jimmy White's Whirlwind Snooker - against the man himself? I wait with bated breath...

CARTOON CAPERS	71,000
Kate White, Mansfield, Notts	
KICK OFF	WON LEAGUE - 40275
P S Bellon, Eastleigh, Hants	
OUT HONDA	42
P S Bellon, Eastleigh, Hants	
LOTUS ESPRIT TURBO CHALLENGE	200 (HARD)
Benjamin Cole, Fleet, Hants	
SWF	1,840,800
David George, Nr Newent, Glos	
KILLING GAME SHOW	62,800
John Amos, Cardiff SW	

C64

Games old and new feature in the C64 chart this issue, the newest being Ocean Navy Seals and the oldest the very, very, VERY old Bruce Lee. The rest of the chart is made up of the regular laves which seem to crop up month after month - Guild that's what you're playing, that's what'll be in the scores table!

BARBICUE ISLAND	842,000
Tim Parker, Hornsea, Norths	
BAY SEALS	101,100
Simon Wang, Ayr, Scotland	
BIGWORT RESISTANCE	32,840
Stuart Loughton, Northfield	
TURBOCAR 2	11,718,800
Philip Roberts, Colchester	
SICK SARGERAUS 2	31,250
Fran Bates, Souths, Nr Mils	
SPUCE LEE	90,000
Les Tombling, Cornwall	



SPECTRUM

It's brain-bain time for Spectrum games, with Pipemania, Kix and Yoko all featuring in this month's chart. What a bunch of snaky games you puzzling creeps are!

PIPEMANIA	328,000
Wynne Green, Chelsea SW10	
TETRIS	117,100
Geeth Jenkins, Nr Bridgend, Wales	
SUPER OFF-ROAD RACER	8801,000
Mark Baker, Southampton, Hampshire	
ST DRAGON	910,300
David Green, Barton, Harbants	
SLAX	4,220,010
Wayne Oscon, Chelsea SW10	

AMSTRAD

As always, the Amstrad scores table stumbles along in the same crumbly old way. So old, in fact, that 1984 honor Friday 128 is being up-there. Quick fix: table off to the software shop, buy some games and GET SOME HIGH SCORES!

GAUNTLET	1,294,000
Jonathan Emmott, Grinstead, W Sussex	
GAUNTLET 2	837,400
Jonathan Emmott, Grinstead, W Sussex	
TREASURE ISLAND DUTY	28,000
Gary Thomson, Midlothian, Scotland	
FRIDAY 128	121,300
Anthony Lall, Breatham SW16	
SHOULS AND DROGTS	62,800
Janis Wright, Arghl, Scotland	

SEGA

Still a hot arena, these entries for the Master System scores table. Out at least there are some new games amongst the efforts. Gauntlet makes its debut, and Mickey Mouse pops up again alongside the usual crap 'n classical.

GAUNTLET	
SCORE - 381,600	
Steven Jackson, Alverstot, Hants	
MICKY MOUSE	
Robert Mac, Dunfermlie, Scotland	414,470

WORLD SOCCER Andrew Smith, Enfield, Middx	11-8 (ENGLAND VS ARGENTINA)
AFTERSHURER Ian Robins, Yeovil, Somerset	1,847,488
SUPER MONACO GP Paul Secker, Farnham, Surrey	GRAND PRIX 18

CHASE HQ Mark Wilson, Biddisborough, Cleveland	3,048,818
ELITE FIGHTER DELUXE J Evans, Macclesport, Kent	3,948,108

MEGADRIVE

Well, what can I say? Megadrive owners do themselves proud this month, with entries for Zero Wing, Sonic and Lethal Vs Celtics to name just three of the class titles on show in the 16-bit mega chart.

KEEP IT UP, SH?! ALAN STORM Neil Colman, Farnham, Surrey	108 (SUPREME MASTER)
SONIC THE HEDGEHOG Ian Brett, Worthing, W Sussex	488,288
WRESTLE MAN Peter Lock, Burgess Hill, W Sussex	COMPLETE 1 CREDIT
ZERO WING Ian Brett, Worthing, W Sussex	2,339,200
JAMES POND Mike Coleman, Newcastle-under-Lyme, Staffs	24,814,800
WORLD CUP '92 Boyd James Collins, Rainily, Wiltsh	32-1 (ARGENTINA VS JAPAN)
LARRY VS CELTICS Yefim Pankov, Antwerp, Belgium	SCM FINAL FIRST GAME
MUSIC EXPLODER Peter Lock, Burgess Hill, W Sussex	COMPLETE 2 LIVES USED

NINTENDO

Loads of scores for loads of games on the NES, even though most of them are a bit crinkly around the edges. Still, Super Mario Bros 3 should be with us soon, and there's bound to be a deluge of entries for that!

SUPER MARIO BROS II Thomas Manley, Waterhampton, W Wiltsh	COMPLETED
PROBECTOR Gwen Bond, Scarborough, W Wiltsh	607,358
SONIC COMMANDO Andrew Gray, Fife, Scotland	COMPLETED
GAUNTLET II David Hester, Dingleford St	96,998 LEVEL 123
WORLD CUP David Steeds, Farn, E Sussex	44-4 (GERMANY VS CAMEROON)
GOOMES 3 Kris Brown, Chess, Surrey	3 GOOMES RESCUED
TMNT David Bedford, Sydney, Australia	1,181,736

GAME BOY

The Gameboy chart is strangely bare this month, with only a smattering of titles showing up. Is it a lull, or has the Gameboy bubble burst? The latter I cannot believe, so get back to scoring, all you mini-mainz!

KING OF THE 200 Alan Street, Bristol, Avon	1,664,008
--	------------------

PC ENGINE

A very lean time for the Engine, which is a good shame as there is some truly excellent stuff out there. Not least PC Kid 2, which tops this month's PC Engine table. So come on Engineers, plug in a card and make a start at some high-scoring hijinks, eh?

PC KID 2 Tim Larkin, Ripon, Surrey	205,400
HEAVY LIFT Karl Pratt, E Saldon, Tyne & Wear	273,400
HEAVY FIGHT Karl Pratt, E Saldon, Tyne & Wear	3,011,070
HEAVY FIGHT Karl Pratt, E Saldon, Tyne & Wear	378,880

SUPER FAMICOM

Super R-Type blasts its way to the top of the Famicom table, leaving a trail of other great scores in its wake. The good news is that there's a lot of new Famicom titles on the way, so you can look forward to a wealth of new names and new claims to fame soon!

SUPER R-TYPE Matthew Edwards, Macclesport, Kent	684,400
FINAL FIGHT Sam Adams, Harrogate, North	1,304,800 1 CREDIT
ACTRAISER Osamu Akashi, Leeds, W Yorks	50,000
ULTRAMAN Alexander LI, London SW12	371,280
BIG RUN Rory Tweedman, London W1	COMPLETED - 38 SECS REMAINING
DARBUS TRIN Kermit Jardo, Glasgow	4,664,808

ARCADES

All kinds of coin-ups feature this list, from the big names such as Pitfighter and Final Fight to lesser-known ones like Dragon Sabre and Outzone. It's how well you perform, not what you play, that we're interested in for the coin-up chart!

PIT FIGHTER Lugh Jackson, Beverley, N Humberdale	1,082,080
DRAGON SABRE Lugh Jackson, Beverley, N Humberdale	398,350
FINAL FIGHT Simon Bucken, Hyde, Isle of Wight	4,253,179 (COMPLETE)
GOLDEN TEE GOLF Kieran Hayes, Co Offaly, Ireland	-19 SILVER LAKES COURSE
OUTZONE Alan T L Lee, London SE18	COMPLETE 2 TIMES 1 CREDIT

RIP HERE

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weeklings. Fill out the form below and send it to SCORE WITH SADI! at the usual CVG 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 drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

BEAR SADI, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETSING ANYWAY - SO HERE ARE MY HIGHSCORES...

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 GAME: _____ SCORE: _____
 GAME: _____ SCORE: _____

NAME: _____
 ADDRESS: _____

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SUPERCARS

GBH £7.99

In the future, all car races will be like this. Kitted out with the spivest armoury, bands of drivers head out onto the highways and attempt to come first using any means possible - and if that calls for such drastic action as bombarding the opposition with missiles, then so be it. With the money made for a respectable placing, new cars and better equipment can be bought, and if the racer has enough of a silver

coating on his tongue, he may be able to snag a bit of sponsorship, too.

Supercars on the Amiga is racing in the true Super Sprint fashion, only this game has twenty-seven huge, multi-directional scrolling tracks instead of about four static little tables. This is race-driving for hard men and, even though the graphics verge on the average, the action here has shaken up for that.

OVERALL 89%



CLOUD KINGDOMS

GBH £7.99

Terry is upset. Rightly so, considering he's a great, spherical object trapped in the thirty-two lands - which make up the Cloud Kingdoms by Baron von Borsig, who won't let him out until he's collected all the magic crystals scattered around. Needless to say, there's a load of baddies kicking around, watching and waiting to kick you into touch - not to mention various obstacles to hold up Terry in his quest. Cloud Kingdoms is a superb game, reminiscent of classic console cartridges. The various baddies such as magicians and eight balls all look superb and the action is certainly hectic enough. Cloud Kingdoms was well-received at full-price and, now it's on the new budget label, you'll be absolutely ball-busy mad to miss it.

OVERALL 88%



AMIGA BYTE SIZE

All aboard! That Mother of all Reviewers, PAUL RARD, steers the good ship ByteSize through the stormy Amiga software seas and comes across a couple of crackers and a dose of jippy fun...

ARCADE TRIVIA QUIZ

ZEPPELIN £7.99

Pub trivia sites have been the darling of budget softies for years, absolutely yanks, and here's another one to tickle the fancy of those too young to get into the local drinking hole and filter away their hard-earned spendable. Up to three players can participate in the game, which has them choosing question cards representing a num-

ber of different topics in order to reach the top of the pile, at which point they are eligible to try for up to a five-in-a-row total score in the Cash Fun! Some love 'em, others loathe 'em. I for one enjoy playing pub trivia games both in the flesh, as it were, and on computer. Zeppelin's Arcade Trivia Quiz is one of the best of the bunch, featuring fun graphics for a program of this kind and some really up-to-the-minute questions. Good fun.

OVERALL 79%

ENGLAND CHAMPIONSHIP SPECIAL

GRANDSLAM £25.99

En-ger-land, En-ger-land, En-ger-land! We've got the best football team in the world, and it's only through bad luck that we got knocked out by Germany in the World Cup, everyone knows that. Anyway, Grand Slam have produced this game-of-the-team, featuring a Kick Off-style bird's-eye view and the whole of the England Squad to choose from, including digitised poses

of each player! Unfortunately, the view is the only part of England Championship Special which has anything in common with my favourite game of all time - the rest of this effort is a travesty of the national sport. The players all bunch together in their area of the pitch, so you'll have all the defenders, midfield and forwards in little groups, leaving no scope for wing play (and such). The game is, frankly, a sick joke, and should only be loaded so as to scare the kids into doing their homework.

OVERALL 21%



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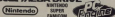
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GBH

£3.99

Become the top striker in the country in this re-release from new budget label GBH, not by playing football but by buying goal cards and answering various footballing questions. There's the possibility of transfers, provided you've put away enough goals and, if you've done really well for your side, there's even the opportunity of a call-up from the international!

Footballer of the year is little more than a football quiz game - great if you're well clued-up on the national game, not so hot if you aren't. The programmers haven't exactly gone to town spicing up the presentation either: still graphics and text-only screens do little to spark any excitement.

OVERALL

60%



RED HEAT

MT SQUAD

£3.99

Become Arnie Shwartzegger and take on the role of Captain Ivan Danks as he tracks down the evil Russian drug dealer Viktor Roslovich across four stages in the game based on the money-spinning movie, originally released at full price by Ocean. Beginning in a Soviet sauna, the action then switches to the streets of Chicago, where Russia's hottest cop must tackle the city's toughest gang - the Clean-heads.

The game is displayed in a dramatic style, with only the top half of the characters in view. Not only does this add atmosphere to Red Heat, it also allows for some pretty huge graphics to shift about at a fair old pace. Couple the four main stages with a few bonus screens such as crushing rocks with your bare hands by furiously waggling the joystick and there you have it: an above average interpretation of a great movie.

OVERALL

74%



BYTE SIZE

C64

In your town tonight: PAUL RAND introduces C64 Byte-size, in which the Northern know-it-all imparts his worldly knowledge, and writes a few reviews...

SHINOBI

MASTERTRONIC

£3.99

Oh boy! Death Foo has taken hostage all the children from Joe Shishoff's school of ninja training, and Eretrians to kill them all if his demands aren't met. Joe, being a master at the art of ninjau, won't stand for such cowardice and decides to go off in search of his pupils before they rot it. What ensues is a multi-stage beat 'em up converted from the cult coin-op, in which Joe must call upon all his ninja skills to fight his way through the henchmen of Foo, rescuing the youngsters as he finds them.

Shinobi, originally released by Virgin Games, is a cracking conversion of the coin-op, featuring graphics and gameplay as close to the arcade version you'll be trying to shove ten pence into the cartridge slot of your C64 (even the shuriken-throwing bonus screens has been included, almost pixel perfectly! A cracker of a budget game - buy it immediately.

OVERALL

90%



IMPOSSAMOLE

GBH

£3.99

Don the mantle of Monty Mole, complete with cape, in his last adventure - this time set on an alien planet invaded by attackers whom Monty has been asked to dispose of. Containing over two hundred screens spread over five levels, Monty must collect weapons and destroy baddies, whilst ensuring he hangs onto his own life for as long as possible.

The Monty Mole saga has been ongoing since, it seems, the dawn of time, exciting players each time, so it's a bit of a letdown to find that the last in the series is actually the worst - due mainly to the frustrating, de-energising gameplay. Graphics aren't too bad, but why bother when the game itself just isn't much fun?

OVERALL

64%

SUPERCARS

GBN

£7.99

Jump into the seat of your sports car and take on the other finalists in a 27-stage race to find out just who owns the most super car. If you aren't happy with the way the vehicle is performing (and if you've been placed high enough up the field to earn enough cash), then stop into the parts shop and acquire the relevant bits and bobs. There are weapons to buy and use if you don't think your driving skill is up to scratch, and sponsorship deals to be up in order to get a bit more money in your racing kitty.

Super Cars may not look up to much, but playing the game takes you right back to the glory days of Super Sprint, only with far superior, eight-way scrolling tracks, weapons a-plenty and many more opponents to go up against. High-powered playability is the order of the day and, at this price, you'll be certainly to miss out.

OVERALL

89%

IMPOSSAMOLE

GBN

£7.99

Misty Mole, star of a whole host of early 8-bit hits, makes an appearance on the ST as budding savior of an alien planet, who need him to utilize his unique talents and save their world from intruders. What ensues is a fun-filled-plus screen arcade adventure involving running, jumping, shooting and killing as Misty does his best for interplanetary relations. *Impossible* could have been quite an enjoyable budget game were it not for the fact that the main character is a pain in the neck to control, making for frustrating gameplay in the long run. Graphically, the game's fine, albeit rather basic, but because of the annoyance factor, one to leave on the shelf.

OVERALL

61%



VIRTUAL WORLDS

Not the fact, new Virtual Reality home system that you've always wanted, but a collection of games created by incentive using the FreeSpace 3D graphics system, on which the brilliant 3D Construction Kit is based. *Grifter*, *Total Eclipse* and *Castle Master* all make an appearance, as does *The Crypt* - a previously unreleased sequel to the latter title.

All four games featured in the *Virtual Worlds* compilation are well worth the effort, graphically beautiful and extremely challenging, giving the player many, many hours of jolly gaming pleasure. Even if you have one of the titles in the collection already, nip out and give *Virtual Worlds* a whirl.

OVERALL

88%

BYTE

ATARI ST

SIZE

It's that Bytesize time again, with blonde bombshell PAUL RAND strutting his stuff across the ST marketplace, looking good for the ladies and taking in a few choice titles along the way...

CLOUD KINGDOMS

GBN

£7.99

If round, green balls with wide eyes are your "thing", then perhaps this could be the game for you. It stars Terry the Spheroed, whose job it is to retrieve the magic crystals nicked by Baron von Barnaul, who has stashed them around the thirty-two areas which make up the *Cloud Kingdoms*. I reviewed this first time round and enjoyed it, remarking upon its *Castles* style of gameplay and its jolly, console-esque look. *Cloud Kingdoms* has aged well, playing more like a puzzle game than an arcade brawler, and is well worth the cash.

OVERALL

86%



BYTE

SPECTRUM

SIZE

Heute la Vista, baby! Arnold lookalike **PAUL RAND** turns up the heat in *Spectrum Bytesize*. He'll be back...

IMPOSSAMOLE

GDH

£3.99

Monty is back, this time in supermole form as he helps the inhabitants of a friendly planet reveal the overtures of an alien army. Using all his wit, guile and whatever weapons he can find, Monty must traverse the 200-plus screens spread across five levels before he can defeat the invasion force.

Impossamole (could) have been, like all the Monty games preceding it, classic platform fare. Unfortunately, it suffers from a dodgy control system making for frustrating play. Graphically pleasing, certainly what you'd expect for a Spectrum. Monty Hole comes a cropper in the playability stakes.

OVERALL

62%



VIRTUAL WORLDS

DOMARK

£19.99

Take the most ground-breaking graphics system ever devised. Use it to make three of the best ever Spectrum games. Lump them all together in a box. And thank in a previously unreleased sequel is one of the titles for good measure. That's *Virtual Worlds* in a nutshell. Driller, Total Collapse, Castle Master and The Crypt (unmentioned sequel is CD). All utilizing the Proscape system of 3D Construction Kit fame.

All four games are of such a high quality they'll probably drift for around a tenner apiece. So at a price of just under a score for all four, we are talking bargain! The graphics are great, the puzzles are brain-bending and the value is enormous. You'll be playing these lot for months!

OVERALL

92%



JOCKEY WILSON'S DARTS

ZEPPELIN

£3.99

Step up to the oche and challenge the infamously Scottishman himself, Jockey Wilson, to a variety of games, each played on the dartboard. As well as the traditional game of 501, take on the former world number one at Shanghai, Football, Dart Bowls, Tee-Off, Century or Scram. Zeppelin goes with Jockey Wilson's Compendium of Darts that there's more to the game than being fat and drinking lots of beer. Graphically, the game is unimpressive, but what can you do to make a dartboard exciting? The games themselves are imaginative and fun to play, especially against a friend, but if you have to go solo there are three difficulty levels to keep you away from the bar (and) on the oche.

OVERALL

80%

RED HEAT

HIT SQUAD

£3.99

Police drug dealer Viktor Pestovill has evaded capture and escaped to Chicago, and who's got to go and him down? Arnold Schwarzenegger, that's who, in the role of Captain Ivan Danko. Ocean first released *Red Heat* at full price, but now have deemed it offer the game on their budget label. It's a four stage affair, with Army and so seen from the waist up using a cinema-effect graphic style. There are a couple of bonus screens too, from crushing a fat neck with your bare hands to joining together pieces of a one dollar note. *Red Heat* didn't exactly set the world on fire first time around, mainly due to its rammy gameplay. As a cheaper title, however, it's a bit of an eye-opener, with big, fast sprites and a reasonable level of difficulty. It won't take that long to complete, but you can't argue for under four quid, can you?

OVERALL

79%

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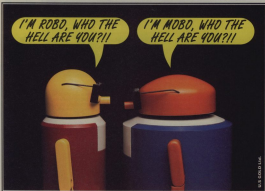
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089

REVIEW ▶▶

MEGADRIVE

ETBA

BY ELECTRONIC ARTS

Space, the final frontier. Generally a dark and quiet place, teeming in excitement and almost entirely devoid of interesting or thrilling occurrences. Things are about to change, however. A dirty great star is about to collapse and the sun around which the planet Arcturion is about to shuffe off its mortal coil.

When stars snuff it, they tend to go out with a bang, taking rather large chunks of the galaxy with them. Obviously the planets of the planet Arct are not been pleased at this state of events and would hastily rather it all happened somewhere else. The planet's desperate leaders have reached the bottom of the barrel and decided to ask you for help.

Things must be desperate. Being the all round good guy that you are, you agree to help and set about a plan of some magnitude. Will you destroy by a spaceship? Will you lead a fleet of starships into the orbit of your planet and put it to safety? No. You'll be best of trading.

The object of the game is to make as much money as you can mining and trading minerals and hopefully find a planet suitable for colonisation in the process. So it's a race against time before the planet Arct is utterly destroyed by the rapidly expanding sun. Healers and Space Merchants only need apply...



Starflight is most definitely a game for the Troikas amongst you, capturing the atmosphere of that fine television series admirably, right down to the immortal line "to boldly go where no man has gone before!" You certainly wouldn't be over-theboard over the

graphics, which are plain and workmanlike, but what will get you going is the addictive gameplay which has you flying frenetically through mines, landing on planets, conversing with dangerous-looking aliens and, if you don't like the way they're talking at you, blowing them back whence they came! (That Starflight could have done without the tedious task of having to create a new set of characters each time you begin again - although there's a battery back-up to save games, in the all-important early stages of playing you'll find you'll be drawing up new crew members more often than not after inadvertently straying into hostile territory, slugging off the locals and being wiffily destroyed. If you can survive those early hassles, then Starflight allows the player to settle down to an absorbing time with the Megadrive. Remember to listen to that wonderful single "Star-Freakin'" when you play for maximum effect!

PAUL
RAND



TV TIMES

The most useful bit of kit you have at your disposal is the TV (Traveler's vehicle). This is a kind of intergalactic beach buggy, capable of pressing the most unfriendly terrain in the galaxy. Upgrading the TV allows it initially to dig deeper and if you save enough, you can turn it into an amphibious mining platform and utilize undersea Endurium deposits.





178



AT THE START OF EACH MISSION, you find yourself in a corridor full of doors. These doors are really a graphically depicted options menu. From here you can service and refuel your ship, name and assign your crew as well as receive your all important orders. The setup screens are lengthy, but fortunately a save game option allows you to back up your more successful missions on the way.

4
You could do with some of that nuclear and biological.

BACK AT THE RANCH

ORFLIGHT



Play as you are and what a handsome specimen you are!



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HE MUST USE HIS WEBS TO AVOID THE
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 (See Page 39)

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INSIDE THIS ISSUE:

- **STUNNING** - Eye Of The Storm by Empire
- **THUNDERHAWK** - Core Has Lift-Off
- **ROD-LAND** - So Cute It'll Make You Pulse
- **PEDAL TO THE METAL** - With Lotus 2



REVIEW

AMIGA

£30.99

BY IMAGEWORKS

But if you thought the planets were formed as a direct result of gravitational forces around the sun, putting together meteors and other space particles at such speed that they fuse together to form a single mass. Not so! They were created by gods in a spherical glass arena and given over to those deities who then battle it out to win overall control of the new world.

But no one would expect such powerful beings to fustoff between themselves. Oh no, as usual it's the poor humans who are given that task. Each god directs a race of people, who must do whatever they can to take the planet for their god - meaning they've got to pre-empt to form new life, which in turn allows the people to smelt larger armies, build new structures and invent new, more devastating weapons.

Mega-Lo-Mania is a simulation of one such holy war, fought on a planet consisting of 28 islands split into groups or Tribes. Beginning on the least technologically creative Epoch with only rocks and sticks available to use against the enemies, your God must strive to reach the last island - the far-famed Mother Of All Tribes - where your followers fight with laser weapons. And all along the way can be invented such delights as catapults, muskets, airplanes and even thermo-nuclear devices!



STANDARD 1915 AD



MEGA-LO-MANIA

THE KEY TO CONQUEST

The key to success in Mega-Lo-Mania lies with the power of invention. Starting with only simple sticks and stones, the further along the evolutionary scale your followers progress the better the weapons become. In the Middle Ages, for instance, it's possible to build giant catapults, while in the late Twentieth Century the world becomes a more frightening place with the introduction of nuclear weapons!



STANDARD 1915 AD



STANDARD 1915 AD



MEGA-LO-MANIA



MEGA-LO-MANIA



UPDATE

Mega-Lo-Mania has a gang of editors looking out for you by the time you read this. No other versions are planned - keep hold!

MEGA-LO

ELEMENTARY,
HONESTLY!

You can't build with fresh air in order to make those new inventions come bursting into life, the people need to find elements with which to create their toys. The most basic elements can be acquired just by picking them up off the ground, but the better ones needed to build the best weapons are deep underground and can only be reached by building a mine - available from 2000AC.



The idea behind Mega-lo-Mania is very much in the Powermancer mould - become a leader of people and invent weapons to crush the opposition. This game takes the concept a stage further though, with the introduction of evolution and the ability to create

some quite staggering armoury the more civilised the people become. The feeling you get when you take to the air in 1915 for the first time is immense, and just imagine the power in your hands following the invention of nuclear. Graphically, Mega-lo-Mania is hardly inspiring: each island is made up of static screens containing rather flat land. But it's not this side of the game which makes it so wonderful - the 8000 or so of clear, sampled speech informing the player of completed weapons, offers of alliances from other gods and such like more than make up for the relative drabness of the visuals. Mega-lo-Mania is a wildly addictive game, although fairly stunted in size, consisting of only twenty-eight islands, fifteen of which I've already completed. Luckily, though, I've noticed that the next island is all but impossible to complete successfully, but it's a fair bet that I'll be persevering with Mega-lo-Mania until I do, along with the rest of us.

PAUL
RAND

LO-MANIA



MEGA lo MANIA

I'LL HAVE THAT ISLE, I WILL

The game is made up of nine Epochs, each containing three islands. The player starts each Epoch with one hundred humans (initially under his power, but these men must be shared between all three islands, calling for a fair bit of strategy and just a hint of trial and error), in selecting the correct amount of people for each island. For example, while you may store through one game without a hitch, you may have used too many followers and left yourself short for the remaining level



PLAYER SELECT

SCARLET

THE MOST POWERFUL AND MOST COMPELLING OF THE EPOCHS

OBERON

THE MOST POWERFUL AND MOST COMPELLING OF THE EPOCHS

CAESAR

THE MOST POWERFUL AND MOST COMPELLING OF THE EPOCHS

MALCOLM

THE MOST POWERFUL AND MOST COMPELLING OF THE EPOCHS



At first glance, I was tempted to write this game off as yet another Power-monger clone. How wrong can you be? In its own weird, wacky and wonderful way, Mega-lo-Mania is completely original and a whole heap of fun. The first island is a bit of a score-setter and is

fairly easy, but from there on the game becomes progressively more challenging - and supremely addictive. One of Mega-lo-Mania's great strengths is its subtle humor - and there are some fine graphic and sonic touches to be found throughout the game as you progress. Intuitively converts to thermonuclear war. "Ergonomically law-wit!" bubbles the machine as your minions come up with some new weapon with which to kill these poor unfortunates who happen to live next door. The game is extremely playable, but I'm not so sure how it will stand up in the long-term playability stakes. Once you've seen it all the desire to replay the game will quickly wane. That said, rest assured it'll be ages before you do!

TIM
BOONE

AMIGA

GRAPHICS	84
SOUNDS	93
PLAYABILITY	92
LASTABILITY	87

OVERALL 91

JUST WHEN YOU THOUGHT IT WAS SAFE

THUNDER JAWS

Take the plunge, dive into the deep and confront cybernetic sharks, enemy divers and all manner of evil - the work of the devilish Madrone Q.

Your mission: infiltrate her base, rescue hostages and destroy her subterranean fortress. Pick up flame throwers, defeat the hordes of henchmen and battle with armies of monstrous genetic mutants. This furious shoot out gives no respite. The action's non stop from the start of this fantastic multi-level extravaganza. Stunning excitement to the very last blast!

...blast, blasting shoot 'em up makes Thunder Jaws a must for all arcade addicts. Gripping excitement and non-stop action from start to finish. Buy now!



DOMARK

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REVIEW ▶▶

AMIGA
C64

£25.99
£11.99

Tom and Rex are two pointy-eared fairies from the land of Rod. Out playing one day they were quite dismayed to learn from a passing stranger that their Mom had been kidnapped and taken to Mopoo's Tower, where horrible antics would doubtless ensue. Well, who could leave a parent in that sort of trouble? Not Tom and Rex, that's for sure! Off they trot to the local Wig, who kits them out with magic shoes and Boots of Sheeshanamo along with a map of the Rodland.

A conversion of the Jelexo game, Rodland follows the fortunes of the twoimps as they navigate the 44 perilous levels of Mopoo's domain. Armed only with their special shoes and rods, Tom and Rex must go up against the dauntless hordes of everyone's least favourite kidnapper, doing in the reviews of Mopoo, racking up the points and moving ever closer to Mom, Harshah!



▲ Mopoo stamps his authority.



After what seems like a never-ending supply of death, destruction and general mayhem in the gaming world of late, Storm get back to the quirky, console style with Rodland - and wow! The concept of the game is a cross between Bubble Bobble and that

age-old favourite, Panic (you know, the one where you have to hit monsters with a hammer) which was a dull for me anyway as I love both of those classics. Then there's the graphics, so colourful and cute as even the most sickly of gamers. The blurb accompanying Rodland reads "So cute, it'll make you puke." They weren't far wrong! With an array of superb backdrops featuring on the Amiga version, C64 Rodland has to settle for black backgrounds and fairly blocky sprites similar to Bubble Bobble. In a way this is a good thing as the unremarkable visuals allow the clearly gameplay to stand out. Both games include some fine sound, adding even more to the already classic atmosphere, but it's the gameplay which you buy software for, and Rodland is stuffed brim full of that...

PAUL
RAND

RO!



▲ The end-level guardian's having a whale of a time!



▲ Stop roboting off and roll these Uni-Duns!

LAND



▲ That's one level cleared of nasties!

KILLERS HAVE NEVER LOOKED SO CUTE!

Fredland is cute to the core, and our two heroes even manage to dispose of their foes in lovely little ways! Instead of blowing them to bits (what? Cute honestly, is what those forest ugly bad guys actually deserve!) Tim and Jill catch them with little ray guns and throw them around a few times to give them headaches worse than Paul Ford's hangovers. Our darling duo have a pretty cute way of getting out of trouble and reaching all those places cute little death normally have a bit of trouble at the touch of a button. They find weapons to dump them like out of trouble! Good for them, eh?

▲ That wiped the grin off the face of that cocky starfish!



▲ Trunky's indiscriminate use of his children gets right up Bill's nose.

▲ A bit of a breeze for the girls.



▲ Just some of the mazes you'll meet in Rodland.

FLOWER POWER FAIRIES

Collecting all the flowers on each level changes the fairies that fly on the screen into Kabooms, which, when killed with the Rods of Destruction, each a letter. When all the letters making up the word EXTRA is collected, a very nice lady gentleman appears to give you lots of points. Now isn't that cute?



▲ Fast aheads just like that a right on the curly can be.



Sick to death of shoot 'em ups? Ha, not am I - but that doesn't mean you can't enjoy Rodland! One of the coolest thingy romps to popify 200 for way into the arcade is here to tickle your fancy at home - and what a gloriously gassy little roller-coaster romp it is!

It may be a darling little game, but does that mean it's easy? Do me a favour, Obdurate! Besides that flower-power sunshine loveliness lurks some wickedly addictive gameplay in the true style of the arcade - faithfully captured in these Amiga and CDi conversations. OK, the graphics are a bit so-so simple and the sound will drive you nuts, but the frisky called gameplay will send you crying for mummy - it's that bad. In the best traditions of some of the arcade classics the game undoubtedly owes its origins to, Rodland is sufficiently original to keep you interested. Then the gameplay keeps you hooked while the tunes slowly drive you mad. A thoroughly enjoyable platform romp with loads on and definitely worth a wobble at the earliest opportunity!

TIM
BOONE

AMIGA

GRAPHICS	88
SOUNDS	85
PLAYABILITY	88
LASTABILITY	84

OVERALL 86

C64

GRAPHICS	78
SOUNDS	88
PLAYABILITY	88
LASTABILITY	85

OVERALL 85

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REVIEW

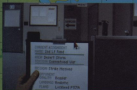
PC

£39.99

BY MICROPROSE

When Microprose brought out their simulation of the star, sleek F-117 Stealth Fighter plane, it met with critical acclaim and sales were more than a few zeroes. Now, with much more detail available on the aircraft and massive publicity due mainly to the role it played in the Gulf, the original F117 sim has been updated, tweaked and given its official name of F117-A.

Before flying into any one of a number of international hotspots, the Stealth pilot must first select his style of mission. As well as choosing the area in which to fly from a base in the US, Europe and the Gulf, air also ground missions can also be picked, along with the strength of opposition and danger levels of the mission. It's easy (no crashes) to realise everything caused damage, and that it's into the book and the mission is under way...



A. So, who are we going to kill today?



F117 Stealth Fighter is my second favourite game of all-time, so I was anxious to get my mitts on the sequel and see what declassification can do to a flight sim. What Microprose have done is take the original game vehicle, as it turned out, wasn't that technically

improved, added extra scenarios, beef up the graphics and fiddle with the flight mechanics to create a simulation which feels more like a brand new project than a sequel. The graphics are absolutely superb; masses of detail including what looks like lights shining in a distance! The aircraft itself is a joy to fly - I advise getting hold of an analogue joystick if you don't already own one, as it gives the simulation a much better feeling of realism than when using the mouse. Something always has to be sacrificed, though, and in the case of F117-A it's the smoothness of the scrolling. At times things can become very jerky, but this can be compensated by altering the detail of the graphics to strip away the pretty but unnecessary pictures and speed up the game to end. F117-A Stealth Fighter v2.0 is the next step in home computer flight simulation - a technically stunning piece of programming and an instantly enjoyable game with an infinite amount of gameplay stored in it. Some day, all games will be like this...

PAUL RAND

The Definitive America's R&E

NIGHT

F-117

STEALTH FIGHTER



UPDATE

Get Stealth Fighter 2.0 make it into your Amiga and ST! Only time, success and the head honchos at Microprose can tell! Watch this space...



A way that doesn't look like a baby milk carton!

...ntive mutation of
...s Rad-Exclusive Jet

HTIAWK

F117A™

FIHTER 2.0



▶▶ REVIEW



4
The
Rockwell
International
stealth
fighter



STEALTH - HOW IT WORKS

Stealth is the culmination of thirty years of development and millions of dollars of military funding. The F-117A is coated in special Radar Absorbent Material, or RAM, which basically soaks up radar waves like a sponge - dramatically reducing the plane's signature and making it much harder to spot. The naturally new shape of the F-117A, with its smooth curves and lack of weapons pylons (all armaments are stored inside the craft) assists in cutting further the plane's signature on radar. Due to these breakthroughs, it is said that what would normally be a sitting duck due to its slow speed and hopeless maneuverability, shows up on enemy screens as an object not much bigger than a bird - and it is because of this that the F-117A was so successful in the Gulf War.

A VIEW TO A KILL

As is the norm in today's flight sims, F-117A Stealth Fighter v2.0 allows the player to select a number of outside-the-cockpit views. The regulars, such as chase plane and enemy-to-plane views, are spectacular enough, but the most amazing sight has to be that of a missile streaking through the skies on its way to destroy its intended enemy target.

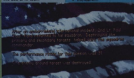


GULF WAR, ANYONE?

Probably the most controversial aspect of F117-A Stealth Fighter v2.0 is the inclusion of the Operation Desert Storm scenario. The F117-A was perhaps the most successful aircraft throughout the whole conflict in terms of enemy "kills" - almost one-hundred percent success rate and no Stealth losses made it the hero of the conflict. It is reported that for each mission undertaken by a Stealth Fighter, to complete the objective using conventional craft would have taken around thirty planes, including escorts, bombers and supply ships - a logistical nightmare made easy with the use of hi-tech.

System a luxury palace - not for long!

Always the one to cause an embarrassing international incident...



Was an embarrassing international incident, and on that note the fact that it is the only scenario that supports the primary and secondary reports, following the operation's completion.

Its performance makes it the perfect choice for a player who wants to play as a hero.

PRIZES AND PROMOTIONS

If a mission has been executed well enough, the Stealth pilot could be in the lucky position of receiving a promotion - if he's done really well, a medal. The player begins the game at the rank of 2nd Lieutenant with the opportunity of becoming an all-powerful but non-flying Brigadier General. Decorations are given for a number of reasons. If a particularly successful mission and the Air Medal may be awarded, whilst those injured in battle can expect to receive a Purple Heart. Only the most daring (or mad) can hope to receive America's highest military award - the Congressional Medal Of Honour.



Still recovering from the bombshell delivered so suddenly by PDS Stealth Fighter, I was really looking forward to the follow up - and here's a sequel which manages to blow the amazing original away! Take one of the best fighter sims on the market, break it up, add

extra scenarios, improve the graphics and sound and you have F117-A Stealth Fighter 2.0. In terms of speed, I have to say the game doesn't match the incredible Jetfighter II (turn off the fancy graphics and the game turbo-charges for another flight) but it certainly has the edge in atmosphere. Just like the original, you really feel you're up there in this top secret world of tricks and the desire to complete your mission (of which there are optional) and return safely to base makes the game one of the most compulsive around. The programmers have obviously put a lot of care and thought in - which means the game is so realistic it plays like a dream! Buy Stealth Fighter 2.0 and lose a few nights' sleep flying with the best. Don't! Buy it and you'll lose a few nights' sleep anyway as you worry about all the fun you're missing...

TIM BOONE

SAUDI

Dubai



2nd Lt. Paul "Paul" Reed promoted to his present rank.

From Sergeant to captain

PC

GRAPHICS	92
SOUNDS	91
PLAYABILITY	94
LASTABILITY	93

OVERALL 93

AMIGA

1	1	Manchester United Europe	Krisalis
2	6	Eye Of The Beholder	US Gold
3	2	Rainbow Collection	Ocean
4	3	Monkey Island	US Gold
5	5	PGA Tour Golf	Elec Arts
6	18	Lemmings	Psychonix
7	4	F15 Strike Eagle 2	Microprose
8	16	Armad-Geodon	Psychonix
9	9	Gods	Renegade
10	10	Kick Off Winning Tactics	Anso

Those guys at Krisalis must be celebrating - four out of the five computer charts have their game at number one this month! But look at what's trailing it - some very worthy titles including Lemmings, which is coming back for a second shot at top spot!

CVG TIP FOR THE TOP - Manchester Utd Europe has to be the one to go for - with Eye Of The Beholder being a good second way bet.



AMSTRAD

1	1	Manchester United Europe	Krisalis
2	7	Rainbow Collection	Ocean
3	4	Wiz	Virgin
4	3	Stacy Collection	CodeMasters
5	2	Teenage Mutant Hero Turtles	Microsoft
6	-	Super Monaco GP	US Gold
7	6	Hero quest	Gremlin
8	-	Tetris	Mirrosoft
9	5	Big Box	Beas Jolly
10	-	Kick Off	ZAnco

Manchester Utd Europe scores again! The Reds hit the top of the CPC table, closely followed by a clutch of good stuff - most notably Super Monaco GP which screeched in from nowhere to number six spot!

CVG TIP FOR THE TOP - Again, Manchester Utd Europe is probably the one to go for, although Super Monaco GP could just pip it into pole position.



ATARI ST

1	3	Planes Of Freedom	Paintbox
2	8	Lemmings	Psygnosis
3	7	Rainbow Collection	Ocean
4	14	Code	Renegade
5	8	Manchester United Europe	Krisalis
6	-	Virtual Reality 1	Elite
7	1	Robin Smith's Cricket	Challenge
8	5	F15 Strike Eagle 2	Microprose
9	5	Herquest	Gremlin
10	-	Sim City/Populous	Infogrames

As we predicted last lab, the sequel to Midwinter burns a trail through the chart to end up at the top, with last month's number one Manchester Utd Europe relegated to number five. Code makes a strong charge, whilst Elite's new compilation appears from nowhere to occupy the place below. **CVG TIP FOR THE TOP** - No problem here - Midwinter 2 is going to sit at the summit of the chart for some time.



SPECTRUM

1	2	Dizzy Collection	Code Masters
2	1	Herquest	Gremlin
3	3	Man United Europe	Krisalis
4	5	Teenage Mutant Hero Turtles	Mirrosoft
5	-	Toyota Celica Rally	Gremlin
6	12	Big Box	Beau Jolly
7	8	F18 Combat Pilot	DI
8	10	Super Monaco GP	US Gold
9	10	RoboCop 2	Ocean
10	11	Multi player Soccer Man.	D&H Games

Surprise surprise! These Masters of Code climb to the top of the chart with their eggy compilation. Just look at RoboCop 2 though, attempting to break the record currently held by its prequel. **CVG TIP FOR THE TOP** - Toyota Celica Rally is making a break for top slot, but don't be surprised if it's the Egg Man occupying position number one next month.

GG4

1	4	Manchester United Europe	Krisalis
2	5	Creatures	Thalamus
3	2	Dizzy Collection	Code Masters
4	1	Herquest	Gremlin
5	8	Big Box	Beau Jolly
6	6	Multi Player Soccer Man.	D&H Games
7	3	Supremacy	Virgin
8	7	Super Monaco GP	US Gold
9	10	Teenage Mutant Hero Turtles	Mirrosoft
10	14	Last Ninja 3	System 3

GI owners starved of decent tooty games are buying up Manchester Utd Europe in droves, so much so that there it is, topping the chart. **CVG TIP FOR THE TOP** - A strong line-up this month, with a host of top titles vying for position. Betting men would go for a shot at Man Utd Europe for a second month.



COLLECTIBLES

NINTENDO

- 1 2 SUPER MARIO BROS 3
- 2 RE DONKEY KONG CLASSICS
- 3 5 DOUBLE DRAGON
- 4 RE SUPER OFF ROAD
- 5 RE SOLAR JETMAN
- 6 RE IRONSWORD
- 7 RE TEENAGE HERO TURTLES
- 8 3 MEGA MAN 2
- 9 4 GREMLINS 2
- 10 10 DUCKTALES

The Marica hit the top spot once again, but the Turtles are back for another try! Watch Solar Jetman, back on the trail to the top...

CVG TIP FOR THE TOP: You lot are obviously nostalgic buffs, with Mario giving himself a serious run for the Number One slot!



GAME BOY

- 1 1 SUPER MARIO LAND
- 2 3 DOUBLE DRAGON
- 3 3 SPIDERMAN
- 4 4 GARGOYLES QUEST
- 5 RE GOLF

Mario lights off all comers for top slot of the lot, with Double Dragon and Spiderman both snapping at his hot little heels.

CVG TIP FOR THE TOP: Keep your eye on Gameboy Golf - it's a spunky little game destined for even greater great things...



Nebulus 2

Pogo a gogo

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adventure through *Neb*,
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REVIEW

AMIGA

BY US GOLD

£25.99

Years ago, the vicious gang known as the Mad Gear gang moved into Metro City and have been there ever since. Bridging the city, running various streets and causing general havoc, and they're throughout the Metropolis. The citizens were crying out for a saviour and in Haggan, an outstanding street fighter and hero, coast of Metro City, they found him. A real nice guy, Haggan dropped down the Mad Gear businesses, driving the villains to the Underground. The Mad Gear wanted revenge, and there was only one sure bet.

The telephone is ringing in Haggan's office. "We wanna do a deal," says the voice on the other end. "One which would let us get involved in both parties. You give us the go ahead to establish our little cell with interests, and you receive the monthly figure we offered before plus, say, an extra fifty percent..." Haggan, interested, was about to start down the receiver when the chatting line was broken. "And you get your daughter back."

"You'll not get away with that!" stormed the Mayor. A couple of calls later and Coxy and Guy, the toughest fighters in the city, were given their orders: get out there, close down the Mad Gear gang for good and rescue Jessica. There was no time to see it a second time.



Final Fight was the best thing to happen to arcade for a long, long time - combining multi-player action with extreme violence to create a superb scoring level 'em up. After the stunning Famicom conversion, Amiga owners' would expect big things for their entertaining

pretation of the game and, although there are a few bits gone missing during the crossover from coin-op to computer, the overall impression is a job well done by US Gold and programmers Creative Materials. The conversion of high definition graphics have been transported excellently to the Amiga, giving the game huge, colourful battles and only a slight drop in speed when a bundle of them are on-screen at any one time. Sound effects are similarly impressive, especially the noise of the underground boss as it rattles into the station which is so realistic you'd believe you were standing in King's Cross! For some reason though, the original music has been left out of the finished version, which is a shame as it would have added so much to the atmosphere. On coming to play the game, it is noticeable that some of the moves have been omitted from Amiga Final Fight - the hold for one - but in compensation for that there's the inclusion of simultaneous two-player action, something which the wondrous Famicom couldn't handle. Overall, Final Fight would be better - but it's very good as it is!

PAUL RAND



GET ALL TOOLED UP

Not only can Guy, Coxy and Haggan punch and kick, they can also do a few nifty things with the weapons lying scattered throughout Metro City. Whilst the knife is good for throwing and close range slashing at enemies, the more useful edged is the perfect length of lead piping which the leads can pick up and swing at the unfortunate Mad Gear boys!

PROFILE OF GUY

BORN: 5.12.1965



He has mastered the art of fighting and attacks with exceptional speed. His often complex movements will prove to be his special 'kill' combination.

PROFILE OF COXY

BORN: 5.18.1967



He is a martial arts fan is especially good with knives. In a girl's hand, he can help you to get the best four year.

SPECIAL MOVE: BOUNDBREAKER

SPECIAL MOVE: HELICOPTER

REVIEW

UPDATE
 With all sorts of conversions under way, Final Fight should be on a machine near you pretty darned soon.



BONUS BATTLING

After completing a level, the player is treated to one of two bonus games. The first has the Final Fighters smashing up a flash car belonging to a member of the Mad Gear gang using either bats, feet or a handy piece of lead piping, while the other game involves walking through a glass factory and smashing up the panels. But watch out - hitting the glass in the wrong place causes it to spin round and smack straight into your man!



A preview of a 'Personal Eye' feature.



Don't hang up! We have a little business proposition for you...
 Our laughter for your conversion.



Final Fight is probably the most eagerly awaited arcade license this year. The fact that it features almost every level and feature of the original arcade game is a real bonus. There are a few notable differences, such as the lack of destructible objects and a couple of missing moves. The overall effect is slower and less frantic than the arcade version, but it plays smoothly enough. The game itself is a fairly enjoyable romp, featuring much death and destruction as well as a fair bit of harmless violence. All in all it's a fairly decent conversion of a phenomenal coin-op. Probably a bit too easy for older players though. The arcade version a tremendous advantage over its Famicom counterpart...two players make short work of the bad guys.

FRANK O'CONNOR

PROFILE OF MADGEAR

ISSUES: 1, 1.5, 190

He is a former Chicago Street Fighter. Now the New Mayor of Metro City. He has enormous professional wrestling ability, and is a member of the UCC, UCC and the PLEB UNITE.

FINAL MOVE: HEAD SMASH



AMIGA

GRAPHICS	88
SOUNDS	82
PLAYABILITY	81
LASTABILITY	79

OVERALL 80

ARCADE ACTION

Time Traveler

H O L O G R A M

SEGA

Sega's latest machine is "revolutionary" thanks to the fact that it's the world's first "holographic" coin-op. First, Sega call it holographic. In fact, no holograms are involved at all - the whole thing is an illusion. Images of "live action actors" are projected onto a parabolic mirror to give the impression that they're actually 3-dimensonal and are walking around inside the glass game sunk into the front of the machine.

Set, effect is quite neat - even though everything is displayed on a black background, the images themselves are quite small and there are terrible distortions if you walk around the machine.

But even though the concept is new, the actual gameplay style is as old as the hills. It's very much in the vein of the early 1980's laserdisk coin-ops, like *Dragon's Lair* and *Asterix Belt*. The player "takes control" of a time travelling cowboy called Marshal Gurn, who must level the photo-rays of the past, present and future and defeat a bad guy called Yukcor and save Princess Kylla.

This involves battling through a variety of situations by using the joystick and fire button in the right place at the right time. It's very simple and there's even a learning mode to help complete novices get to grips with the action!



Holograms ahoy!
A peek inside
Sega's Time
Traveler cabinet.

HOLO-CONTROL

The action is presented as a series of sequences and problems which the player must guide the hero through by moving the joystick left, right, up or down or by pressing the fire button at the correct time during the sequence.

For example, the opening scene sees a cowboy (pop up on the hero's left). Press the joystick towards him and fire and the hero will shoot the badgie dead. Get it wrong and the hero gets shot. As the hero progresses through the game, the sequences get more and more complicated (left, right, up, down, left and shoot, etc), but the basic concept remains the same.



HOLO-HAM

Whether it's deliberate or not, the actors who play the roles in the coin-op are about as convincing as planks of wood. Terrible acting is in evidence as the hero battles through different time eras and is accosted by a veritable army of hams - ranging from unconvincing cowboys to unrealistic footloose from the edge of time. It's real infant school nativity play stuff!

HOLO-ACTION

To complete the game, the player has to successfully negotiate his way through a variety of different time zones. There are about 20 of these, ranging from the 16th to the 26th Century, and some are connected to others. What the player must do is pick and complete one time zone at a time and make a route through the time network and reach the badde in the final 26th century level.



Full marks to Sega for coming up with new technology and an original concept, but sadly I don't think it's going to set the gaming arcade world alight. The problem is that although Time Traveler is very impressive to look at - it certainly pulled

two Southeast areaters where I tested the game - to play, it's a real bore. It's just like the old laserdisc arcade machines of ten years back, only Time Traveler lacks their fantastic animation and hilarious, madly cartoon humour. Instead, it's a very good, featuring unconvincing 'live action' acting and uninspiring situations. The gameplay is very limited and you've got no 'real' control over the character. He wanders around under his own steam and you simply have to push the joystick in the right direction at the correct points during the action. This may be OK for lazy players who want everything taken care for them, but as an active player I want more than just a very simple and - at £1.00 a go - expensive reflex test. Time Traveler only really works as a novelty arcade attraction that makes non-playing punters gasp and stare. As a game to play it's simply too dull, too limited and too predictable to be worth more than a couple of goes.

JULIAN RIGNALL



SEGA

GRAPHICS	100
SOUNDS	100
PLAYABILITY	59
LASTABILITY	42

OVERALL 49

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BROADSYSTEMS.....	84	OCEAN.....	103
CES.....	77	OCEAN.....	47
COMPUTER HELPLINE.....	122	OFFTRON.....	76
DOMARK.....	69	PETER JAMES.....	76
DOMARK.....	99	PRESTON GAMES.....	82
GREMLIN.....	119	SOFTWARE CITY.....	85
GUIDING LIGHT.....	76	SEGA.....	15
GAMES GALORE.....	78	SEGA.....	93
GAMEZONE.....	69	SHEKHANA.....	68
HARTSCROST.....	76	TELEGAMES.....	84
ICE.....	77	US GOLD.....	81
INFORMATION VENDORS.....	64	US GOLD.....	82
JAPAN CENTRE.....	77	US GOLD.....	27
JOKELINE.....	77	US GOLD.....	22 & 23
KC COMPUTERS.....	81	VOICELINE.....	124
LEGION.....	75	VIRGIN.....	7
MEGAPHONE.....	128	VIRGIN.....	11
MICROPROSE.....	13	VIDEO GAME CENTRE.....	122
MINDSCAPE.....	57		

Ninja. The ancient Japanese school of stealth, assassination and groovy black outfits. Ninja have long held a fascination for the games playing public and appear in one form or another, in almost every field, ever since the genre began. System 3 have finally announced an Amiga version of their old classic. The game is an isometric 3D arcade adventure, featuring a plethora of puzzles, problems and whirling Ninja death squads. There are several levels to negotiate, with each level having one of the elements as a theme. Fire, air and water are predictable enough, but the final showdown takes place in an area called the Void. This looks suspiciously like space, although quite what a Ninja warrior is doing in the Matrixes of space, is a bit of a mystery. The puzzle element is strong, with your Ninja having to collect materials and tools in order to progress. Weapons, free lives and bonuses are scattered throughout the terrain, so there's certainly lots to see and do. We wait with bated breath.

VERSION	DATE
AMIGA	TBA



All these nice Italians, like the ones in the *Concetti* and *Alpi* adverts, will be horrified to discover that a small percentage of the Italian community have been a bit naughty. The range of their mischievous antics extends to extortion, drug running and callous murder. These are almost certainly pranks which merit a severe spanking and the immediate withdrawal of pocket money. Mario Puzo's epic account of these chaotic ages has now been transformed into an arcade style game from US Gold. The game takes the form of a horizontally scrolling platform shoot 'em up and apparently features some rather extraordinary graphics. In style, the game will be some what reminiscent of *Flying Thunder* and will contain nine levels of blazing action. Extensive use of sampled sound effects should help the game's atmosphere and a host of strategy will creep into the proceedings. Lots of hidden features and bonuses are there for you to discover and an icon driven panel smooths out the more complex aspects of gameplay. The game has scenes from all three *Godfather* films and there are lots of greatly dangerous looking Italians to blow away.

VERSION	DATE	PRICE
PC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA



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VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
PC	TBA	£ TBA
ST	TBA	£ TBA
C64	TBA	£ TBA



PREVIEW

VOLFIED

ENTERTAINMENT INTERNATIONAL

As you read this, El and I are teetering away on their home computer conversions of Taito's Qix-ish maze classic. Already a blameworthy 'good game' on the Magazine, Volfied casts you in the role of a tiny space ship attempting to snatch space from patrolling aliens and other assorted horrors. It's an addictive update to the all-time classic arCADE Qix with a good few extras thrown in. We've already had a quick look at the Amiga and C64 conversions and both seem to have captured the spirit of the original pretty well. As ever, we'll keep you posted...



VERSION	DATE	PRICE
AMIGA	TBA	£ TBA
C64	TBA	£ TBA

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DOUBLE DRAGON III

STORM

Oh, oh and hiding into your drawers, missus, 'cos here's a quick look at Double Dragon III - due to beat its way onto a computer table you in time for Christmas! It's time to rescue you ill-fated girlfriend again, this time jaunting across the world to teach the bad guys a lesson and kick them back to bad land. These screenshots are from the Amiga version, which software house Storm reckon is going to be something a bit special. From the looks of things we can't argue with them, so watch out for the full review as soon as we can get our mitts on the finished version!

VERSION

AMIGA

ST

CBS

SPECTRUM

DATE

NOVEMBER

NOVEMBER

NOVEMBER

JANUARY

PRICE

£ 25.99

£ 25.99

£ 11.99

£ 11.99



PREVIEW

BIG RUN

STORM

It's big, it's funny, it's Big Run - the Japanese coin-op tearing its way onto an Amiga and ST! And you soon! Big Run didn't exactly go down a storm in the arcades, and the Famicom version wasn't exactly the hottest thing since mister Coleman's mustard, but we're hopeful for the home computer versions. Taking the wheel of a hyper-cost rally car, burn off your opponents in the quest to become king of the road. Hopefully Storm will be taking all the best bits from the arcade original and turning this into a racer to be proud of. So take a gender at these screenshots and rest assured we'll bring you more news as and when...



VERSION

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ST

DATE

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PRICE

£ 25.99

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REVIEW



SUSPICIOUS CARGO

GREMLIN

The mortgage is due and you just don't have the money to pay it. The mortgage in question is on your class B Stearman. The company who own the ship want you to do them a little favour, in return for which, they will let you off the hook. This all sounds very amicable, until you discover that they want you to smuggle a top secret genetically engineered super-weapon to Earth. The weapon is in fact a right on indestructible alien, with a bad attitude and no conscience. Earth customs would bring you up if they caught you, but you have no choice. Gremlin's Suspicious Cargo is a brand new arcade-adventure-PQJ-puzzle game. Yup, there's lots to do in this little number and you can expect to see it around October on the Amiga and ST.

VERSION	DATE	PRICE
AMIGA	OCTOBER	£ 25.99
ST	OCTOBER	£ 25.99

FLAG

GREMLIN

Flag. The one word that strikes fear into the hearts of the people of Gremlinworld. Gremlinworld was created by a Wizard known as Heam the Terrible. A man of great power and infinite malice, he takes great joy in organising a battle between the two villages of Gremlinworld. Every twenty years, they must fight for possession of the other village's flag. The game itself is a kind of single-player RPG, but with the kind of gameplay you have come to associate with the likes of Populous and Sim City. Flag brings some truly outstanding graphics and lots of digitized characters. Flag has a few novel features of its own. Players must master the use of magic, fighting and siege tactics to win the flag, but remember, Heam the Terrible is always watching...

VERSION	DATE	PRICE
AMIGA	EARLY '92	£ 25.99
ST	EARLY '92	£ 25.99
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GAGA TRYING TO WIN 'EM!

SIMPLY THE BEST, THE NOVEMBER ISSUE IS
OUT 15TH OCTOBER! SET PHASERS TO STUN...

TIP OFF

The sheer pace of the game, and to end action and tactical game play is the core of TIP OFF, a basketball simulation -

**A SIMULATION WHICH IS
GREAT FUN TO PLAY**

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:

- Multi directional scrolling screen
 - Five skill levels. Skill level of both teams can be set independently.
 - 1 to 4 players option. Option to play against the computer or another player. Team up with another player against the computer or another player or two players.
 - Facility to practice skills and tactics.
 - Facility to create a team at all skill levels and design tactics.
 - Interactive Joystick controls: dribble, pass, shoot or do a dummy
- There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk)
- Each player on the court is an individual with a unique mixture of attributes (Age, Height, Hair, Face, Stamina and Composite) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
 - Two types of leagues. Action Replay at 3 speeds.
 - Extra moves are available using two independent button joysticks using the EXCELLENCE System.



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Amiga Excellence Screen



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