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DECEMBER '91 ISSUE 121

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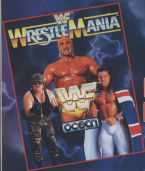
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### CVG GOES KICK OFF KERRAZY! 52

CVG has gone mental over Kick Off so consistent! We've got EVERY console version of this Amiga classic - and check out GO! for EXCLUSIVE Reviews of the greatest game on Game Boy and Game Gear! Incredible!



### CHEAT MODE 69

The County Durham Crooner, Paul Harel, takes up that strange sort of crouched position in front of the socket and opens up your Cheat Mode envelopes. Who knows what he's find in there?

### SADIE'S SCORERS 83

CVG's resident Hot Mamae shrugs her furry stuff down High Score Avenue to check out the fully paid-up residents and the herds of dirty squatters encamped there.

## ED FIRST 6

There's never a dull moment when Tim's around. Like that one with the microscope and bucket of raw cabbage - but we don't mention that. Lie back and think of England...

## NEWS 8

A week may be a long time in politics, but that's nothing compared to a month in the computer games world! Find out who's done what, when and why by checking out CVG News - which this month includes a mega-hot report on the Mega-drive CD-ROM!

## SAD ENGLAND SQUAD CAN'T FIND THE GOAL HOTLINES! 25

Why should we ask our fans to waste their money watching 1-0 travesties against low-quality sides like Turkey, when they can try to win one of four fantastic consoles in the CVG Hotline Competition?

## SONIC ON MASTER SYSTEM!! 34

We caused a storm on the Megadrive and he's about to turn the world of the Sega Segas upside down. He's Sonic! The mad scientist he's been converted to the Master System, he's brilliant and he's subject of yet another EXCLUSIVE CVG Review! How do we do it, eh?

## I WANNA BE FAMOUS 2 92

Back due to popular demand, the Celebrity Spinners compo goes on and our Tony of empires have already flooded in, with the promise of a deluxe this month - we didn't realise just how famous you lot are!

## JAZZA'S ARCADE ACTION 104

Jolly Jaz dons his special coin-op boxer shorts, saunters down to his local arcade and brings you Terminator 2 - the game AND pin table!



## PREVIEWS 120

Tickle my plumpers and soothe my wozzles! A selection of Previews hotter than a Madras Curry with extra chili peppers. Close yourself up on the likes of UEFA '90, Top Gun and hot new RPG, Helmdorf, amongst others!







# NEWS

## SPECIAL REPORT

### MEGADRIVE CD ROM: THE FACTS REVEALED!

Hi of Hell Hell! As the world waits for the imminent Megadrive CD-ROM, here's some hotter-than-hot exclusive news of Sega's amazing look-on-box looks.

CDG has been treated to a brief sneaky peek at Sega's wonder machines, and our gals were well and truly smacked at what it's capable of!

For start the CD-ROM features a completely new processor (which runs at 12mhz - nearly twice as fast as an Amiga), extra sound chips, and special custom graphics chips which give sprite and background scaling as standard.

potential - like proper arcade laser disc machines! And the amazing early demos we were shown more than proved the point!

Not only will the machine be able to handle music CDs, it'll also do the business with graphics CD packages - so it looks like the sky's the limit for all-round action stations! Early indications are that the machine will cost between £250 and £300 price when it's officially released.

The CD can hold up to 550 megabytes of information, which means you could have *Strider*, one of the largest Megadrive games, recorded 680 times on one CD. Wow! The first games to appear on the Mega CD will take full advantage of this extra memory, featuring tons of levels and billions of graphics.



These work in conjunction with the Megadrive when both machines are connected together, and the end result is truly astonishing, resulting in utterly jaw-dropping 3D games (like Super Famicom F-Zero and Pitfall!) featuring proper orchestral sound and real-live action

Japanese game designers Game Arts are releasing two titles to coincide with the launch of the machine. Both are RPGs, the first, *Lunar: The Silver Star* is a standard wander around and collect the stuff game, while the second, with an untranslatable Japanese title, is a more strategic wargame thing, with Samurai warriors and feuding clans as a background.

Some lucky so-and-so's will probably be able to get their hands on one through grey import in the not-so-distant future, but we guarantee they'll cost the Earth 'cos these machines will be very thin on the ground!

More news the very second we get it, but for now take it from us that the Megadrive CD ROM looks set to give the Famicom a very hard time indeed. Start saving that cash - you're gonna want that!





# NEWS

## VAMPIRE VILLAINS!

Simon Belmont, hero of the NES Castlevania series, is back in his fine style - with his first appearance on the Super Famicom! Castlevania II is a scrolling hack 'em up in the style of Rastan and it's looking grand.

You have to guide our vampire killer and all-round good guy Simon as he starts out the tail of the vile Count Dracula. The game is causing a bit of a stir in Japan at the moment and looks all set to oust its big rival, Super Ghouls n' Ghosts.

As you can see, the graphics are pretty spectacular - featuring the incredible moaning screams the Famicom's famous for. If this site lives up to expectations, it could be the best thing the Famicom has seen since its release. Look out for a CVG review very soon...



## CHANNEL FOUR GOES GAMES CRAZY

Watch out for all sorts of TV lunacy in the New Year - too! Channel Four will be launching a new TV series dedicated entirely to video games!

Called Gamecenter, the show will feature lots of competitions, tournaments, news and other games related jargon. Full details have yet to be announced, but sneak previews look pretty interesting.

Watch closely and you might just find a few CVG/Mean Machines-related folk sharing their knowledge of all things games like with the rest of the world. Now that's something to look forward to!

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FEATURING

to name a few...

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# NEWS

## HEAD BANGING CONFUSION



As you Megadrive falls with the gray import game Magical that should be very careful the next time you drop into your local software parlour. Those sneaky peeps at Sega redesigned the game for the American market and are about to release it over here.

It's now called Decap Attack and is almost identical to the first version. The main differences are redesigned sprites and backgrounds, but the map is just the same and gameplay is identical. This certainly isn't a con - it's all to do with strategy and things - but it may lead to some confusion, so beware!

## THE FUTURE OF LAW ENFORCEMENT?

Anyone remember James Bond - a surprise hit on the Mega Drive and 16-bit yanks ago? Well it's spawned a sequel. Redneck is James Bond 2 - similar in appearance to the first game but now a very fast moving platform romp with more than a passing resemblance to Sonic and the like!

Scrolling is smooth, graphics are smart and BA tell us a Pass more levels, both normal and secret, than the GWF Hit Armage version! Watch out for the full review!



## DONALD DUCK HITS THE SMALL SCREEN

He's bad tempered, but mouthed and almost entirely incomprehensible. He's Donald Duck and he's about to appear on the Megadrive courtesy of Sega!

The game borrows heavily from its predecessor Mickey Mouse and looks very good indeed. It's a scrolling platform romp featuring some top notch animation and the kind of bubbling, jingling melodies you've come to expect from Disney. As you can see, the graphics are great - with extraordinary attention to detail - and we reckon this is one to keep both eyes open for!



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Beastial Batman (3rd and 4th

# NEWS

## FAMICOM BLAST ACTION

A brand new Famicom blaster soared into the DVG office a bit too late for review, so we thought we'd tell you about it anyway. Called Super Earth Defense Force, it's a horizontally scrolling shooter which bears more than a passing resemblance to UN Squadron.

First impressions are favourable, with lush backdrops, groovy sprites and nice music. We'll bring you a full and in-depth review next month, so don't miss it!



# MEGA TECH

## IT'S MEGA! IT'S MEGATECH!

**A rising!** Just when you thought former DVG face Paul Glasbey had disappeared off the face of the earth, he's back with an utterly wicked Megadive mag!

**Megatech** is the name of this white hot little number, set for stardom on the newsstands from the beginning of December at a merely £1.95. DVG newshounds tracked down the man Glasbey fiddling with his plug leads and this is what he said:

"**Megatech** is a magazine devoted 100 per cent to Megadive players, providing massively detailed guides to beating the greatest Megadive games, reviews of every Megadive game released every month, a huge expert help column and an ongoing buyer's guide!"

Crumb! Like DVG and Mean Machines, mega mag Megatech is published by EMAP Images - so if you're a Megadive owner you know this is going to be the perfect complement to Britain's best games mag. Oxide it quick!

# MEGA TECH

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# NEWS

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# ROG



"I'd 'rank' for getting me the crap weapons to kill the end level boss!"  
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## DON'T BE A MERC'S BERK

While most games of this genre see your character continually running around, shooting everything in sight, *Mercs* gives you something extra - the ability to jump into an unmanned vehicle and drive around, shooting everything in sight! Some of the jolly transportation dotted about the levels include tanks, boats and jeeps, all with well-aid mounted weapons. And on level three, there are a couple of gun emplacements bolted to the ground which, after killing the operators, you can use yourself to send the surrounding enemy to that great battlefield in the sky!



MISSION 2  
 SCORE 1000  
 TIME 1:58  
 LIFE (3 bars)  
 Sega



## MAKE YOUR MERC SMIRK

Extra lives are for cats, not Mercs. Our hero here is given an energy bar which can be topped up by shooting the water containing food and first aid kits and collecting the contents. Also, some of the cases contain life enhancers which increase the size of the energy bar, giving you more slaughter power!

It's a family good time with the boys.



MISSION 2  
 SCORE 1000  
 TIME 1:58  
 LIFE (3 bars)  
 Sega



*Mercs* in the arcade was a hard and fast affair which would be difficult to convert to home machines. Sega have risen to the challenge and met it head-on, producing a cartridge which is almost identical to the original in every way. Everything is hard, all the levels,

all the battles and all the fun, excitement and adrenalin-pumping action as abundant in the coin-arc version. There are loads of weapons to pick up - my personal favourite must be the flame-thrower which jets forth a huge stream of fire, incinerating everything in its path. Sprites and backdrops are of a high quality, although they seem to have been through a hot wash, having shrunk slightly during their transition to MegaDrive. Sound is also a mixture of music of beats and effects and sound effects being the game alive. One word of warning - don't, under any circumstances, even if you're a bleaker buff! play *Mercs* on Easy level. Take on either Normal or, better still, Hard difficulty which mimics the arcade setting - giving the player a good value shoot 'em up which MegaDrive owners should snap up.

**PAUL RAND**

# REVIEW

MERCS

**CVG  
HIT**

Now it needs more than that to make you  
▼ from the CD-ROM developer!

It really does. Hides behind  
the scenery to escape the big  
7 boss.



Boopokatastaf! Hand-me-downs taken out the Harbor.



THANKS...

to Console Concepts (0780  
712150) for the loan of the  
Mercs review cartridge used  
in this review.

020



Strap on your best blasting  
boots and prepare for  
some hot slumping action  
in the best blast I've seen on  
the Megadrive in quite  
awhile! Quite simply, Mercs  
is a magnificent conversion  
of a pretty spunky coin-op,  
with the unbelievable  
bonus of two different

games stuffed onto one cart! Great graphics and sound  
all add to that arcade feel, but it's the gameplay stakes  
where Mercs really comes into its own. Hard enough to  
keep you coming back for more, you'll be constantly  
amazed by the sheer variety of the levels and features  
packed into this stunning game. Controlling your Merc is  
a joy as he stomps around the scintillating playfield packed  
full of bad guys to blow away at the touch of a trigger, and  
those end-of-level bosses blow everything else out of  
the water! If you're a fan of romping about 'em up action and  
you've only got space for one cartridge, make sure  
this is it. Mercs is mega - the best blast I've seen in ages.  
Buy it, turn the lights down low and turn your bedroom  
into an arcade - 'cos that's how good it is.

TIM  
BOONE



MEGADRIVE

GRAPHICS	92
SOUNDS	90
PLAYABILITY	92
LASTABILITY	81
<b>OVERALL</b>	<b>92</b>

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EDGE !!

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# REVIEW

AMIGA

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BY IMAGEWORKS/VIND IMAGE

**S**amurai. The ancient warrior class of feudal Japan. Honor, loyalty and integrity were the guiding principles of their life. Oh, mind you, they did like a spot of mindless violence too. When the word Samurai is mentioned, innominate images of sword-wielding armor wearing, horse riding lunatics spring to mind. Quite right too, cos Samurai are right lassy peasers when it comes to a rambler. The Samurai in this story is a young trainee, learning his craft from Japan's greatest sword master. Unfortunately, this sword master has annoyed the local demon. In a fit of rage, he murders the sword master and tries to bump off the apprentice too. Calling on all his powers of Zen prayer, he calls up an ancient wizard. The wizard casts the demon into a time vortex, accidentally sending our hero with him. Into the future they go and the scene is set for a heaving, steaming, slopping, slopping goodfest. The game takes the form of a horizontally scrolling platform slash em up. It borrows heavily from other titles in the genre, including the likes of Gradius, Legend Of Kage and Shadow Dancer. The object of the game is to make your way to the skybridge where the demon is hiding, out and kill the sucker! Sounds easy, huh? Fraid not, First Samurai is huge. Tons of big levels and big battles to defeat, as well as a fair old sprinkling of hidden objects.



# FIRST SAMURAI



## THE WONDERFUL WIZ

To aid you in your quest of doom, a wizard can be called upon in times of danger. This wizard is the same inexperienced old gaffer who sent you to the future in the first place, so his help is a bit suspect if you ask me. Still, you occasionally come across mean, unmountable problems and he can sort 'em' out. For example, on the first level there's a volcano which is impassable. Calling up the wiz causes a landslide which cools the raging fire, to enlist the help of said wiz, you have to collect balls. When hung up to pops and if he can help he will, if not he gives you the belt back. Easy!



**Y**ahoo! A brilliant game that doesn't rely on big names or arcade licensing to make it stand out. First Samurai starts off great and just gets better and better. It looks at first like a bog standard platform beat em up, but appearances can be deceiving. There is just so much to do! There are absolutely equillions of moves to learn and weapons to collect. The use of magic to solve problems adds just a hint of strategy and adventure, but enough to lift this game above the thronging masses. The graphics are excellent. Superb backdrops and detailed sprites, all animated with style and grace. Watch that groovy "spiced blur" as the Samurai swings his chopper! I've never seen speed blur quite like it! Apart from the obvious graphical treats, there's the brilliant sampled sounds. Swords, stuns, explosions. All sampled and all superb. Best of all is the huge scale of the game, there are masses of levels, each of which is a labyrinthine maze, packed full of problems and foul devisions. If looking ninjas was in your cup of tea, then you better get yourself a steaming mug of First Samurai and pronto. Possibly the best game on the Amiga this year and definitely the best of its kind. Cos, yammas!

FRANK O'CONNOR

CVC  
HIT

▶▶ REVIEW



## THE MAGIC POT

Dotted amongst the scenery on each level, you will find big round pots. These pots are restart points, but at a cost. You have a sword icon at the bottom right hand side of the screen. This represents your martial spirit, or "ki". If you crouch beside a pot, this spirit level (ki, fu) will decrease. This means you have to decide whether starting a little further on is worth losing energy for. Sometimes you can make it to the next pot, but so tough are the battles, that you'd have to be a superhero to do it.



MURAI





### MARTIAL SPIRIT

Killing the enemy is not only satisfying and fun, it's also very profitable. At the bottom of the screen is an sword. The length of the sword determines your martial spirit level. This endsow you with several useful features, one of which is the use of your sword. If you let the sword length diminish (by colliding with badies), then the sword flies away and the samurai gets a bit upset. The other ability you can lose, is the power to throw weapons. These are useful for bumping off otherwise inaccessible ledges. Killing the evil critters releases a spark of energy. This is absorbed by our sword-wielding hero and bumps up his spirit level. Hurray!



### SAUCY SAMURAI FACTS!

Did you know... that the Samurai class of feudal Japan were perfectly within their rights to log the heads of peasants who accidentally touched their sword? The Samurai believed that this kind of instant justice breed fear and respect in the general public. It worked fine, because the Samurai stayed in charge for over three hundred years. Ironically, it was us geesees from old Blighty what put paid to their reign. The Japanese needed to trade and what not and eventually Western influence took over. Men started wearing suits and smoking pipes. The glorious tradition of the Samurai was diluted and may eventually disappear. Aaaa.



Strike a light! If it isn't one of the best platform beat-em-ups ever! Vivid images have really gone to town on this one. It's been in development for more than a year and it looks like all that effort has paid off. The game is amazing on several counts. For a start, it's gob-smackingly huge and it keeps most of the levels in memory at the same time. This means that there's no annoying multi-load between levels. The graphics are fab, the sound is awesome and the range of moves available is vast. He can pick up weapons and hidden bonuses everywhere, giving the game the same kind of appeal you've come to expect from the Mario Bros. series. This game is a completely neat achievement and must rank as one of the best Amiga titles for ages. The game is at times, very difficult, but a save game option means you don't have to do it all in one sitting. The graphics get better and better as you progress through the game and just wait till you see the final showdown with the demon king. Top notch stuff this and there's no excuse for missing this one off your Christmas shopping list.

**PAUL RAND**

COMPAK BONUS	11.4200
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PRESS FIRE TO CONTINUE...



<b>AMIGA</b>	
GRAPHICS	93
SOUNDS	89
PLAYABILITY	92
LASTABILITY	91

**OVERALL 92**



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All competitions involve answering a series of questions followed by a riddler section.

# REVIEW

MASTER SYSTEM £29.99

BY SEGA

He's small, he's spiky, he's blue and can blowy him! He's Sonic the Hedgehog, he's Sega's superhero and now he's on the Master System!

Sonic is a small spiky star with a mission: to free all his funny friends from the clutches of the evil Dr Robotnik, who's captured all of Sonic's pals, brainwashed the poor critters and encased them in biomechanical armour.

To free his friends, Sonic must race through four zones - each consisting of three scrolling zones. On his travels he'll find all sorts of hazards and puzzles, not to mention Eggman's forces - out in force to thwart our hero.

Luckily Sonic can fight back by curling himself into a ball and tearing into any enemy, skattering them on his spikes. If that's not enough, he can turn himself into a whirling column of doom to put paid to the bad guys at a stroke by literally going Super-sonic!



## MEGA ON THE MASTER!

OK, the first thing you need to know is that Sonic on the Master System is a completely different game than the Megadrive version.

This is by no means a straight conversion from the System's big brother - the layout of all the levels has been radically changed, the bonus screen is completely different and the whole thing is blooming cool!

This is big news for Master System owners everywhere: it means you have your own Sonic game which even your Mega-drive-owning mates can't play unless they invest in a Power Base Converter to play one of the hottest games around!



# THE HEDGEHOG

# SONIC



## MAGIC RING MALARKEY!

By collecting the magic rings which lie scattered around the land, Sonic can earn bonus points and a bit of protection into the bargain.

Contact with an enemy is neutralised by the rings, but on collision with a badde he'll lose all the rings he's just picked up! If Sonic has no rings left and collides with something 'badde, that's one life less in your quest for success!

But here's the good news: if Sonic can collect more than 50 rings, he'll be transported to the bizarre bonus level for all sorts of lobby fun 'n' games - just the way you like it!



**CVG  
HIT**



## MONITOR MADNESS!

Hidden at various points around each area are computer monitors, which Bestion Bats with a special bonus once busted open.

**RING** Gives Sonic an extra 10 rings.

**SPARKLE** Encases Sonic in a glittering magic shield, which allows him to race through hazards without getting a scratch! Careful, though, as this is only temporary!

**SHIELD** Similar to before, but this surrounds Sonic with a large protective sphere, which vanishes upon contact with anything lethal.

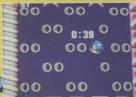
**MAGIC SHOES** Makes Sonic even faster than ever (however difficult that may be). Only temporary, but helps our spiky star reach parts of the level that other hedgehogs cannot reach.

**SONIC** Gives Sonic an extra life.



## BONUSES! BRILL BOUNCY

More good news for Master System Sonic fans - the bonus screen is different from the Megadrive version! Instead of the wacky spiky baller the rings spectacular, our Sonic goes bounding bonkers to grab as many rings as he can! It's a laugh and a half as our spiky blue superstar leaps and bounces about the screen - and you'll only see it on the Megadrive's little brother. Hurrah!



They said it couldn't be done, but Sonic's arrived on the Master System and he looks just as good as he did in Megadrive form! With the benefit of a few tweaks, the Sega programmers have produced a Sonic game that looks superb, has the smoothest, fastest

scrolling ever seen on this machine and is packed full of new features, including new screen layouts, brilliant bonus screens and more hidden items and bonuses than you can shake a spine at. My only gripe is that the game's too easy. It's also a fault of the Megadrive version, but it would have been nice to have a bit more challenge! Still, there's plenty to do in the game, and you can't anything go back to it to see whether you missed anything and whether you can improve your score! Ask Santa to bring you a copy...

**JULIAN  
RIGNALL**

# REVIEW ▶



## MAP MAKING MERRIMENT!

Sonic on the Master System even manages to add a few improvements to the Megadrive original - which is saying something! For example, at the start of each level a huge picture of the level pops up on the screen so you always know exactly where you are and which level you're on and have a good old gander at all the thrills still to come!



## OH NO, IT'S DOCTOR DOOM!

At the end of each zone, our sky-blue spiky top is confronted by the evil doctor himself, intent on turning Sonic into hedgehog pie. It's up to you to guide our hero through these trials 'n' spots and make it through to all the balls hiding on the next level!



**YAHOO!** Just when you were getting fed up with your Megadrive-owning mates getting all the good stuff, along comes Sonic on the Master System with a new style game you won't find anywhere else! This is what Master fans the world over have been waiting for,

and what a debut this is for everyone's favourite Sega superstar! Sonic zips around the smooth-scrolling screen at a fair old lick and there's loads to explore throughout this feast of gorgeous sprites, beautifully detailed and colourful backdrops. Sound is a fair enough rendition of those Sonic tunes, but it's in the playability stakes that Sonic really grabs a gold. Even though there aren't that many enemies around and they're fairly easily dodged, the urge to explore will keep you coming back again and again until you've finally beaten the game. Grab Sonic a bit quick and watch your mates' jaws drop, even if they have got Megadrives. I guarantee they'll queue up for a go and your head will blow up like a balloon 'cos this is brill.

**TIM  
BOONE**



## MASTER SYSTEM

GRAPHICS	85
SOUNDS	80
PLAYABILITY	94
LASTABILITY	88

**OVERALL 90**

STORM



# DOUBLE DRAGON

## THE III ROSETTA STONE



### THE TOUGHEST JUST GOT TOUGHER!

From the time around headliners like the locking head squareroller there with a superior mastery of the fighting arts will survive the toughest challenge yet in Double Dragon III. Equipped with machetes, pistols, knife attacks and more, your job may well take you through five perilous missions in exotic locations throughout the world.

If you survive this onslaught you'll return to honor and discover the truth behind the Rosetta Stone. If you fail... you only have yourself to blame.



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# REVIEW ▶▶

AMIGA

£25.99

BY GREMLIN

Fasten that seatbelt and rip up the tarmac in the sequel to Gremlin's exhilarating racer Lotus Esprit Turbo Challenge! This time round the Esprit has a new racing partner: the less powerful, but better handling Lotus Elan - with a spanking top speed of some 148mph!

There are stacks of new courses to contend with, each with their own particular conditions and hazards. There's also a change in overall objective, too. Race across eight distinct levels, each containing a number of checkpoints which you need to reach before the timer runs out.

Keep an eye out too for turbo boosts left by the roadside - giving your Elan a serious kick up the exhaust. Meanwhile, watch for obstacles such as water, oil, fallen trees and, of course, the hordes of other racers trying to beat you home!

▼ Rainy weather - just the job for some great wheel-spinning!

## START



# LOTUS TURBO CHALLENGE



## FOG ME, IT'S DRIVING RAIN!

A feature of Lotus Turbo Challenge II which wasn't included in the original is weather conditions. Fog, rain and snow each play a part in making your job that much tougher. There's even a night-time stage, complete with long tunnels full of echoes!



It's hands up time. Even that man who wasn't all that excited by the first Lotus Turbo Challenge game - I felt that all the pretty graphics in the world still couldn't compensate for the fact that the gameplay was pretty shallow. While Lotus Turbo Challenge II

suffers to some degree from the same ailment, the change in playing styles adds a lot to the overall playability. Gremlin have actually improved upon the already brilliant road effect used in the original, making it even smoother and faster, with scores of roadside objects flowing past without so much of a hint of jerk or bounce. There's a real sense of urgency about the game, due mainly to the tightness of the time limits between each checkpoint. Hit one object too many and you'll cank out about an inch before crossing the line - very frustrating, but just the spur required to make you press that fire button and start all over again! The multi-player option is obviously the one which brings Lotus II to life - there's nothing more satisfying than battling against real people - and if you games of this type then here's the one to go for.

PAUL RAND

# LOTUS TURBO CHALLENGE



## FUN AND FOUR-PLAY

You'll doubtless remember the split-screen, two-player option available in Lotus Turbo Challenge. Well, the sequel has gone one better. As well as the entertaining feature, there's also the possibility to link two machines together - allowing an incredible four players to take to the roads together. Holy Moley!



## UPDATE

Lotus II should be burning up on an ST near you right about now, so you Atari-owning speed freaks can breathe easy again. Hurrah!

Challenged with only two cars available to speed!



Unlike *Red Hand* I was bowled over by the first Lotus game - and very recently I was still loading it up for an occasional burn. Now there's no need - *Lotus II* is here and it's even better! Basically, Granlin have listened to all the feedback from the first game,

improved the sequel wherever possible and thrown in tons of extra options for good measure. Now you can race through snow, rain or fog - a particularly brilliant effect the like of which I haven't seen on an Amiga before. With so much to see and do and so many ways to improve your game, you'll probably stay glued to the telly until there's a power cut. Graphically excellent, there's a true sensation of speed as you weave your way through the other cars, avoiding all the hazards and desperately trying to clock the best time possible. In two-player mode the game really comes into its own. With two computers linked up to four players can take part - and here the game becomes a hoist and a halt. A worthy sequel which shouldn't be missed.

TIM  
BOONE

4 Choose from a whole host of options!

## AMIGA

GRAPHICS	83
SOUNDS	86
PLAYABILITY	91
LASTABILITY	90

OVERALL 92

# BARGAIN HUNTER



## YOUR MISSION

- ▶ This game's a doozy. Even for the inexperienced player.
- ▶ Simply track down the thousands of computer games equipment bargains at the Christmas Computer Shopper Show at Wembley.
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YOWWWWZAAA! Sackfuls of good laffs in this month's manic mailbag, packed full of jokes, japes and joviality all round. And blow me down with a sledgehammer if I haven't decided to answer a few of your questions! Anyway, if you think you're up to the standard of wit and hilarity on these pages, or just want to know something about computer games, write to the host with the most at YOB'S SUPER SKILL MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. There's even a spanky £100 up for grabs to anyone I think deserves it, so get scribbling for a piece of the action on the liveliest letters page in the universe!

### TALL TALES OF A TOTAL TWERP

Dear Tabbie,  
Here's a tale of what happened to me the other day as I was going to get my monthly copy of CVG. I was walking down my front door steps when I tripped over a stone and broke my nose. Nevertheless I continued walking until I came to a one-way road on which a car passes once every five years, so without checking I crossed over. Suddenly an old age pensioner in a three-wheeled car came and ran me over, breaking my left arm! I carried on walking until five big buttes jumped out at me and beat me up, spinning my table, but I limped on until I reached my newspaper. Then I tripped over a milk crate and ended up having to pay for the lot. Then I managed to say "Please can I have my copy of CVG", after which I was carried home by a nice old lady and got into bed to read it.

Joe Aubert  
Lascaptes, France.

YOB: If I didn't know better, I'd think you were trying for a bit of sympathy, you devious little French fraud. Trouble is it's not going to work because:  
A. This letter has nothing to do with computer games.  
B. You keep telling porkey tales.  
C. Your fibs aren't even funny and  
D. France are a crap rugby team anyway.



# YOB'S MAILBAG!

## THE TOTALLY FARTY ANIMAL

Dear Yob,

I'm Phil and I am a total party animal - so much so that my Mom and Dad have put a sign on my bedroom door saying "Beware - Total Party Animal". And it's true 'cos I like to party on and on and on and on and on and on and on and (get to the point, snudge pants - YOB). We really must party together sometimes. Anyway, I was wondering if you could tell me the best games to get for my videogame party. I really want to have the ultimate party so I need to have the best games available for everyone to play. 'cos I am a total party animal.  
Phil The Party Animal,  
Winnipeg, Canada



YOB: If I were your parents I'd either: 1. Give you away and use your room for something more useful or 2. Get you an NES and Super Mario 3 to sit out your childhood for a few months. If you don't tell me what system you already own, how can I help you? Don't Wail, here goes nothing: if you've got a Famicom, get Super Tennis; if you've got a Megadrive, get Streets Of Rage; if you've got a Master System, get Kemono II; and if you've got a pop-up toaster, get some Hotis. By the way, no-one can party like me, so don't even think about it...

## IT'S EASY ON THE PCI

Dear Yob,

Answer this letter if you can and please use your brain this time! I've got an Olivetti 386 and would like your help with the following problems.

1. Which computer or console has the ability to produce arcade-like games?
2. Would the 386 be able to do Pitfighter exactly like the arcades?

Right, enough of that. If home games get really good, people won't go to the arcades anymore because they can just sit and wait for the game to come out on their home computer or console!

Jonathan Marshall,  
Darienmas, Col Tyrone.

SOME  
BRAINS



YOB: Are you a bit daft or wot, Jon? The CVD crew have been telling you for ages that the Megadrive and Super Famicom can give you almost arcade perfect action with sound and graphics to match. If you've got a 386 PC compatible with VGA graphics and 16-MHz speed with super-huge memory then you can run arcade style games on it - but I'd suggest getting some brains first.

## NOT TAKING THE MICKY

Dear Yob,

I always see adverts in your magazine for games that can be bought in England, to their advantage in Ireland where you can get Gameboy software like WWF, Gaian, Katoepp and Bill and Ted's Adventure!  
Adrian Scott,  
Limerick, Ireland.

YOB: Since most of the titles you list are only available on grey import, you might as well stick to buying mail order with a reputable firm. This probably means you'll have to get an international money order, but if you can't be bothered with all that bureaucracy then I suggest you get your dad to pay the stuff with his credit card, give him the appropriate cash and wait for those great games to roll in! But before you part with your hard-earned, make sure you check out GCR (free with CVD) for the lowdown on what's hot and what's not.

## NAUGHTY YOB VOLUME 1

Dear Yob,

Why are you such an idiot? You act like a six year old yet you speak like an adolescent teenager with a vocabulary full of abuse. Can't you act in a cultured manner and treat people nicely, answering their sensible questions for once? Why do you sometimes print crap, making it look like you stole the letters up yourself? And what is the point of having a letters page anyway, when you don't answer the questions? Please print this letter as I feel all my friends and a lot of other people need to be told, as we are beginning to lose interest in Yob's Mailbag. We thought it was all very funny at first, but the year's starting to wear thin. Also, what is the point of saying there is £100 prize money when you never give it away? It's just a lie to get people to write to you.  
Hong Kong Lee,  
Drignon, Suzak.

## NAUGHTY YOB VOLUME 2

Dear Yob,

I got your mega-witted mag every month and I think it's brilliant, but there is one complaint I have about your otherwise super mag - YOU! I read all the letters and most of them are in real need of help, but what do you give them? Zeh.

Instead, you just call all the unfortunate people who have spent their time and money to send you a letter either a boring old fat, boring old fat or (here's a classic) a waste of space. I notice you don't actually know the real answers to all these questions, so you make up some weird answer to cover your back. And don't think you'll get rid of me with some snarl-assed comment 'cos you won't and I'll probably keep on writing in to you until I get that hundred quid GCR should give!

Loughborough, Leics.



YOB: Let me convey my most sincere and humble apologies for my ill-tempered, bad attitude in the Mailbag over the past few months. It really is quite unforgivable and so-called foul. Luckily I've seen the error of my ways, so I've decided to answer your computer games questions in a civilised and polite manner. Now then, what were your questions? Well slow me down, you don't seem to have any - which is probably because you're both about as much use as a fart in a spacesuit. Sorry boys, but you'll just have to do better than that. The whole idea behind Yob's Mailbag is that you send in funny and informative letters for me to answer. But if you insist on submitting scolded drivel, there's not a lot I can do about it, is there?

## AMERICAN DREAM

Dear Yob,

I have recently spent nine weeks in the land of people with silly accents, who carry expensive cameras, clog up London every summer and describe everything as "yeah". I found out that the local supermarkets here sell Nintendo games for \$3.99 per two nights (even the new releases) and the local shopping malls have Nintendo stands where you can "Try Before You Buy" all the games they stock. Why can't I have a setup like that over here?

Oliver Hart,  
Rockwoodville, West Yorkshire.

YOB: My guess is that systems like the one you describe may work well in Canada, where nobody knows the difference between Sonic the Hedgehog and a Minnie's going pouch and they're all got pockets of cash to splash about

CTD ON P44

# Knightmare



*"You are setting forth into another place, another time, another world," said Freyaard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"*  
*I understood, at that moment, that our mission was going to rely all our endurance, all our collective skill, and, most of all, a depth of courage, that I wasn't sure I've possessed.*

Over since TV's award-winning series fell but screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Dunstons's amazing creation has now arrived.

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'Knightmare' is a sophisticated role playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reward a rich, non-linear rewarding storyline.

Your journey takes you deep into the dungeons of Dunstons's intricate, non-linear setting with Lord Freyaard, and the adventures begin for Freightwright.

Whether or not the reading is terminal is up to you. You will need

wisdom, tenacity, accuracy and above all, courage.

But you have all those things. Don't you? ☺



Available on Amiga & Atari ST

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Written by Tony Dunstons



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# OSTOS



OSTOS: The first game in the OSTOS series.



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From Psychosis, Impelling RPG with more than a dash of hack-n-slash.

You're in the depths of your own worst nightmare... but this time there's no waking up.

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Re-emerging in to daylight you race along perfect parallel action scenes, dispatching enemies as you battle ever deeper into the unknown.

Screen-Shots from the OSTOS ST and PC  
OSTOS: The first game in the OSTOS series. Telephone 011 702 6700

ing some games that are in development. Also why have you changed your name to Computer + Video Games from Computer and Video Games? Lastly I just thought I'd tell you that I've still got your 1988 Space Harrier calendar hanging on my wall.

**Jonathan Reed,**  
Glennvale, Colorado  
**YOB:** Don't fret, it's important to keep up pages, I'm sure that any day now some kind person is going to come along, realize you've been locked inside your bedroom for the last eight years and actually remember to tell you out. Then again, perhaps they won't bother. Never mind, at least you can look forward to the pile of letters you'll have to read to catch up with the rest of the real world. The only thing that gives you any clue at all is that calendar tablet. I see-

## ARE YOU TAKING THE MICKEY?

**Dear Yob,**  
I think your new look mag is far, far better than the old one.



Any day now I'd be sure. Please could you tell me if Mickey Mouse will ever be out on the Amiga? If so will it be the same as the Megaverse version?

Also, will arcade Turfles and Simpsons ever be converted over onto the Amiga? As for boring Barry Jenkins, if he doesn't like CIVG and thinks it's not he doesn't have to buy it does he? I think Cheat Mode could be much improved if it had a section where some people could ask for help on some games and then others who knew the games and the answers could reply the next month. Oh yeah, about the 100, I think you should give it to me.

**Garry Lottrey,**  
Northolt, Leeds

**YOB:** There's about as much chance of Megaverse Mickey making his way onto the Amiga as Jeremy Beadle making me laugh. As for arcade Turfles, they should be funnier their way onto a computer near you real soon now, courtesy of Microsoft, who have converted this full-time classic. I don't think arcade Simpsons will find its way onto computer, but the Doan game currently doing the rounds is a bit of a sight, so that should do you. Oh yeah, about that 100, I don't think I should.

## CD MEGA WORRIES

**Ys,** Yob my friend,  
I am a Megaverse freak and I'm a little worried. Do you think that Sega will be able to survive the attack of the Super Famicom with the launch of the Mega-CD? Also, what sort of games will be released on the MEGA-CD? Will the games be cheaper? What do you reckon are the best five Megaverse games? And what has happened to the CIVG challenge?

**Laverne Spencer,**  
Sandstone, Surrey

**YOB:** My eyes in the sky tell me the Mega CD is going to be one HOT piece of kit, with extra chips inside to make the

## BUTTON UP COMMODORE!

**Dear Yob,**

Why hasn't Commodore smothered us their ad and introduced a fifth fire button joystick for the Amiga? I mean with only one fire button you can't make the games as playable as in multi-button systems. Just by playing the great best em ups available on the Megaverse and compare control with similar games on the Amiga and you'll see what I mean. These fire buttons are much better, and games can be made much more sophisticated because of this. On the Amiga you have to spend half your time perfecting small joystick moves to do the same things, I own a Nintendo and an Amiga and I find the games for my Nintendo are twice as playable due to the addition of an extra fire button.

**David Pavlice,**  
Melbourne, Australia

**YOB:** I couldn't agree less. Next intelligent reader, please...

## BITS 'N' BOBS

**Dear Yob,**

I would like you to sort out a little disagreement I have with my friend. It seems to think for some strange reason that the NEC is a 16-bit console but I think it's an 8-bit machine. Which one of us is correct? He also thinks that the NEC is a better console than the Megaverse. I would like your opinion on this.

**Craig Sharr,**  
Crawdenbank, Fife

**Ys,** I think your magazine is the best thing since sliced bread so please send me some freebies for being such a sucker!

**YOB:** I'm happy to sort out your sad little squabble. The NEC is in fact a 32-bit transputer which, thanks to its multi translator matrix co-processor, runs at a pretty nifty 140MHz. With four billion and six colours on screen at any one time from a palette of infinity, hardware sprite scaling and multi horizontal bank flip it's the ideal machine for every household. Then the handsome prince kissed the sleeping princess and we all lived happily ever after.

**PS,** What was the best thing before sliced bread?

## I'M VIRTUALLY HERE, HONEST!

**To Yob,**

Can ops out? Things of the past? No way! Arcades have never looked stronger. Virtual reality is proof to my claim. As well as virtual reality there are new teen disk cam-taps and graphics wise, Sega's Time Traveler.

My fave cam-taps are: Off road racer, Turfles, Nano, PV Fighter and Kick and Run. Finally, you tell me you have games for the Amiga and seeing that I'm saving up for a Super Famicom, that as well.

**Lee Cameron,**  
Crescent, Co Durham

**YOB:** You see what happens when you eat too many Auto-entic Snacks From Around The World? Anyway, yours' current faves on the Amiga are Kick Off 2, Alien Breed, Kick Off 2, RoboCop, Kick Off 2 and Magic Pockets. On the Famicom: Super Tennis, Super Tennis and Super On God Is That The Time Well I suppose I'd better get some Work Done On What The Hell Your Serve Marley Tennis.

Megaverse more powerful than ever. And because the games will be on unshrinkable compact discs, they could well be a tad cheaper. My five best Megaverse games? Banks, John Madden's PGA Tour Golf, Streets Of Rage and Ghoulia And Ghosts. Nothing's happened to the Challenge- but Sadie reckons no-one's good enough to take on the hero of CIVG right now, unless you can prove different with those High Scores...

## NO JOY!

**Dear Yob,**

I have a Master System and my control pad is broken. (Sadden first line in the history of Mailbag - YOB). For one and a half years I've been trying to find a new one but I've had no luck. I've got loads of games so I've resorted to using my Sinclair Spectrum joystick. The trouble is with the 'B' button, so I can't play most of my favourite games! Can you help me?

**Ben Griffin,**  
No Fixed Abode.



**YOB:** Yes, of course I can't do as much as I've written this, I'm going to put on my leather jacket, fight my way through the crowds, stroll into my local computer shop and booming well say you one. Oh dear, you don't seem to have included your address. What a shame.

# OH NO! MORE LEMMINGS! THE DATA DISK™



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# REVIEW ▶▶

## MEGADRIVE £39.99

BY SEGA

Gruesome old Death Adder may be no more, thanks to your arrival in Golden Axe, but that doesn't stop his minions from finding a new leader to gather behind. The bad monster eventually chosen is one bad mother called Dark Gaid, a creature as vile and horrible as you'll probably drop your chops if you meet him in the queue at the local shop.

You'd want yourself, unless you happen to be one of the three warriors who valorified Death Adder in the first Golden Axe quest. They're recalled for duty, armed out with their favourite weapons and Ax-Batter, the Barbarian has even had hair extensions!

Off they trot through the kingdom, onward to Dark Gaid's fortress, slaying multi-coloured badasses as they go. That's the way to do it!



### THE CHOICE IS YOURS

Like the original Golden Axe on the Megadrive, one or two players can choose from any of the three characters for a spot of buddy-bashing fun and jaxxy. There's also a Dual option, where players can hone their weapon-wielding skills by going up against each enemy in turn in a one-on-one fight to the death!



Because the original Golden Axe was such a close conversion on the Megadrive, I was really looking forward to seeing the sequel. And I must say that, although Golden Axe II is a good-looking, playable beat 'em up, I was somewhat disappointed to find that it's almost exactly the same as the first game in every way.

Most of the badasses that appeared in Golden Axe return for another kicking, except this time round they're a different colour - pink, mostly. Even the level layouts give the player a distinct feeling of déjà vu, with all the humps, bridges and so on seeming to be in the same place as before. Golden Axe II isn't a bad game - if you haven't got the first one this is definitely worth the purchase - but there isn't enough variety here to keep Golden Axe owners interested in the long-term.







## ACTION FOR HARD MEN!

Just to make the game a little more challenging, the number of levels rises the greater the difficulty setting. Old warriors who play on Easy must battle their way through five stages, while those laughing who select either Normal or Hard difficulty can tackle an extra level!



Golden Axe was one of the best slash 'em ups ever, and office excitement reached fever pitch as we slipped the sequel into the Magladine. Hang on, have we got the right cartridge? Isn't this the original? It might as well have been, 'cos Golden Axe II offers very little indeed above what we've seen before. Make no mistake it's a fun game in its own right, but we were all expecting improvements and additions which just aren't there. Quite simply this is more of the same to the same standards of its predecessor, which was admittedly very high. It's fair to say the graphics have been tweaked, the backgrounds look great and sound is cool - but it's just not a significant advance over the original. If you're a brand new Magladine owner and are looking for good thrump 'n' slash let's face it I'd recommend you get this cart, but if you've already got Golden Axe don't bother. Why pay extra cash for something you've already got?

**TIM  
BOONE**





### NO REST FOR THE WICKED

At the end of each stage, your character is shown having a well-earned rest beside a glowing corpse. The peace is shattered, though, by small wizards entering the screen and disturbing the weary fighter. Kill them over the head and they'll drop golden - blue magicians leave behind magic books, while green spellcasters drop food!

### MEGA MAGIC

Blit the little wizard's geonors over the head and they drop their spell books. Collecting these gives your character magic powers, the more books collected the more powerful the magic - unless you choose the Special Magic option at the beginning, which causes each unit of magic to be used separately.



### WHAT ABOUT THE COIN-OP?

There has never been a Golden Axe II coin-op. Sega came up with the idea for this sequel after their console versions of the original Golden Axe arcade game did so well. Unleashed in late 1988, coin-op Golden Axe featured six massive levels (two less than the Megadrive game), at least 'n' fast sword-swinging action, which went down a treat with gamers the world over!



### MEGADRIVE

GRAPHICS	84
SOUNDS	74
PLAYABILITY	82
LASTABILITY	76

**OVERALL 78**

The pollster and professor  
My Sledge™

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MINDSCAPE



# REVIEW ▶▶

MASTER SYSTEM £34.99

BY US GOLD

It came from nowhere to cause a revolution in the computer gaming world. Its addictive qualities knew no bounds; an unusual yet intuitive control method made the game stand out from the crowd. It became one of the all-time best sellers and spawned a series of sequels and data disks as long as your arm. Its name? Kick Off, of course.

We've grabbed every console version of the game for the definitive CVG showdown on the whole (meaning hell! And if you look through GO! (free with this issue) you'll find Exclusive reviews of the Gameboy and Game Gear versions as well! CVG's soccer superstars pull on their booties and put console Kick Off to the test...

Many scoffed, guffawed and generally chorced at the thought of a Master System version of Kick Off: how on earth could an 8-bit console come anywhere near to recreating the finest sport game on the all-powerful Amiga? Commodore's machine is fast, has great dellops of colour and can handle reams of complex code, whilst Sega's little 16-bit... is none of the above.

US God are producing the game, as opposed to original publishers Amco - the boys down Dartford may not have a Master System license - with the conversion job being handled by Tynes, whose previous work includes the Sega version of Ray II. It's taken a long time for Kick Off to make it to the Master System, but here it is at last - is it any good or what, eh?



If I don't know already, I would have found it hard to believe that this version of Kick Off is running on an supposedly inferior Master System. This is absolutely terrific! Everything is in there - the free-flowing ball allowing realistic dribbling; aftertouch, giving the

player the power to score some amazing goals; graphics almost identical to the Amiga version! And although the speed is down slightly on the original, it's the perfect pace for jizzed play. Sound is seriously lacking - then again, Kick Off on computer isn't exactly renowned for its sonic treats and, anyway, Kick Off fans don't play the game for the pretty pictures and tinkly tunes, they play for some smart, frenetic football joyosity. And Super Kick Off on the Master System has it. Lots of it. Put simply, this is the best cartridge on the Master System and if you don't slouch down to the shops, cash in hand, shouting "Mr Storekeep, please vend me one of your finest Super Kick Off software packages forthwith", you really should scrap your Sega and take up barbed-wire inspecting, or something equally sad.

PAUL RAND



The red team's number eleven kicks the ball in from the opposition corner.

## ON A ROLL

While most computer and console soccer games have the ball attached to the players' feet, Super Kick Off utilizes a revolutionary form of control, in that the ball is free-flowing and must be dribbled. "Trapping" - stopping the ball at the feet - is a major factor when using this method. Trapping is a necessary art to master in order to successfully pass to other players, as kicking the ball in the normal fashion is too powerful for the other team-members to collect.



Incredible though it may seem, Super Kick Off on the Master System is one of the best versions of this all-time classic you'll ever see! Quite how the programmers have stuffed this inside Sega's 8-bit machine I don't know, but believe me - it's utterly brilliant! The manic

pace and playability of the Amiga original has been faithfully recreated, and at first glance you'd never think you were playing on a 16-bit machine! With just about every feature of the original built in, this is a dream come true for MS-winning soccer freaks across the land. Buy it or stay left on the touchline as everybody else latches onto a good thing and enjoys top-notch entertainment on Sega's evergreen machine!

**TIM  
BOONE**

4 "Goalie, a goalkeeper who'd rather collect out of the hat than Jimmy."

## CURLY KICKS

Watch football on the telly and you'll see players curving the ball around keepers to turn a quarter-chance into a stunning goal. With Aftertouch, Super Kick Off allows you simulate this effect. By moving the controller immediately after kicking the ball, the shot can be arced around the field, around the goalie and into the back of the net for a spectacular goal and cheers of admiration around the ground.

## MASTER SYSTEM

<b>GRAPHICS</b>	<b>85</b>
<b>SOUNDS</b>	<b>40</b>
<b>PLAYABILITY</b>	<b>90</b>
<b>LASTABILITY</b>	<b>96</b>

**OVERALL 93**

## PRO SOCCER IMAGINEER



**Y**es, there's still a version of Kick Off on the Super Famicom! But if you're looking for it under that well-known title, you won't find it anywhere. That's because it's called Pro Soccer on the Famicom, the apparent reason for this name-change being that there's a slip manufacturer in Japan with the unlikely name of Kick Off.

Considering the power of Nintendo's raging beast, the game should have been a doozy to convert. Everything is in there: trapping, passing, fouls, free kicks, penalties, the whole bit and so forth. Except for one important aspect - playability. Control of the ball is too difficult; it's almost impossible to keep possession for any amount of time and, should you eventually find yourself in front of goal, the unhelpfully spaced system ensures your shot flies off anywhere but toward the back of the net. If we were to give Pro Soccer a full review, it would only scrape an overall score of 51%.

But all is not lost. Our spies tell us that Pro Soccer is not the last Famicom version of Kick Off to appear on the big Nintendo. We've got no firm details at the moment, but keep your eyes on the news pages of CVD in the future!



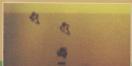
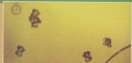
## KICK OFF IMAGINEER

**N**intendo gamers who've a bit peeved because their Master System-playing mates have got their own version of Kick Off needn't feel rattled for too long. Imagineer are all set to launch *Axis's* brilliant footy game on the NES!

As you can see from these extensive screenshots, programmers *Enigma Variations* (who also produced Kick Off on the GameBoy - see your free copy of GD!) for the full review) have captured the look of the Amiga game perfectly, with player sprites strikingly similar to those on Commodore's 16-bit powerhouse. All the features of the original are contained in these too, from corners and free kicks to throw-ins and penalties.

In fact, Imagineer have gone one better and included some of the options from the Final Fantasy data disk! So you lucky NES lot can laugh at your chums who don't have offside rules, as that is just one of the extras available!

What we want to know, though, is whether the gameplay can match the aesthetics. Will Kick Off on Nintendo be as hot as the GameBoy and Sega versions, or will it end up a sad, shambling mess, relegated to commenting on the midnight highlights programme? Find out soon, when CVD gives the complete lowdown.



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# REVIEW ▶▶

## MEGADRIVE €35

BY TIGMO SOFT



### ARE YOU TOUGH ENOUGH?

Devil Crash started life on the PC Engine and became an instant classic, complete with brilliant visuals and corking soundtrack. Featuring all the usual pinball themes - flippers, bumpers and bonus multipliers to name a few - it's set on a table best described as one of Satan's worst nightmares! Are you up to the challenge, or do you fit your pants as soon as the going gets tough? Play Devil Crash and find out!



I can still remember the thrill Devil Crash on the PC Engine, and now it's back on the Megadrive! The original was probably the best pinball sim ever and hasn't been beaten since. Now available on the Drive, it's an utterly jaw-dropping, game-writing subversiveness

of pin table myth and manliness. The best thing about the game has to be the realistic ball movement - sometimes a little slow but otherwise brilliant. The graphics are drawing in - crisp, colourful and downright scary, while the music is very haunting. As far as variety goes, Devil Crash is packed. It's a non-stop rollercoaster ride through the Devil's own backyard and there's no stopping to catch your breath. This conversion is a huge improvement over the original and a top treat for pinball wizards everywhere.

**FRANK O'CONNOR**



### THANKS...

...to Console Concepts (0182 712750) for the loan of the review cartridge.







## INTO THE DEVIL'S CHOPS

In the centre of the table you'll find a sleeping woman's face. Whack her repeatedly with the pinball and you'll discover her secret - knocking the ball into red pits at the side of the table turns her into a lizard, and when fully transformed the ball can be spanged straight into her mouth to reveal a bonus room full of goodies!



## CRUSH N' CRASH

Games buffs might remember the game that preceded *Devil Crash*. *Alan Crush* was a similar pinball game influenced by those 'vibrant Aliens' of movie fame. Sadly, the poster only ever appeared on the Engine, and other than the mediocre *Dino Land*, *Devil Crash* is the only pinball game available for Megadrive owners. But that doesn't really matter 'cos this is the only one you'll ever need!



## BUMPER BONUS LAPPS

There are horrible critters rushing around the table and tons and tons of secret wangs to hidden rooms. All you have to do is score as many points as possible, avoid losing the ball and figure out new ways to rack up those big bonus bonuses!



The beauty of *Devil Crash* is that while it plays almost identically to a real pinball, with realistic ball bounce, inertia and gravity, the fact that it's on-screen means that all sorts of weird stuff can happen. And it certainly does! You've got horrid things measuring around

the screen, nasty creatures bursting forth from alien-organic targets and dragons, wizards, laughing skulls and chortling knights all conspiring to make this nightmare pinball table a dream to play. The graphics and sound are terrific, and with its heaps of thirty-second bumper bonus screens and constantly challenging and addictive gameplay, *Devil Crash* is simply the finest pinball game yet seen.

**JULIAN RIGNALL**



## MEGADRIVE

GRAPHICS	91
SOUNDS	90
PLAYABILITY	94
LASTABILITY	93
<b>OVERALL</b>	<b>93</b>

# REVIEW ▶▶

NES

£25.99

BY ACCLAIM

They weigh about ninety tons each, every one of them's built like a brick out-house and they're the best thing that's ever happened to Sky TV. They're the WWF Superstars, a unique band of massive men whose lives revolve around beating up their opponents and giving their fans a bloody good show!

Take on the likes of The British Bulldog, Jake The Snake and the Hulkamaniac himself, Hulk Hogan, in a series of all action wrestling bouts.

Use the variety of moves to wear down the opponent before initiating that hold which, three seconds later, spells doom for the vanquished and the next round for the winner. The title of WWF Champion awaits those skilful enough to survive this awesome test of strength and cunning - are you the hopeful young grappler destined to lift the crown?



## GRAPPLING GOODIES!

If you haven't already been touched by WWF, you soon will be. Licensing of the World Wrestling Federation is at fever pitch, with badges, posters, caps and plastic figures all barging their way onto store shelves throughout the country. Not only that, the fans can be viewed in the comfort of your own home thanks to a number of WWF magazines, videocassettes and, of course, on *32x64!* Just as well, really, 'cos WWF is such a brilliant 'fuff' you need as much of it as you can get!



Give those flare chappies a game to work on and you can feel your bottom dollar feel, at the end of it, they'll come up with something worth shouting about. WWF Superstars is one such game, incorporating a whole host of moves and the pick of the WWF bunch

to make this one hot cartridge. The isometric 3D works well, allowing the player to see the whole of the ring, and all the Superstars are faithful representations of the real people. This is one tough game, which is just as well because you're too busy trying to shove off an attack to notice that there's a real match going on outside the ring. I would have liked to see a bit of a crowd, as opposed to an empty stadium. But the wrestling action is just so engaging that you forget about things like presentation in order to concentrate on the task in hand - usually attempting to dodge someone as he launches himself at you from the top rope! I can see the game becoming a little dreary after a while but, like your favourite wrestling hero, WWF Superstars on the NES is well worth a yell.



PAUL  
RAND

## WRESTLE LAFFS A-PLENTY!

Wrestlemania has got a grip on just about every machine there is, which means that just about everyone should soon have the chance to beat the hell out of all their mates for a laff!

Dead or alive the business with all the home computer versions of the hottest license of the year, leaving us easy to have the game ready in time for Christmas. All your fave G-Force fighters should be there, along with all the grunts 'n' goons we know and love!

Demolition owners are in for a bit of a treat as well. Reclaim themselves and due to the latest WWF on Nintendo's hand-held wonder machine, again in time for Christmas. We've already played early versions of the game and it's looking utterly brill, with fabby two-player fun 'n' japes for that extra punch! Look out for the full review in SO! pretty darned soon!

WRESTLEMANIA



All you Sega-owning wrestle-maniacs (don't need to feel sad and left out any longer!) Sega have officially released the pretty good *Wrestle War* on the MegaDrive - and it's a pretty good game in it's own right even if it doesn't have that official WWF name. Check it out!



# REVIEW ▶



## A RARE VIEW

If the isometric view of *WWF Superstars* rings a bell, that's because the game has been programmed by those masters of the 3D romp - Rare. This British-based company have been behind some of the best games on the Nintendo. Titles like *Wizards And Warriors* and *Contra: Triangle*. And, as computer software firm Ultimate, they created classic Spectrum blasts *Alio Attac*, *Lunar Jetman* and *Knight Lore*, to name but a very few. *Crivkey!*



"We've all been waiting for a really decent NES wrestling game for ages now, and luckily *WWF Superstars* really does deliver the goods! At first glance the game looks a tad spartan - there's not much to see and it all appears a little whiffy - but looks can be very deceiving! Pick up

that joystick and all of a sudden you discover a great little game that'll have you thumping the canvas for moral! With a wide variety of moves on offer, including some truly stupendous gob-smacking wrestle whacks, this is a lot fun beginning to end. The computer opponent's pretty good, and it'll take you quite a while to flatten him which guarantees the playability of the game. Generally this is a fine title which does the whole *WWF* phenomena proud, and here's a cart I know I'll be going back to again and again for a bit of a laugh!

**TIM  
BOONE**



**NES**

<b>GRAPHICS</b>	<b>82</b>
<b>SOUNDS</b>	<b>71</b>
<b>PLAYABILITY</b>	<b>84</b>
<b>LASTABILITY</b>	<b>80</b>

**OVERALL 82**

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**MEGADRIVE £35**

BY UPL

**CRIMES!** We've had so much Megadrive stuff in this month, we hardly know where to stuff it all! So welcome to the CVG Megadrive review special, where the CVG boys take the lid off three hot new carts and give you the lowdown on the lot. Take it away, lads...

**G**ood! Great! It's the Doomsters! Just when you thought you were safe from those laser-sailing aliens of doom, here they come again to threaten Me, the universe and everything.

And boy do these stickers mean business. Which is why you'll need a pretty swish space ship and loads of heavy weapons to take them on. Lucky we've got a few tricks up our sleeves, eh?

So suit up with your best blasting boots and prepare to dash out some big-time destruction. What, what else are you gonna do when the future of mankind is at stake? Run home to watch *Baywatch*?

# SPACE BATTLE GOMOLA



## GRAB THOSE GAMOLLAS

Gomola is two player mode is where the balls really begin, and you can tackle the enemy in two ways. You can either have two ships on screen, or one player controlling the ship and the other the sight. This second option is very original, a tad tricky and very weird!



## WHACKY WEAPONS - WAHAY!

The novel feature of Space Battle Gomola is the way your weapons work. There are the standard pick 'em up and miss weapons, but Gomola has a bit of a twist. Holding one button releases a target which can be controlled independently - steering off and shooting otherwise inaccessible bits of the screen.

Of course in the meantime your spaceship could be in deep trouble, so you need to keep your wits about you for maximum devastation of those alien rascals - all of which are named after different squares!

This element of strategic gameplay turns Gomola into something a little special. The plot is the usual nonsense about space empires and dark emperors, but ignore that and check this one out.



**Yowzer!** A top notch and very original variation on the shooty theme, Gomola is one smart cart. The control method is initially hard target to grasp, but once mastered it opens up a whole new world of bizarre, harrying and inexplicable alien blasting fun. The alien attack patterns are really challenging and some of the later sections are tough to negotiate. This kind of super-tough challenge is exactly what the game needs. The graphics don't look much initially, but as you progress so do the quality of the backgrounds. Some of the later levels are a visual treat. Musically, the game is a bit lacking, but the raucous sound FX more than make up for it. The two player mode is a laugh and a half - you can thank your pal if he saves your ass, or kick it hard if he gets you killed! The options screen gives you massive potential for customising gameplay, which adds to the overall grooveiness of this spunky cart.

**FRANK O'CONNOR**



## MEGADRIVE

GRAPHICS	89
SOUNDS	85
PLAYABILITY	89
LASTABILITY	84

**OVERALL 86**

## MEGADRIVE £35.00

BY GRI



The Galaxy Force II storyline was a rip-roarin' hydraulic roller-coaster ride in its day - one of the few shoot 'em ups which gave the player a true sense of freedom. The Megadrive could have played host to a commission not far removed from the arcade game, but instead it

has to put up with a sub-standard blaster which looks disappointing and possesses little in the way of additive qualities. The graphics are generally flat and unexciting, and the maze sections are a bit of a travesty - layered caverns have been replaced with a hairline striped effect which plays havoc with the eyes and puts the player right off. Other annoying aspects include the fact that it's almost impossible to see the bullets which you're firing, the lack of any challenge as the game is too easy even on the most difficult setting and, the big problem with most of Sega's sit-down cabinet conversions - strip away the hydraulic seat and there's not much there. Keep away.

PAUL RAND

Ne scenery is the galaxy beginning to get back to normal - a sense of normalcy after the total obliterating party, a vicious band of alien 'boom people' it's time to give the poor things a good talking. This time though, we're ready for 'em.

Our comrade the secret weapon of humankind, the Tr-2 fighter, capable of massive and total destruction. And don't think alien bar stewards just know it. That's why the prizes have brought along more than the usual amount of weapons, the game is full of bursting with alien firepower and, with only one prototype Tr-2 in operation, the odds don't look good...



# GALAXY FORCE 2



## FUEL FUN 'N FROLICS

The Tr-2 fighter gobbles up fuel and, as there's only one of these craft in existence, extra energy is going to have to be found in order to keep those vital shields in working order. Extra power is gained by shooting enemies, every time one of these nasties is obliterated, an amount of fuel is added to a running total, which is added to the ship's remaining fuel load at the end of a level.

## THANKS...

...to Console Concepts for the loan of the Galaxy Force II cartridge used for this review.



## GALAXIES GALORE

Converted from the Sega coin op, Galaxy Force II is a multi-level 3D blast throughout a number of levels. Each stage is split into two parts: first, fly around blasting anything remotely inhuman in a free-space free-for-all. Then enter a maze-like structure and negotiate the badly-packed caverns before coming face-to-face with the end-level boss. And sit tight.



## MEGADRIVE

GRAPHICS	64
SOUNDS	76
PLAYABILITY	58
LASTABILITY	43
<b>OVERALL</b>	<b>49</b>

# REVIEW

## MEGADRIVE £34.99

BY TENGEN

Puzzle games were always a bit of a non-starter - and Tetris arrived on the scene and dropped jaws around the world. The simple game of falling blocks proved a huge hit around the world, begging Gameboys by the explosion, not long after the Tetris saga was over, another puzzle appeared to critical acclaim. That game was Klax.

Coloured tiles cascade down a table, at the end of which is a paddle. The object of the game is to make Klaxes - sets of five coloured tiles - by dropping them into the columns at the bottom of the table. There are numerous difficulty levels, sets of different Klaxes to form and hidden warp zones to discover. What?

# KLAX



### KATCH THEM KLAXES!

There are many different types of Klax. The normal Klax is a set of three tiles, all the same colour, positioned either horizontally, vertically or diagonally. Extra points are scored four four or five-five Klaxes and, if you can manage to create a big X (four-to-six tiles), this is a five-five Klax. If you can manage to create a large 'K' spanning the all five columns, you're blasted to the Warp Zone!



Any about, aren't the CVD boys already reviewed this? Nope. This is actually another version released by Tengen, creators of the original Klax coin-op. So what's it like compared to the original coin, which was a bit stinky? A vast improvement, as a matter of fact. Graphically superior and sonically brilliant with stacks of samples taken from the arcade game. The big difference is in the gameplay, though. Tengen's game has a much better feel, more like that of the coin-op than the previous attempt. Obviously, if puzzle games aren't your cup of tea, you'll find it difficult to justify buying this. On the other hand, you may just find that you like it - so give it a blast, see what you think and then buy it!

PAUL RAND

### MEGADRIVE

GRAPHICS	84
SOUNDS	82
PLAYABILITY	87
LASTABILITY	85

**OVERALL 85**



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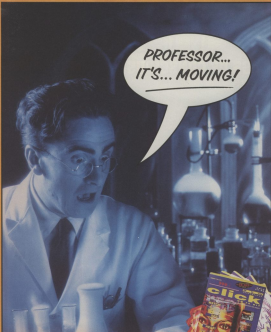
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#### KICK OFF 2

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THE BAND  
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# cheat

## MODE

Jolly (several) had contact with roaming his North Eastern haunts, doing Elvis impressions in basement bars and stuffing most of the CVS crew at Rock On 2. PAUL KRAMD is back for another batch of cheeky cheats and jolly jokes with the hottest tips this side of Brigitte Nielsen.

Don't you want to be part of the hottest cheat section in the world? Send everything you have - from tips on games to hints for stopping the words, writing - to JIMMY JARROLD'S, IT'S PAUL'S CHECK, IN THE BUCKET CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORITY COURT, 28-32 PARKING, DOH LANE, LONDON EC1H 3AU. There's a substantial hundred thousand worth of software for the best 50 or so, and a bag full of fixed credits if your cheat's been fipped off. You have been warned...

### FANTASY WORLD DIZZY

What with Wales being so crap at rugby, the folks need a bit of cheering up so let's hope this solution to CodeMaster's jolly egg-strew-ganza from Gareth Williams, Newson, Qwert does the job. Remember, for infinite lives type in IMMORTAL on the high scores screen. First, give the apple to the troll, now pick up the bread and throw the water into the fire. Collect the heavy Boulder. Now give the bread to the rat, hop-step across the crocodile pit and pick up the boulder on the other side. Cross back over and drop the boulders on the staircase. Go up to the switch and press fire, jump up and then jump right and don't bother with Demit.

Jump onto the table and walk left as far as you can without falling off, then jump left, jump right and walk right, jump to collect the key. Jump back and up into the attic, collect the bone and proceed to the portculla at the bottom of the castle, walk through it and jump into the Amrog's den.

Quickly walk right and pick up the boulder, then drop the bone. Jump out of the pit then walk back and pick up another boulder, jump over the Amrog, walk left, drop the rocks in the water and go back to collect the other one. At this stage the water will rise so cross over to the other side and collect the potion from dory. Travel back to the crocodile pit, jump over it and walk over to the dragon now get close to it and drop the potion quickly go past the dragon to pick up the sack. Go to the bottom of the treehouse and pick up the bow, then climb up to Grand Dizzy to get a pickaxe and a crowbar.

Go right and collect the door knocker and proceed right to the base of the volcano to collect the third key. Now go to the well and use the crowbar. You will fall into a strange new world! Get on top of the barrel and jump into the church roof, go inside the church and get the final key. Go into the market square and give the shopkeeper the key. He will give you a bean, then go back through the well and go to the lift house.

Put the keys down by the boxes and when a message comes up four times go down to the dragon and pick up

the egg, put the egg back down and use the pickaxe to break through the rubble, now collect the carpet. Go up and drop the bean in the manure and return to the castle, dropping the door knocker at the door. Pick up the bucket and go back to the base of the volcano, fill the bucket in the water and drop it on the manure. Are you still here? Good, do you know that P17M is coming on the Super Fantasy? Nobody else does! Any way, back to the cheat. Climb up the beam that supports the clouds and jump across the clouds. Go to the cloud castle, drop the rug on the spires and jump up, then walk right, jump left, dodge the spikes and jump up right, fall right then walk over to Dory's cage and press fire. When she comes down, go over to her and press fire once again. And that, folks, is that! Phew!

ALL FORMATS

AMIGA



### NAVY SEALS

It's all action when Leigh Jackson is about. Leigh lives in Beverley, North Humberside and is an avid Amiga fan. Here are his tips on Ocean's low-quality shoot 'em up to prove it.

When asked to enter your name in the high score table, type P88075. Start the game, press H and hit ESCAPE to move onto the next level.



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## R-TYPE II

More Cough-Jackson privacy, this time for the cracking conversion of Irem's classic sequel to their even more classic Mod.

Press down the pause key (P), hold down the left mouse button and hit P1. The border will turn green and you will become completely invincible.



## CAR-VUP

Try out these codes for Core's driving-related bundle of fun. Enter the codes on the high-score table for groovy things to happen.

WRODPSSE - allows you to start on professor's level

W00000000 - gives you speed

PUSSEYCAT - gives you nine lives

## INDIANA JONES (THE LAST CRUSADE)

Leigh Jackson ends here - does this guy ever stop? Enter your name as SILLYRAM to get infinite lives.



## LEMMINGS

No, I don't think he does stop actually. Here's his last one, this time for the (uh) Poggywood puzzle.

On the title screen type in P0J000L Y to make the Lemmings stop their suicide run!

## JAMES POND

Following the fab solution to James Pond printed in an earlier issue we're about to make it even easier with this amazing cheat from James Cooney, Huddersfield, West Yorks. Take it away Jimmy D.

Type in MR3 and you get unlimited lives. Having done this, press B and the mission pipes open. Then press Z for level one, X for level two and proceed along the bottom row of keys from C to F to get levels three to ten inclusive.



## MIDNIGHT RESISTANCE

Damon from Peckham, London, has an infinite lives tip for Ocean's not-too-bad coin-up convert! You have to get a shot at the high scores table, enter **SAMESE** and then your initials and hey presto: infinity! Cheers D!



## NEW ZEALAND STORY

That's a pretty but challenging romp around New Zealand has had it's fair share of cheats. Here's another, from Mary Nook, Bobbington, West Midlands.

Hold down all the buttons on your keyboard until the outer screen turns grey, then simply press the arrow keys to jump levels!

## KLAX

Comic Book Tom Hull is quite a fan of Klax - more so since he found these coding POKEs!

Reset the computer after loading in the game and type in POKE 27886,127 (return), 575, 8076 (return)



Look out - he's back!

# PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling courier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Fly, red star riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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## ARNOLD PALMER GOLF

Is it a bird? or is it an eagle? Either way it's from Ben Cooper (no relation to John or Barack), whose home is situated in Holbrook, Arizona.

Simply enter your password as **EVE** and you will be able to hit the ball amazing distances. Ben claims to have hit the ball 565 yards with his one-wood using this method!

## SONIC THE HEDGEHOG

Most quickly maximal mastery from clever old Matt Auer of Birmingham. On the intro screen do any of these three movements to select the secret stages:



1. Press UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START
2. A, C, B, C, A, UP, DOWN, LEFT, RIGHT, A, D, B, C, A, START
3. UP, DOWN, LEFT, RIGHT, A, C, B, C, A, A, D, B, C, A, START

Instead of a score there should be some code. By pressing **B** Sonic should change into a ring, press **B** to make him turn into another spire and press **C** to make your chosen spire permanent, giving you infinite lives. While

cheat mode is on press pause, **B** to see action in slow motion, **D** to get frame by frame animation but beware, if you reset the game by getting it again by pressing **A**, start and hold them down for a few seconds. Select Green Hill Zone act 1, this will bring up a different screen every time.



## DYNAMITE DUKE

A mega quake from Luke Waples. Essex's finest. Probably. It's for the bit too easy Chip Wolf does. Press **C** ten times and then **START**. You will have multiple options on changing the game. By George!



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## DYNASTY WARS

The worst from Dr. Steve Russell again, this time with a wretched cheat for US Gold's spangly arcade conversion. Press **SHIFT** and **ZERO** to progress to the next level.



## MIDNIGHT RESISTANCE

Matthew Guard comes to the rescue of beleaguered mid-night resistors with his cheery cheat.

On the title page press the keys **R**, **G** and **N** together for infinite lives.

## SOLOMON'S KEY

I thought this puzzle title game was quite a hoax. Obviously so did Matthew Guard, who's supplied us with quite a nice tip.

Type **GAZZ** into the high score table for infinite lives.



## NINTENDO

## GHOSTS 'N' GOBLINS

Gary Clare from Orion reckons Nintendo's the best, so he's put together a player's guide for us. Here's some useful info on Capcom's medieval fright sim.

You can select a level by entering the amount of players you want, then before pressing start, press **RIGHT** three times, then **B** three times, **UP** then **B** three times, **LEFT** then **B** three times, **DOWN** then **B** three times then press **START**. Now select a level!

Gary has also supplied us with an unorthodox way of completing the game. Using the cheat listed above go to level seven and defeat the devil - don't press reset yet! Move the level select marker back to level seven again and defeat the devil once more. Now you can tell everyone you finished the game, idiot.



## KID ICARUS

Oh Gary Clare is back, with a cheat for this the game Frank G'Connor reckons is "a right good 'un".

By putting in this code you will be invincible. **ICAPULS FIGHTS, MEDUSA ANGELS**. Copy!

## SUPER MARIO BROS 2

Phase! More scope stuff from the warped mind of Gary Clare. Here's some warp zones for the prequel to the totally magnificent Super Mario Bros 3!

There is a warp zone on level 1-3. Get a red potion bottle and drop it on the white and red patterned pot instead of going inside it. After you've dropped the potion bottle on it again and you will be transported to level 4-1. There is another warp zone on level 4-2, the method is the same and the pot is hidden under a section of path-way on a little island which is all by itself. The red potion is on top of a three level island. This transports you to level 5-1. Before you go to this warp zone at the beginning of level 4-2 you can pick up an extra power up by going left instead of right, jumping to a small whale. You will find a clump of grass, under which there is a small potion. Drop this and you'll get your power up. There's another warp zone on level 3-3. You've got to go quite a bit into the level to get the potion then double back to the pot which is near the beginning. To get back up the hill crouch down until your sprite starts flashing then jump.





## SEGA

### TRANSBOT

Craig Harbert, from River Never Land, has been sitting impatiently on his Sega playing this sad show 'em up and has just come up with these amusing game of wisdom.

Before you switch on the game, put both keypads into the Sega and press controls one and two on the number one keypad. After the title screen has come up four letters appear on the screen. Fiddle with the keypad until they all say OK. Now start the game. You will get infinite lives, your power won't go down and you'll find it easy to get your weapon.

Alternatively, try this cheat for peace of mind: Switch on the game, put both hands on the cartridge and turn off the console as soon as possible. Now pull out the cartridge and use it to strike the fire.



### GOLDEN AXE

Here's a gaffly tip for the best best 'em up on the market for the Master System. It's come all the way from Craig Harbert, whenever the real Craig Harbert comes from. After you have exhausted all your continues, press the pad upwards and press both control buttons for an extra continue. This only works once, unfortunately.




### ALTERED BEAST

Here's a cheat from altered Beast Paul Hatcher, who hails from somewhere near Preston.

Once you use your first and only continue and you die again, hold the directional pad down and press both buttons. Hold this for a few seconds and you can get an other continue. This works three times only, but who's complaining?



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


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## RUFF 'N' REDDY

Chris Griffin from Southall, Middlesex claims that he's never had any of his tips printed in CVG before, even though he's seen in loads. That was probably because they were crap. Luckily this Ruff 'n' Reddy is a bit of a stunner, so Chris can put that nonsense away. Enter **ENTER NEVER DIES** on the title screen for infinite lives.

## FLIMBO'S QUEST

Quite a wacky game, this, but Chrisoy Griffin has sent in a pointer too. **POKE 8628,173** for infinite lives and **POKE 40960,468** for infinite time.

## ROBOCOP

Some real fighting cheats from Jamie Jewellin, Peterlee, Co Durham - two miles from where I live! Move, creep...

Redefine the control keys as **MSYULE**. You will then have infinite lives. While this mode is in operation holding down **G, T** and **I** will advance you a level.



## TOTAL RECALL

Not only a Robo fan, but Jamie Jewellin, but an Amiga aficionado too. He's big back.

On the title table type **THE END IS NEAR** and, once the game starts press **enter** and you will advance a level.



## OPERATION WOLF

And another violent blast to round up Jamie Jewellin's tips page. This time for the conversion of Factor's US-mounted megagame.

Load 128k version to 48k mode and you'll go straight to level six. Lululu!



## TEENAGE MUTANT HERO TURTLES

Peter Toome from Calamunda in Australia has sent in this cheat for the game starring those four heroes in a half shell. Apart from being a Turtles fan, we've also heard that Peter is a bit of a fan of Vegemite.

Load up as usual and start the game, during it press the keys **A, S, D** and **G** simultaneously and the word **GM** will flash briefly at the bottom of the screen. Wait a few more seconds and press **G, E, R** and **P**, again simultaneously, and **DR** should flash once again. You are now invincible and can also walk through buildings and level!



## XENON

Antipodean antics in the Amstrad cheat bit this month, courtesy of one Steve Russell of Queensland, Australia. Press **ESC** to pause the game and hold down **T, L, R** and **Y, A**. A message will appear to tell you your craft is invincible.



SPECTRUM

PC ENGINE

AMSTRAD









## Jerry Boy



### THE SADDEST STORY EVER...

The saddest thing you're ever likely to hear, is the true tale of Jerry Boy's origin. An evil Wizard wants to steal children, but Jerry Boy stands in his way. The love he has for his girlfriend is disastrous to the wizard, so he enlists the help of the school bully, who tortures Jerry's girl. The evil wizard salvages Jerry's babe and in order to stop Jerry coming to rescue her, he turns poor Jerry Boy into a small lump of blue jelly. During the game, Jerry needs his friends and parents, but none of them recognise him. It isn't long before a tear to your eye to it does. At one point, he spots his parents in their car and just as he reaches them, they tear off, leaving only a cloud of dust. The only one who recognises him is his little dog. Good-bye, sob sob.



Jerry Boy is a game which even I, who in the office has been raving about since it arrived - and for the life of me I just can't figure out why, if for one I find the concept of controlling a small piece of jelly ridiculous, but that's not the reason for my indifference. Sure, it looks pretty, but then again doesn't everything on the Famicom? I certainly wouldn't say that the artist has gone to town over creation of the graphics - they begin to look very sorry after only a short while. But it's the gameplay which has my mind wandering whenever I sit down to play Jerry Boy, as it just isn't exciting enough. Shuffle along, jump onto the heads of baddies, and that's just about it for me. I'm no saint, but this type of game is of great appeal to a load of folk, but I like my action a little more hectic, to very much.

PAUL RAND

ANKS...  
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### FAMICOM

GRAPHICS	83
SOUNDS	88
PLAYABILITY	85
LASTABILITY	86

## OVERALL 85

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# HIGH SCORES

## DEAR WIMPS

The closer it gets to Christmas, the more games get played and scores sent in by Britain's best gamers - the readers of CYG. A lot of titles featured this issue, probably because the software houses are holding back their new stuff for the festive period. Next month, I'll expect to see a similar deluge to the one we have here, let's take a look...

## SADIE

### AMIGA

Speedball 2 and PGA Tour Golf manage to hang on in the Amiga chart for another month, with the excellent Kick Off making yet another reappearance. Rainbow Islands flies the flag for the category game too, to please the publisher's monster lovers out there. Chuck Rock and Rampage bring up the rear.

KICK OFF 2	82-D ENGLAND V HOLLAND	
Anthony Price, Warrington		
PGA TOUR GOLF	ST SAVOIRSSS	
Ross Cleary, Liverpool		
RAMPAGE		1,768,500
Jamie 'Box Goof' Adlam, Swansea, Wales		
RAINBOW ISLANDS		1,699,000
Jamie Adlam, Swansea, Wales		
SPEEDBALL 2	BRUTAL DELUXE 444 DAMOCLES 2	
Matthew Collins, Swindon, Wilt		
CHUCK ROCK	465,100 COMPLETE	
Richard Roberts, Carvey Island, Essex		



OPERATION THUNDERBOLT	1,388,000
Pagan Humphries, Walsfield, West Yorkshire	
MURBLE BOBBLE	891,000
Stephen Parsons, Cardiff	
PARQ	740,000 COMPLETE
Daniel Greer, Eate baron, Northampton	

### ST

Have all you ST owners gone into liberation? These scores, all for old games, make up the Atari table. What about some of the brilliant new titles out for the ST? I want to see scores of scores for Wingo's smash sim, Jimmy White's Whirlwind Snooker come next month - or else.

PRESTIGEPOINT	58,000
Patrick McGinn, Leamington, Slough	
TDK	52,000
Chris Newlin, Pencoese, Cornwall	
SNIV	176,040
J B Morgan, Cardiff, Wales	

### SEGA

All change in the Master System chart this month, apart from Space Invader which manages to hang on in there with its lightning-related antics. You lot are certainly no slouches when it comes to sending in scores - keep it up.

ROCKY MOUSE	942,140 COMPLETE
Matthew McKenna, Hereford, Mobs.	
WECCE MESSON	678,000
John Howard, Giffnock, Glasgow	
FANTASY ZONE	4,268,000
John Howard, Giffnock, Glasgow	
S-TYPE	712,000
Mark Jameson, Whilly, North Yorks	
ALES IN DIMOND WORLD	1,104,800 16 LIVES LEFT
Richard Morris, Darkest, Sheffield	
AMERICAN PRO FOOTBALL	99-0
James Humphries, Walsley Hill, West Midlands	

### SPECTRUM

Spectrum fans must be the most cosmopolitan computer owners around, judging by the variety of games to be found this month. They're not averse to playing the oldies either, with four-year old Future Knight rearing its crusty head.

RAINBOW ISLANDS	1,089,188
Deborah Lockhead, Hamilton, Scotland.	
TETROS	125 LINES
Smith Jenkins, Bridgend, South Wales.	
FUTURE KNIGHT	1,258,780
Pagan Humphries, Walsfield, West Yorkshire	

### PC ENGINE

The best things often come in little packages and you don't get much smaller than the PC Engine! The scores have related into the CYG office - you must be using the Shuttle Engine!

PC KO 2	3,497,462
David Nwaeke, Warrington Meadows, Mid Glamorgan	
CHASE HD	1,785,200

Mike Reynolds, Harrow, Midd  
**MOTORBIKER 2** 1st COMPLETE 1ST PLACE  
 William Parsons, Blackburn, Lancs  
**AN IRISH BEAST** 282,000  
 Paoa Wainfala, Hong Kong

## SUPER FAMICOM

A UK Squadron score to knock last issue's effort out of the sky tops the Famicom table, but it's more than adequately held up by a quartet of excellent entries, not least the amazing Final Fight score! Let's see Super Ghouls 'n' Ghosts and Geoman Warrior making their debuts next time round, eh?

**UK SQUADRON** 871,000  
 Luke Hughes, Colchester Essex  
**SN CITY** 42,980,000 POPULATION  
 Nicholas Hudson, Walton-On-Thames, Surrey

**GREMLINS 2** COMPLETE  
 Daniel Sims, Whitechapel, Herts  
**DUCK TALES** 11,240,000  
 Kalle Järvenpää, Helsinki, Finland  
**COBRA TRIANGLE** 990,000  
 Simon Field, Basingstoke, Herts  
**WORLD CUP** 21-8 ITALY V W GERMANY  
 Hugo Kings, Holland

## GAMEBOY

Apart from the superb Hunt For Red October, all of the games in the Gameboy table have appeared before. What's wrong with the multitude of other brilliant carts available for Nintendo's perfect portable? I want to see new scores next month, or it'll be Gasoline and London talks all round.

**SUPER MARIOLAND** 882,000  
 David Lindford, Haywards Heath, Sussex  
**SUPER R-TYPE** 880,000  
 Luke Hughes, Colchester, Essex  
**AGUSTA GOLF** -13  
 Dan Osborne, Homersay, East Yorks  
**FINAL FIGHT** 1,804,483  
 Oliver Beehinger, Leinfelden, West Germany

## MEGADRIVE

Score scores a plenty this month; unfortunately, all but one failed to meet last month's high of 4,383,148. The central bit looks pretty unattractive, but I was sent photographic evidence - and the camera can't lie, can it?

**SONIC THE HEDGEHOG** 1,999,000  
 Alan Best, Nottingham  
**ZERO WING** 1,876,000  
 Alan Best, Nottingham  
**PGA TOUR GOLF** 88 GOLFERS  
 Ross Cleary, Maghull, Liverpool  
**REVERSE OF GENOSHI** 1,899,000  
 Matthew Cooper, South Ockendon, Essex  
**FANTASIA** 1,808,000  
 Dan Towers, Gillingham, Kent  
**SA ICE HOCKEY** 21-3 SWEET UNION V UK  
 Robert Ross, Wembley Park, Midd.  
**ZERO WING** 7,133,100  
 Tom Lindsey, Sandnes, Norway  
**JOHN MADER'S FOOTBALL 92-3 SAN FRANCISCO V ATLANTA**  
 John Hitchcock, Leytonstone, London

## NINTENDO

The old faithfuls make a comeback whilst impatient NES players wait for the likes of *Turtles 2*, *Battletoads* and *Super Mario Bros 3* to appear. Surely there are other games which you can crack, and better scores to achieve? Let's see some action.

**SUPER MARIO BROS** 2,998,000  
 Harry Youngman, Temple Cowley, Oxford  
**SUPER MARIO BROS 2** COMPLETE WITH 132 LIVES LEFT  
 David Hyde, Chingford, London E9  
**HUNT FOR RED OCTOBER** 8500  
 Leigh Jackson, Hull  
**BALLOON KID** 137,200  
 David Truettick, Scunthorpe  
**KING OF THE DOO** 2,008,408  
 John Holmes, Wembley Park, Brent, Avon  
**GOLF** USA -87  
 Paul Tyler, Wrexham, Conwal  
**CONTRA** 4,278,248  
 Adrian Cress, Birkbeck, Wiltshire

## ARCADES

Arcade high scores were a little thin on the ground this month; the recession must be really biting into eastern' pockets. Or could it be that you just aren't up to the challenge posed by today's top coin-ups? Prove me wrong!

**PIT FIGHTER** 3,810,000  
 Leigh Jackson, Beverly, Hull  
**FINAL FIGHT** 7,800,000  
 Leigh Jackson, Beverly, Hull  
**SAUC** 26,756,416  
 Frank Hughes, Writtlehead, Merseyside  
**SIMPSONS** 1st COMPLETE WITH HOMER  
 Lee Osborne, Bury St Edmunds, Suffolk

## R I P H E R E

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

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

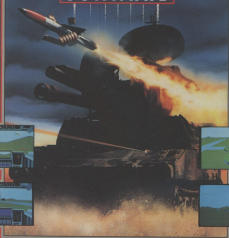
NAME: \_\_\_\_\_

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

TELEPHONE NUMBER: \_\_\_\_\_

MY MACHINE IS: \_\_\_\_\_

# BATTLE COMMAND



Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such as the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and

**FIRST INTO BATTLE ...**

out of hostile territory and armed with the most advanced weaponry. Select your mission and the armery you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete

**... LAST TO LEAVE**

**ocean**

theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination. **SPECTRUM-COMMODORE-AMSTRAD IBM/AMSTRAD PC & Compatibles ATARI ST-IBM ARCA**

# REVIEW ▶▶

PC  
BY MICROPROSE

£39.99

# Sid Meier's CIVILIZATION Build An Empire To Last

They say God created the world in six days, with Sunday off for a bit of a rest. With Civilization you can knock together your own planet in a matter of seconds and lead your chosen people to the promised land of intelligence, invention and loads of cash for the future.

After forming a planet and selecting a site, the real work of building your backward race into a first-bunch-of-guys capable of clever things like, um, blowing up your beloved wife. Things would be quite simple, were it not for the other civilisations on the planet, doing their own thing which usually means trying to spoil your plans by going and talking to your personal overlord.

Employ the subtle art of diplomacy to keep the other sides of bay, or form armies to crush them with if they get a bit out of hand. There you can do the lot? Just remember - it's a whole planet we're talking about...



## UPDATE

Railroad Tycoon was converted across 14-bit, so you can expect Civilization to turn up on your Amiga or ST sooner rather than later. Watch this space...

"You are worthy to make peace with us. We have prepared a treaty for your signature"

Accept



Fancy the chance of world domination without having to be some short French person with his arm stuck in his jacket and a silly name? Well, now you can be any world-dominating megalomaniac you like, too. Civilization is here! Fans of the classic Railroad Tycoon will know the name Sid Meier straightaway, and he's the brains behind this one too! Start off with a load of thickie primitives and gradually work your way up the tree to global domination, sorting out all those little troubles that go with the birth of kingdoms. I know the graphics aren't mouth-egg and the sound is so-so, but neither are necessary. What counts here is the way the game grabs you by the mouse and simply refuses to let go. Just like those prime-med world leaders you just have to keep going until you've done everything it's possible to do, and that's going to take ages! If you've got a bit of a brain and you're looking for a long-term challenge, try this and get lost in the world of your own making.

TIM  
BOONE



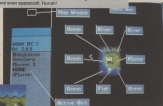
## CIVILIZATION™

To Stand The Test Of Time

## ▶ REVIEW

## INVENT SOME THINGS!

The key to Civilization is invention. In the beginning, your boys are as thick as pigs: you - they can't even read and write! The more you can teach them, the more powerful they become, up to the point when they're capable of building nuclear missiles and even spacecraft. Hurray!



## BE NICE - THEN KILL 'EM

You can choose to play against between three and seven different races in Civilization, each with their own quirks and attributes. Obviously, you want your folks to be the top dog in the world, but you can't immediately go on a killing spree, which is where diplomacy comes in.

Now and then tribal leaders will come to you to offer alliances in exchange for information. Of course, you don't have to keep to the letter of the treaty. When they're least expecting it, you could always send a massive force to their city and obliterate it.



	Roman	Descriptive
Approved Rating	46%	5%
Population	788,000	1st
GDP	24 million \$	2nd
Wls Goods	18 Items	7th
Land Area	40,000 sq Miles	6th
Literacy	32%	1st
Discover	56%	6th
Technology	88,000,000	1st



Wow! Civilization is a mega-temple's dream which lets you build up a sprawling empire, conquer countries and rule the world from the comfort of your very own front room! It might look dull, but it's not, not at all. It draws you slowly in, gradually giving you more

and more to concentrate on until you suddenly realize that it's 3.00am and you've been playing for six hours! It's incredibly compelling and had me addicted more than anything else I've played this year - very surprising, considering it's an arcade nut who normally wouldn't be seen dead playing a game like this. Its sheer scope, variety and depth gives it literally months of playability. If only it had been around in the early 1960's - Hitler, Emperor Hirohito and Mussolini would have been able to vent their megatemporal frustrations without having to mobilise their armed forces!

JAZ  
RIGNALL

PC

GRAPHICS	60
SOUNDS	74
PLAYABILITY	92
LASTABILITY	92

OVERALL 91





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# REVIEW

**AMIGA**  
BY DOMARK

£25.99

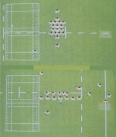
# RUGBY

## RUGBY WORLD CUP

Domark's Rugby - The World Cup is played from a Kick-Off style third-eye view, complete with radar in the top-left hand portion of the screen. One or two players can choose their favourite teams, replay memorable matches from the World Cup in a single match or play the entire tournament. After selecting the length of time for each half, the action begins. All of the features of the real game are simulated, scrummages, line-outs and drop kicks to name but a few. At the end of time, the team with the most points wins through to the next game, with the loser having to suffer the shame and agony of defeat.

### PICK UP A PLETHORA OF POINTS

Unlike soccer, where scoring a goal means one point and back to the kick-off, rugby gives you a number of opportunities to lift your total above that of the opposition. There's the try, worth four points and scored when you touch down the ball in the opposition's in-goal area. Achieve this and you can go for another two points with a "conversion" - kicking the ball between the other team's goalposts. A penalty is awarded should the other side disobey the rules of the game - a successful penalty is worth three points; as is a drop-kick, which can be attempted at any time and, again, must be put between the opposition posts.



Domark have gone for the Kick-Off formula with their Rugby World Cup game. The overhead view, radar and general style of play are reminiscent of that classic footy thrash, apart from the obvious differences between rugby and soccer. It's all quite fast and the programmers certainly know their sport, it's just that the game doesn't grab the player enough for him to stay and scrim-down for too long. There seem to be a few errors in Rugby - The World Cup too. For instance, I kicked the ball over the line, executing a line-out, yet was greeted by a scrummage! On the subject of scrums, they require a Daley Thompson (Olympion-style) wobble to win and, after a few goes, this can play hell on your arms. There aren't too many rugby sims on computer; unfortunately, this one is destined to be forgotten quite rapidly, due to its unremarkable gameplay.

AMIGA	
GRAPHICS	76
SOUNDS	70
PLAYABILITY	75
LASTABILITY	69
<b>OVERALL</b>	<b>72</b>



# RUGBY

**REVIEW**

**AMIGA** £25.99

BY AUDIOGENIC

## WORLD CLASS RUGBY

World Class Rugby from Audigenic is a more strategic affair than the Domark game. It's also viewed in 3D, in a similar style to John Madden's Football on the Megadrive. Again, all the rules of the game of Rugby Union have been implemented, there's a fifteen-man team to grapple with, as well as the opportunity to score points-a-plenty if you're good enough.

Unlike Rugby World Cup from Domark, set-pieces such as line-outs are played by selecting a pre-arranged move from a choice of eight, after which the boys do their stuff according to your selection. The 3D can be switched to a two-dimensional view if you can't quite grasp the idea of depth.



While Domark's Rugby is an arcade-style, grab 'n' run game, World Class Rugby from Audigenic leans to the strategy side, with pre-planned set-pieces and the like. The 3D graphic style owes much to John Madden's Football on the Megadrive, although things run

quite a bit slower. The speed is increased by switching to two-dimensional mode, but it really doesn't matter that the pace isn't blistering, so long as the game is accurate and playable - and it is, if you don't understand the rules of rugby, you'll probably be somewhat confused at the start; why, for instance, can you only pass backwards? The great thing about World Class Rugby, though, is that it's so easy to pick up as you play. The most realistic simulation of the most English of pastimes, World Class Rugby is a game which will appeal to many, not just fans of the sport.

**PAUL RAND**

### WHERE DID RUGBY COME FROM?

Like many sports (apart from city ones like Bums wrestling and American Football), Rugby was invented by the English. The story goes that, in 1823, a pupil of Rugby School called William Webb Ellis, whilst playing a game of football, picked up the ball and ran with it. From that day, the game of Rugby was born.

**AMIGA**

GRAPHICS	81
SOUNDS	73
PLAYABILITY	76
LASTABILITY	84
<b>OVERALL</b>	<b>82</b>

# FAME!

I'M GOING TO LIVE FOREVER...!

You wanna fame? You got it!

We had a great response to our recent compo asking you to send in pieces of yourselves with various celebs. Some of them we've never heard of, most of them we know and a few are even more famous than Paul Padd! So huge was our 'filo me, I'll get a formal' mailing that we've decided to extend the closing date for the compo until, well, whenever we decide we've had enough celeb-related spam or when DVD post heroes Rob 'n' George get fed up with hauling it all up the stairs!

So the good news for all you celeb spotters out there is to keep sending in those pictures. Meanwhile, we're looking for genuine photos of you with a celeb - the funnier the better - and there's £200 worth of software in the celebrity spotters web section at the end of the book!

So grab those photos, include a hilarious letter about the celeb, don't forget to add your own name and address and wrap the whole lot off to: I'WANNABE FAMOUS 2 COMPUTER AND VIDEO GAMES, PRINCEY COURT, 28-32 FARRINGTON LANE, LONDON EC1R 3AG. Unfortunately we can't return your photos, so make sure you don't mind losing the piccy before sending it off!

In the meantime here are a few who have already made it through to the shortlist for a prize. They've already won fame and fortune by appearing in the greatest games mag in the universe!



Here's Luke Murray, 11, with Colin Baker at the DeWiggle Centre in Aprilhampton. Just in case you don't know who our Col is, the sign behind him reveals all. What?



Irresistible but trust DVD fan and all-round hero John Charlton jumped into Bugs Bunny at Bournemouth! "He's very fluffy," says John, from Barnwood, Glos, who denied he was mistaken for a simon...



Robin Theakston, 10, was obviously so bored over at meeting Children's TV star Julia Peters he immediately spotted a pair of retail's ears up top!



Oh dear, you're out for the count. Bradford boys Richard Burners thought he'd catch the DVD cops napping with the fake-a-rooney piccy of himself and Frank Brano. Honestly, the things some people will do for a bit of free software...

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**FALCON™**  
BY TAITO



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# REVIEW

FAMICOM

£45.99

BY CAPCOM

Every now and then, there comes a game which will not only shift thousands of copies of the title itself, but also help sell the host machine. On the NES it was Super Mario Bros. On the Mega-Drive it was Sonic The Hedgehog. Now, finally, the Famicom has a game that will stop the naffs and finally silence the moaning Mega-Drive owners who claim the Famicom is crap. Super Ghosts n' Ghouls has finally arrived. It's been due for months now, but the final product looks pretty special. You take the role of Sir Arthur, a knight with powers gal gal scoble. Fact is, every time he looks like getting to grips with some baddie, along comes an evil demon, stealing the girl and whisking her away to some dark and gloomy castle. Sir Arthur has had this happen twice before and he's a bit sick of it. So he slips on his special combat armour and heads out into the night, to do battle with hordes of ghosts n' goblins and things that go bump in the night. Armed initially with a throwing lance, he has to make his way across the vast and dangerous reaches of the evil kingdom. Along the way, he'll discover all manner of traps, monsters and nasty tricks. If he's to survive, he'll need strength, courage and a string of garlic.



# "S U GHOULS"



Yikes! It's time to go back to the scary world of Ghosts n' Ghouls! These of you wanting a conversion of the original arcade game will be in for a bit of a shock. Super Ghosts n' Ghouls takes the theme, looks up the graphics, perks up the sound and changes the

game completely. The work that has gone into this game is quite staggering. From the intro onwards you will sit, limp-jawed with amazement and other strange gurgling noises. Meals will be forgotten, school missed, jobs left, the nation itself will grind to a halt as the country is gripped by the feverish intensity of this game. Ok, so that's a slight exaggeration, but Super G+G is a top lot of console entertainment. The graphics are truly fab, the range of weapons available is vast and the power up armour adds just a hint of strategy. The only niggle as far as I'm concerned, is the incredible difficulty. Even on beginner level, Sir Arthur's quest is quite unforgivably hard, easy level is next up and the use of the word easy is an obvious and terrible lie. Best of all though is the tabby-rooky music. It's kind of like a Hollywood B Movie, but with a better orchestra. Get yo butt down to Mr. Sparky's Famicom Emporium right now and buy yourself a copy of this dreamy game.



▲ It's a real good stabbing the wall!



FRANK O'CONNOR





## CHESTY SURPRISES

As in the previous games, the **ITEM** in the **Q & Q** series features the in-world map. In this game, he hides in a chest and appears when you shoot it. The location of the island varies, so shooting chests can be a gamble. In this game he's very cruel: if his ball of magic strikes you, you turn into one of four things, a small baby, a cat, a girl or even a wisp. When transformed, you become very weak and vulnerable and it takes a while for the **ITEM** to wear off.



▲ This guy needs a dental - and fast!



▲ There's a nice, new suit of armour in that chest - and death in the bag.

# PER "N" GHOSTS



▲ Glass sword? Poison? Magic?



## POWER TO YOUR GHOULIES

There are a whole host of weapons to choose from, seven in all, plus a mystery weapon none of us have found yet. Each of these weapons has its own special features. Some are fast, some are powerful, some curve in a gentle arc and others are almost entirely useless. You have to be careful when deciding what weapon to use for each level, and if your tool's anything like puns, the weapon probably won't turn up. Collecting a suit of green armour powers up the weapon by one stage, giving that extra bit of force when needed. Collecting a golden suit of armour gives you something even better though, it endows the wearer with magical abilities, including a rather groovy smart bomb. Sadly though, these are few and far between.





▼ Do you need this stuff?



▼ Enemies aren't a bit creative, either.

### THE SNEAKY BIT AT THE END

Just when you think you've completed Super G&G, you'll find out something very horrible indeed. Well, you will if you can read Japanese anyway. The very last badgie flees after the last battle and your girls says something in Japanese. In case you complete a G+VG will now provide a rough translation. The gal basically tells you that the last badgie isn't dead and you need to find a special weapon to defeat him. This means you have to go right back to the start and try again, looking out for the mysterious weapon the whole time. Sneaky or what?



▼ It's good you wouldn't want to die...



### THANKS...

...to Advanced Console Entertainment (071 363 5480) for the loan of the Super Ghouls and Ghosts review cartridge so soon after its release in Japan. How do they do it, eh?



Ever felt said, lonesome and left out? Me too, 'cos I just don't think Super Ghouls 'n' Ghosts is the best thing since laboratory violence! Luckily I'm not completely alone; the man Rand agrees with me, but everybody else in the G&G-Mean Machines office

thinks we're both off our rockers! Sure, the graphics are fantastic and the sound is unbelievable - but that's true of most Famicom games. It's the gameplay I simply don't get along with - it's old hat and, to be honest, almost boring! We've all seen this particular sideways scrolling (jump and avoid or lose your pants) scenario time and time again, ever since Ghosts 'n' Goblins turned up in the 80s, spawning generations of computer and console clones. I didn't like it the first time round and my opinion hasn't changed now. For me, Super Ghouls 'n' Ghosts is a dead theme dressed up with the fabulous graphics and sound of a superb machine. In my view this will probably be a dream come true if you're an ardent G and G fan, otherwise it's best to be a tad cautious before shelling out the dough.

**TIM BOONE**

### FAMICOM

GRAPHICS	92
SOUNDS	90
PLAYABILITY	85
LASTABILITY	89

**OVERALL 89**



# REVIEW ▶▶

## MASTER SYSTEM £34.99

BY TECHMAGIC

Lesson one in Fantasy Land: don't get on the wrong side of Master Link. He's the big man around these parts, but he's not a man at all. He's the Beast Lord, a peering mass of evil and master to all manner of slavering monsters. Was it therefore wise to call him lady pants? I think not. Quick as a flash, you're transformed into a beast and dumped in the forest. Naturally, life as an ugly creature isn't a bed of roses - ask Frank O'Connor - so without pause for breath, you're off in search of a cure.

Unfortunately, the only way to transform yourself back to human form is to give old Masterlink a bloody good punch on the bottom. It's not the simplest of cures, and a right pain in the butt, but it's the only answer to your problem - so get out there and feel him. But watch out - Masterlink's wise to your plot and has sent out his very fiercest henchmen to stop you!



▲ Aight! It's a Beastie!



Whilst *Shadow Of The Beast* on the Master System couldn't hope to achieve the sort of graphic quality managed by the original Amiga version, Technmag have nevertheless created an extremely good-looking piece of software. There's parallax, scrolling - something not seen every day on the 8 bit Sega - and a detailed main character who runs, jumps, kicks and punches. You can even see his chest expand as he breathes! Colour could have been used to better effect in places, but that's no great handicap. What is most frustrating is the poor control setup which forces the player to push diagonally-up to jump - and we all know how inaccurate the Master System joypad is! Too many times you'll find yourself jumping when you're trying to attack something and vice versa. Mind you, if you can overcome this difficulty, then *Shadow Of The Beast* emerges as a perfectly respectable and tough slice of arcade adventure action.

PAUL RAND

# SHADE



▲ It's the Keeper of the Crib!

## SIX SAVAGE SHADOW STAGES!

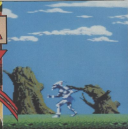
There's a lot to find and fight in *Shadow of the Beast*, and a lot of legwork to be done. Six stages make up the land, each guarded by one of Master Link's ferce and level henchmen. From the Mountains And Forests, make your way to The Underground Caverns. From there, negotiate the Slags! Well then enter the most dangerous areas: Subterranean World, The Galaxy and and - the ultimate challenge - The Beast Lord's Castle! Lucky you're one tough hambo, eh?



▲ Climb down and... (SPOILER)

魔性の掟 OF THE

魔性の掟



Run away from the bad monster!



**HISTORY OF THE BEAST**

As you probably know, *Shadow Of The Beast* is a conversion of the Amiga game of the same name, which originally appeared on the Psygnosis label. The most graphically stunning game of its time, *Beast* was a smash hit—even though the gameplay was a bit on the rinky-dinky side. For their version (titled the *Master Mix '92*), Teamgate have tidied up the playability and added a feature not present in Amiga *Beast*—the ability to store objects for use later on in the quest.



Converting *Shadow Of The Beast* to the Master System is a task and a half. So you have to take your hat off to Teamgate for giving it a go and coming up with a game which, for the Master System, is visually pretty stunning. Looking very beast-like, our hero sprints impressively across the parallax scrolling background, putting paid to all manner of beasts as only he can. The trouble really starts as you wrestle with the joypad. Initially you'll find it impossible to avoid yourself jumping at just the wrong moment because you accidentally pushed up—and everyone knows how easy that is to do! This can be incredibly frustrating at times, and requires a serious amount of practice to play properly. Nevertheless, there's enough here to keep you coming back for more and eventually overcome the awkward control method—but I'd recommend giving *Beast* a once over before deciding whether it's right for you.

**TIM BOONE**



It's Pick Up that beast!

**UPDATE**

*Shadow Of The Beast* is a whopping levy 500k. Its Mega-drive debut. It's also been available in a variety of computer formats for years!

**MASTER SYSTEM**

<b>GRAPHICS</b>	<b>87</b>
<b>SOUNDS</b>	<b>76</b>
<b>PLAYABILITY</b>	<b>79</b>
<b>LASTABILITY</b>	<b>82</b>

**OVERALL 82**



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# ARCADE ACTION

## TERMINATOR 2 JUDGMENT DAY

**HOT! HOT! HOT!** The sparkiest movie of the moment makes a leap into the arcades, and CIG is there to give you the full lowdown. Here is fight master look-alike JAZZA BIGNALL, to spill the beans on the movie cast-off, Matrix to Matrix, baby...

If you haven't seen Terminator 2 yet, you're either completely stupid or under 12. The film is astonishing, combining state-of-the-art effects and a relentless storytelling to create one of the most intense, action-packed movies ever seen. Ideal fodder for a videogame!

MobyGames are the guys who nabbed the licence, and what they've come up with is an Operation Wolf-style game, complete with two Enyo Matrix Rifles (modelled on the ones in the film) mounted on the tank. And guess what you do with those. Yep, blast every bad-guy in sight - and there are lots of 'em.



### DIGITISED DELIGHTS

Using state-of-the-art digital techniques, MobyGames have incorporated actual film footage and speech into the game. The result is spectacular, with completely recognisable graphics and locations, realistic animation and some awesome effects (making this a visual and aural spectacular).



### PLOT TWEAKS A-PLenty!

The game loosely follows the plot of the film, with one or two players joining forces with John Connor, leader of the human resistance. The object is to first annihilate the machines of T2, then infiltrate Skynet headquarters and finally gain control of the time field generator so that the players can be sent back in time to the present day. Once that's achieved, the players must protect Sarah and young John Connor, destroy the Cyberdyne Labs and finally confront the T-1000 and blow it away!



# TERMINATOR 2

BY MIDWAY



# T2

TERMINATOR 2  
JUDGMENT DAY

MIDWAY



On the one hand I was completely blown away by the incredible graphics and stunning sound, but on the other I was very disappointed to find that all the programmers could do with one of the biggest film titles of all time and some of the most amazing arcade

graphics technology yet seen was to come up with yet another Operation Wolf style game. The game is challenging (phase 1-4000 and the Endoskeletons take a real hammering, and things get unbelievably hectic later on) but apart from the knockout visuals there's simply nothing new on offer. An amount of (to quote Midway's press release about the game) "cutting edge advancements in digitized two-view, state-of-the-art multi-planar scrolling and holographic-like flashes that float between the screen and the player for innovative realism and even-before-achieved depth and dimensionality" can disguise the fact that this is a four-year-old game (most that has been seen and done to death). Once I'd played it a couple of times, the novelty began to wear off and soon I was looking for something a bit more original and interesting to play. Terminator 2 is well worth a couple of credits just to see the graphics, but don't expect it to keep you entertained for long.

JAZ  
RIGNALL

30P PER GO

GRAPHICS	94
SOUNDS	93
PLAYABILITY	81
LASTABILITY	70
OVERALL	77

## NOW IT'S T2 PINBALL TOO!

Williams have developed a Terminator 2 pinball table, a stunning machine packed with features including a mini Endoskeleton head on the actual playfield, instant 3-ball multi-ball, a 50,000,000 point super jackpot, incredible stereo music and digitised Arnie speech, a gun-grip ball launcher and a dot-matrix screen on the backplate which features a T2 Video Game Model if you can find it - play it!





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# NINJA COLLECTION

## SHADOW Warriors



AMIGA ATARI ST



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SPECTRUM  
COMMODORE





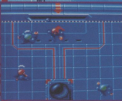
## C64

- |    |                      |             |
|----|----------------------|-------------|
| 1  | 1 Terminator 2       | Ocean       |
| 2  | 2 Speedball 2        | Mirrosoft   |
| 3  | 3 NEFinal Fight      | US Gold     |
| 4  | 4 Dizzy Collection   | Codemasters |
| 5  | 5 Man Utd Europe     | Krisalis    |
| 6  | 6 Fun School 3       | Europress   |
| 7  | 7 Rainbow Collection | Ocean       |
| 8  | 8 NETurbocharge      | System 3    |
| 9  | 9 Big Box            | Beas Jolly  |
| 10 | 10 REKick Out 2      | Anco        |

The top chart looks very shaky this month; T2 might stay the distance, but the competition is very strong, although Fun School is an unusual addition to the chart. Big Box is still there and it doesn't look like slipping.

### CVG TIP FOR THE TOP

It has to be T2, but Final Fight is a strong contender; just the kind of senseless violence we know and love.



## ATARI ST

- |    |                       |            |
|----|-----------------------|------------|
| 1  | 3 Magic Pockets       | Renegade   |
| 2  | 2 Terminator 2        | Ocean      |
| 3  | 1 Jimmy White Snooker | Virgin     |
| 4  | NEFinal Fight         | US Gold    |
| 5  | 5 Thunderhawk         | Core       |
| 6  | 6 NEHunter            | Activision |
| 7  | 8 Man Utd Europe      | Krisalis   |
| 8  | REHero Turbles        | Mirrosoft  |
| 9  | 17 Heroquest          | Gremlin    |
| 10 | 4 Rifled Tycoon       | Microgrove |

The Bitmap Kid's platform antics take the top spot, with T2 relegated to second position - but that might change before the month's out. There's a lot going on just before Christmas and we'll see what the seasonal forces are next month.

### CVG TIP FOR THE TOP

Could be Turbles 4, but the smart money says The Simpsons. We'll wait and see!



## SPECTRUM

- |    |                         |             |
|----|-------------------------|-------------|
| 1  | 1 Terminator 2          | Ocean       |
| 2  | 4 Dizzy Collection      | Codemasters |
| 3  | 5 Heroquest             | Gremlin     |
| 4  | 3 Rainbow Collection    | Ocean       |
| 5  | NERobin Smith's Cricket | Challenge   |
| 6  | 3 Man Utd Europe        | Krisalis    |
| 7  | REGolden Axe            | Virgin      |
| 8  | 8 Back To Future 3      | Mirrosoft   |
| 9  | REFun School 3          | Europress   |
| 10 | REBack To Future 2      | Mirrosoft   |

As you'd expect, T2 takes the top spot, but the Dizzy collection has seen an unexpected rise, so watch that number one slot and look out for Turbles 2 next month.

### CVG TIP FOR THE TOP

Probably T2 again, but watch out for Robin Smith's Cricket.

















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# PRE VIEW

## TECMAGIK

Football fever is set to hit Europe next year, when the continent's top international sides come together for the European Championships. And, to celebrate the exploits of the likes of Lindeke, Gulik, Kilschmann and Co., Tecmagik have signed up the Sega Master System rights to UEFA '92. CVG ball-boy PAUL RAND shares with you his pre-match views and assesses the game's chances of hitting Division One in the Sega sports league.

Europe's finest soccer stars get together in May next year for a feast of footballing fun. And, like the World Cup two years before it, the European Championship is a prime licensing target for the software industry. This time around it's Tecmagik, publishers of Populous and Pacmania on the Master System, who are the lucky people to grab the rights to produce a Sega version of UEFA '92.

But there's just one snag, guess which top footy game has just been released for the 16-bit console? You guessed it - Super Kick Off, converted from the Amiga and, unfortunately for Tecmagik, it's absolutely brilliant. So can the finest Midland wingers score in the face of such stiff opposition? Although still in an embryonic stage, the boys from Sega suggest that Tecmagik are gunning for Kick Off's title of best soccer game; control of the ball is similar to Amiga's smash hit, as is the top-down view of the pitch.



## IT'S NOT OVER 'TIL IT'S OVER

Tecmagik are insisting that UEFA '92 is not going to be a flash-in-the-pan act. The hope is that, long after the Championship is over, their game will still be sitting by the bucketload. That's not to say that they won't be making the license for everything it's worth; Bernie, the UEFA '92 mascot created by Disney, will feature heavily in the advertising campaign, and you can be sure that this cute little bunny becomes a household name months before the big kick-off. We'll be covering the progress of UEFA '92 from start to finish; watch this space for further info!



## FABULOUS FOOTY FEATURES

Once completed, UEFA '92 will contain such mind-boggling features as omni-directional scrolling pitches, a variety of different stadia, intelligent players and even a referee who'll be breaking down your neck whenever you make a dodgy tackle! Other lovely extras which the programmers are hoping to cram in include a training mode, where beginners can go to hone their skills, a choice of 34 European teams and a unique approach to set-piece play!



VERSION  
SEGA

DATE  
MAY

PRICE  
£ 34.99





# PREVIEW

## TIP OFF

### ANCO

What on Earth can follow Anco's runaway all-time classic Kick Off? What evils in sports can anybody offer the legions of Kick Off fanatics across the land before Kick Off 2?

Well rest easy, little fans, 'cos help is at hand. Right now Anco are putting the finishing touches to Tip Off - the game which promises to become basketball's answer to the Kick Off legend.

Both Tim and Jaz have seen the game in early development and reckon it's already looking totally fab - with pacy play, smart graphics and wickedly quick ball-tobbing action. Just the thing for one or two player thrill!

The game will also feature an absolutely massive front end, with tons of options to choose from and a wide variety of teams and players to allow the player to create that ultimate basketball team.

Designed and developed by Steve Goreuch (half the team which brought Kick Off to eager fans across the land) Tip Off is already looking the business. And since Kick Off has now been converted to just about every machine there is, console



gamers can almost certainly expect this great looking game to turn up on their machines as well!

So stay tuned to Britain's best games mag for the full low-down just as soon as the CVD eager beavers get their hands on a review copy!

VERSION  
AMIGA  
ST

DATE  
TBA  
TBA

PRICE  
£ 19.95  
£ 19.95



# PREVIEW

## HEIMDALL

### CORE

Forget all those ludicrous stories of humans evolving from fish and stuff like that, when everyone knows that the Gods were behind mankind's existence. Take the Viking here, for example. They were created by a bunch of immortals stacked up in Valhalla and Asgard. In the beginning, the Gods thought highly of the Norsemen, visiting them frequently. However, as is often the case, they grew tired of their playthings and reverted to more duty-like fun and frolics, like eating ambrosia. However, one of the Gods, Frey, foresaw that the Vikings would one day be required to come to the assistance of their creators and so he wrote divert contingency plans for that time.

It was hundreds of years later when the Age Of Ragnarok began. The evil Gods turned on their peace-loving neighbours, stealing three of their weapons and scattering them throughout the Viking worlds. Odin, not best pleased that he had lost his own sword, took a look at Frey's plan and sent Thor to deliver a child to one of the mortals who, when fully grown, would be able to retrieve the missing weapons. His name? Heimdall.



### VIKING VARIETY

Heimdall is split into two parts - an arcade section and the main RPG game. These tests of skill must be accomplished in order to improve your character's attributes and also to view a higher number of possible comrades for the quest; five Vikings can be selected from a maximum of thirty. These tests consist of arcade-style games - axe-throwing, pig-chasing and long boat-fighting - and, as you can see from the screenshots, they're all graphically superb.

Not surprising, when you consider that all Heimdall's graphics have been created by an ex-employee of Sullivan Bruns, designers of the Dragon's Lair coin-op and a couple of animated feature films! This high quality of presentation has been carried over into the roleplaying part of the game, to give the player an exquisite-looking, isometric 3D search 'n' burn. So long as Core can ensure that gameplay can match the presentation - and an early look at the game suggests they can - then Heimdall could be something extra special!



### VERSION

AMIGA  
ST  
PC

### DATE

DECEMBER  
DECEMBER  
DECEMBER

### PRICE

£ TBA  
£ TBA  
£ TBA



# PREVIEW

## ROBOCOD

### ELECTRONIC ARTS

Y'know? Megafright maniacs can rest easy, 'cos one of the best platform games around will be knocking down on your console in the not-so-distant future!

For those sad brats who don't know, Robocod is the follow-up to the spiffingly good James Bond - and this time round it's got knives on.

You control our hero through screen after screen of multi-coloured action, meeting up with some of the cutest critters you'll find outside The Muppetts.

We reviewed 16-bit Robocod last Feb and gave Millennium's fab platform romp-a-rama a scintillating grade B3 (see page 10). For sheer playability we reckon it's the tops, with tons to do and scores and acres of screen to explore.

But how does it fare on the Megadrive? Well, the C&V boys have already been treated to a snazzy preview, and we reckon it's looking just as cool as the computer versions - so keep those peakers suppled to the coolest mag in the world for more news as and when it happens.



VERSION	DATE	PRICE
MEGADRIVE	DECEMBER	£ TBA

## THE BRAINIES

### TITUS

OK, so what on Earth are the brainies? Well, for a start they're not from this planet. For another thing, they're trouble.

Brainies come in four colours, with big feet, cute hands and huge oh-so-lovely eyes. Trouble is they're greedy little so-and-soes and now you have to get rid of the little critters before they cause big trouble.

More trouble: they only move in certain ways and have level after level to negotiate before you can lead the brainless brainies happily to their doom.

It all sounds unbelievably Lammingtonish to us, but maybe that's not such a bad thing - especially when Titus say there are enough original twists in The Brainies to keep you coming back for more. Further details as soon as...



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## THE CHAOS ENGINE

### RENEGADE

Hot or not? Here's an early look at the next level from the Bitmap Bros, the forces behind Speedball, Dook, Magic Pockets and all that other great stuff.

The Chaos Engine is the name of the game, and it's going to be the Bitmaps' first ever romp 'n' shoot ground-based blast - burn!

At first glance the game looks a bit like Mercy to the man, but has a whole host of features which could put it head and shoulders above other games of the type.

Basically, Chaos Engine gives you the chance to develop and personalise your man - and blow away a fair few alien scumbags all at the same time!

Definitely looking a bit snazzy, Chaos Engine should be a boppy when it hits Amiga, ST and PC early next year. Keep these posters stuck to these pages for all the latest on this hot title number.

PRE  
VIEW

#### VERSION

AMIGA  
ST  
PC

#### DATE

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EARLY '92  
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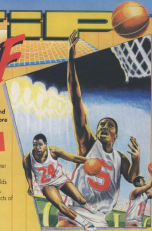
# TIP OFF

The sheer pace of the game, end 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 or 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 of all skill levels and design tactics
  - Instinctive joystick controls to dribble, pass, shoot or do a dummy.
- There are two running speeds, two types of dribbling and passing and five types of shot at the basket (Lamp 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, Pace, 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 EXORLENCE System.



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