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JANUARY '92 ISSUE 122

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

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ED FIRST

Jingle Bells, Jingle Bells, Jingle all the way! Timing Boone's a scary lad, what does he have to say-say? Bossy Boone brings his own especially gaudy tidings to you this Xmas - with loads of great games thrown in as well!

MEGA-CD SPECIAL REPORT!

Here's where you'll find the hottest games news in the known world, including our incredible in-depth special report on the Mega-CD! If it's hot it's here...

HER MAJESTY'S BUCK HOUSE HOTLINES!

My husband and I, on the most joyous of days, ask you, the readers of this most Businessy organ, to spare a thought for those less fortunate than yourselves: those poor wretches who won't be playing a MegaDrive, Super Famicom, Game Boy or PC Engine in the Yuletide Holidays.

THE CVG NEO-GEO SPESH!

A bumper five-page special on the most powerful console around - SNK's Neo Geo. Here we review the latest games for this wonder machine, including the incredible Final Fight clone, Burning Fight!

IT'S FAB! IT'S FREE! IT'S INCREDIBLE ISSUE 3!

It's Fab! It's Free! It's Incredible Issue 3! This special issue is packed with exclusive content, including a special report on the Mega-CD, a feature on the Neo Geo, and a double-page spread on the latest in gaming hardware. It's a must-read for any serious gamer!



EDITOR
TIM BOONE
The last part of Christmas for me is deciding around the clock at the last minute to buy the perfect present, spending all the money each on a nice console and then trying to explain why a second-hand Atari 2600 is the best present the mum could want. Dear Santa, can I have everything your parents say is best for me.



DEPUTY EDITOR
FRANK O'CONNOR
I've been a head (or sometimes a neck) into the party on Christmas Eve, pulling the stuffing out of the turkey and replacing it with professional friends, when the mum makes the dinner. It's a tradition, honest. Frank, dear Santa, can I have: fifty Lo Duck and ten Christmas stockings.



ART EDITOR
JON WILKINSON
The last part of Christmas for me is watching witty old Charles Dicks films on telly while having a special store of crackers under the tree so a few can pull them all by himself when everybody's looking - you may as well be in the putting into Christmas. Dear Santa, can I have: a 24-oz. colour film camera for I can spend the next year trying to work out how to bring it in.



STAFF WRITER
PAUL BANDO
Paul's been the son of Christmas is getting closer now as well as to a clock in the morning, staggering in the pub for happy fun and frolics and enjoying the fun. Dear Santa, can I have: a new toy, dear Santa, can I have: Castle Etern Brewery and a double-page spread.

DO NOT
ON THE
MegaDrive and, in the CD, the best of the latest games. Check one thing in they're Check

ED-FIRST

MORE CHRISTMAS QUACKERS!

Hello and welcome to this Christmas issue of Britain's best games mag, stuffed full with more tasty stuff than Santa's super-cool plum pudding! As you can see from our super-cool cover, we've gone Donald Duck mad this issue - with scoop reviews of Disney's superhits on every single Sega console! First with everything as usual, we're obviously block with an unbelievably brilliant selection of games - including all the white hot games you'll be grabbing from Santa's sack!

First off, just check out the third amazing issue of the FREE magazine the whole world is talking about - GO! Inside our unbelievably giveaway issue three you'll find everything you need to know on the hand-held scene, with Exclusive Reviews including MMP, Gears! II and Marble Madness on the Gameboy, Donald Duck and Indiana Jones on the Gamegear! If that's not enough, we've got no less than two competitions inside the free mag - including the chance to win an official WWF belt!

FULL MARKS TO THE BIG CVG WINNERS!

Incredible! The response to our recent Ten's Birthday compo was so utterly gob-smacking I think every single CVG reader must have entered! Central London ground is a hail of wagonloads of skilful birthday cards poured into CVG towers for the US Gold Mega TwinVengeance Bros £1000 giveaway spectacular!

If you're the sad wreck of a lonely person who didn't buy the last couple of issues (and missed out on the first two issues of GO!) we asked you to draw us a birthday card to celebrate CVG's 10 years at the top. Anyway, after fighting but way through the mountain of entries (there were thousands) we've come up with the best ten, who each win either a Sonic Dreamer or Watchman. Keep your eyes open for more incredible CVG comps soon, 'cos there are gonna be loads...



▲ What! Leave Thomas and James a Watchman for this load of luff!

▲ Jeopard! Josh Berk from London SW6 has just won himself a Watchman.

▲ Yay! Michael Kane from Co Down, Northern Ireland, wins himself a Discman for this great card!

Inside CVG you'll find the world's first Review of Turbula II - one of the hot contenders for this year's Christmas number one! You'll also find reviews of WWF on computer along with the brilliant Robocop II, Double Dragon II and Smash TV. On Magazine we've got the first review of the fabulous Rolling Thunder II and the first look at Speedball II amongst other brilliant things, and on Famicon you'll find a fabby three-page lowdown on Castlevania IV. If that's not enough, check out our unbelievable FIVE-PAGE Neo Geo reviews special! It went down a storm a few issues back, so we've done it again with all the latest and greatest!

So how do you get so much for just one pound forty pax, together with our fourth amazing hologram freebie bonanza? It's all down to late nights, hard work and games, games, games! If you think this issue's great, just wait until next month. See you then!

TIM

POOR CARDS POUR IN!

These cheap cards just keep on coming! You lot have done your utmost great with some truly beautiful pictures. We can't do a lot of a lot, so keep on coming in - the more the better - and who knows, you could be the winner of that striking £1000 prize! The address is: **701 BOB AND GEORGE, THE DVD BOYS AND GIRLS CLUB, COMPUTER AND VIDEO GAMES, BRICKY COURT, 30-32 KAMMINDON LANE, LONDON EC1R 3AG.** So grab those lovely cards and get them to us pronto!

This Paul Reed's lookalike card comes courtesy of A. B. Broadbent from Bradford.



DRAW THE BOYS AND WIN A MEGADRIVE!

Here's your chance to take a poke at the DVD boys - and maybe win yourself a Megadrive into the bargain! How would you like to find your name in Britain's best games mag, and stand the chance of winning this super-cool console? Read on...

You know the cartoons of Tim, Paul, Frank and Joe you find on our Review pages? Well, we want YOU to draw them - and make them as funny as you like! Basically, we're looking for your funniest sketches of the boys - just like the ones you find inside these very pages.

Here's the really good bit: if your cartoons are good enough, we'll print them inside the cartoon issues AND print your name in the mag. If that's not enough, we'll even throw in some free software for the cartoons we really like and award a spanking new Megadrive to the best entry of the lot!

So grab your drawing stuff, check out the cartoons in this issue for inspiration, get scribbling and send your cartoons to: **THE BEST MAG IN THE UNIVERSE, COMPUTER AND VIDEO GAMES, BRICKY COURT, 30-32 KAMMINDON LANE, LONDON EC1R 3AG.** You can draw whatever you like, as long as your pictures look at least something like us and they're not at all rude. Here's an early entry from Greenwich, Kent, at North Wembley, Middlesex, who reminds I look just like Anita. Think you can do better? Get drawing!



▲ What's load of rubbish! (Thanks to Steve Martin, Londoners?)



▲ Meanie! Karl Cunningham's card - and now the star of Southern wine (unless a Dieman!)



▲ Cripes! Rhonda Moore's the latest! behind this card and now he's won a Dieman!

Delish! Andrew Roberts from Langdon, Stoke on Trent, take a bow - you've won a Dieman!

NEWS

SPECIAL REPORT

HOT! HOT! HOT! The phones have been ringing off the hook at the DVG office with calls from would-be Mega-CD owners desperate for all the latest on the new machine. What can it do? Does it make the Megadrive better than the Fantomax? How much will it cost? When can I get one? The list of questions goes on and on! So without further ado we thought we'd better give you the full low-down on Sega's wonder machine before all the DVG reports melt under the heat, so here's **THE FULL RUND** to take the Mega-CD apart and tell you all about it...

WHAT'S THE CD-ROM?

After all the hype and speculation, the Mega-CD is at last upon us. First seen at the Tokyo Toy Show earlier this year, this bulky black box certainly didn't look like the next revolution in console gaming. And anyway, the first attempt at CD-ROMing on consoles - the CD unit for the PC Engine - was a bit of a lame horse which could do little more than play better-quality music and show a pretty intro. But if what we've heard is anything to go by, the Mega-CD is all set to shape the future of Mega-drive gaming well into the Nineties.

CPU 12.5MHZ

CD Extension

SO HOW FAST IS IT?

Sega haven't skimped in the graphics and sound departments either. By adding an extra CPU, running at 12.5MHz, into the structure of the Mega-CD, the Megadrive is capable of running 50% fast than normal. What this means in layman's terms is that you Megadrive will be able to handle sprite scaling as seen in coin-op *Pitfighter*, as well as other amazing graphical effects! Not only that, new shows give the Mega-CD true arcade-quality synthesised sound. High quality samples can be incorporated into games and, being a CD player, you can too in that latest music-CD when you're not playing *Super Sonic*, *The Hedgehog* and just lie back and listen!

MEGA

WHAT'S IT ALL ABOUT?

We all know that CD (or Compact Disc, to give it its proper name) is capable of giving music of such high quality it's almost like "being there". But what is CD-ROM? The term stands for Compact Disc Read-Only Memory and it works on a similar basis to ordinary floppy disks, with a couple of important differences. The first is that, unlike floppies, information can only be read from the CD and not written to.

The second, most important difference is that a single CD can hold around five hundred times more data than a normal floppy card! What this means is better graphics, more levels and studio-quality sound and music - making today's games look like *Space Invaders* in comparison!

▶ Standard Megadrive



WHAT DOES IT COST?

All this sounds as though it could cost the earth, but in Japan (where the Mega-CD is already on sale) it's doing the rounds for the equivalent of around £200. The official UK version of the machine won't materialise until the Autumn of 1992, with a price tag somewhere in the region of £250, but those of you too impatient to wait that long should be able to grab an imported machine at a far inflated price - and no-one yet knows whether grey Mega-CD's will be compatible with UK software you pay your money and you take your chance!

6
MEGA
BITS

OFFICIAL UK VERSION RELEASE DATE AUTUMN 1992

MEGA-CD

WHAT ABOUT THE GAMES?

Boasting some outrageously impressive technical specifications, the Mega-CD should be able to reproduce arcade-perfect conversions of some of the dedicated machines currently doing the rounds.

There's no reason why top titles like *Road Mobile*, *G-Loc*, *Power Drift* and any other Sega 3D arcade spectacular shouldn't make it onto the Mega-CD. And when third party publishers start unloading their wares on the new machine, its software base should explode - with perfect arcade conversions aplenty together with original products not seen anywhere else. Imagine sprite-coated *Sonic* with almost limitless depth and perfect music, *Sonic* you can feel your bottom dollar he'll be one of the first Sega super heroes to make his debut on the machine. And how about *Streetsinger II* in the comfort of your own home?

PART I



LUNAR

THE SILVER STAR



MEGA-CD

3x3 EYES



SEGA'S CD SUPERSTAR

If you've ever seen the PC Engine CD-ROM in action, you'll notice that it takes ages for each level to load into the machine. That's because the Engine has to clear out the last stage before booting up the next, a process which sometimes takes longer than it would using floppy disks! But never did Sega have found a way around this waiting time by building six megabits of RAM into the Mega CD, allowing data to be held in the machine while the player is battling away, ready to cross over to the main memory at the speed of light when it's time to do so!

SO WHAT'S THE VERDICT?

As more and more information becomes available, the Mega-CD looks better and better, making the Super NES (Famicon) look a tad pale in comparison. However - our spies in Japan tell us Nintendo have a few secret projects up their sleeves, one of which should turn the tables on the Mega-CD and put the Famicom's flag flying in the centre of the picture yet again. Stay tuned to these very pages for more into the millisecond it comes our way...



MOVIE

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HERO
TURTLES



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NT 2 ● **BACK TO THE FUTURE PART II** ● 3 **GREMLINS 2** ● 4 **DAYS OF THUNDER** ●



BACK TO THE FUTURE PART II
 1985
 1985
DATE OF PUBLICATION
 1985
TECHNICAL SUPPORT
 1985
 1985
REMARKS
 1985

FORMATS

Commodore Amiga,
 Atari ST,
 IBM PC 386,
 IBM PC 586,
 Commodore 64 disc,
 Commodore 64
 cassette,
 Spectrum cassette,
 Amstrad cassette,
 Amstrad disc.



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MOVIE

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NEWS

JAZZA'S FAVE RAVES

Everyone's favourite hair-out, jazzy "Jazza" Reginald, is all set to unleash his favourite games ever on an unsuspecting public. His name will be attached to Best Jazza's imaginatively titled compilation, Jazza Reginald's Top Ten. Only on the eight bits, the compilation will include top titles such as Lords Of Midnight, Drifter, Zoids and Dan Dare. The pack will sell for thirteen quid on cassette and seventeen pounds on disk. Jaz knows his stuff and this compilation could be one of the best of its kind. You need it here first.

SLAP HEAD DISASTER MOVIE

They say lightning never strikes twice... John McLane knows otherwise. The Hard 2, starring slap-head baby, Bruce Willis, was one of last year's biggest hits. Packed full of adventure, explosions, plane crashes and more explosions, the movie was a visual treat. Grandstream are all set to release the game of the movie on console and computer. The game will include a lot of 3D Wolf style blasting, as well as a snowmobile chase and a variety of brain-busting puzzles. This one will be available on the PC, ST, Amiga, 64, Master System and the Megadrive. Programmed by Tigris, the folks responsible for the Strider conversions, it should be out before Christmas.

PC ENGINE SURPRISES

Konami's top notch shooter, Gadius, has suddenly and mysteriously appeared on the PC Engine. British arcade games probably know the game better as Nemesis. The conversion is by Konami themselves and may well go down as the best PC Engine game ever. It features all the levels, weapons and music of the original, as well as a couple of extra levels, not seen in any version so far. We've had a few goes and this has to be the hottest PC Engine release for ages. It's quite mind-blowing. That's not all though, Konami are all set to release the sequel, Salamander as well as the outcry tale - of Parodius. We'll keep you posted as we find out more!

GREAT NEO GEO GOODIES

Good news for Neo Geo fans - prices on this machine seem to be coming down at the time! Gray Import machines Console Concepts have dropped their prices on SNK's wonder console yet again, and carts which would once have set you back £ can now be snapped up for a much more reasonable £.

Prices for the machines themselves are currently running at £290 for SCART versions of the machine and £320 for PAL. Most, if all this leaves you craving with excitement, just look to our incredible five-page Neo Geo special, which starts on page 24, where we give you the full lowdown on the very latest games for this 'incredible beastie', all supplied by Console Concepts. For more info give them a bell on 0282 712759.



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GAME



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LEADS



FINANCE WORLD II



PRINCE OF PERSIA

And when it comes to using all that storage capacity it has a fast 8088 chip running at 33 Mhz so you'll be able to get through the business of the day with enough time left to play around.

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If you love your game the Amstrad PC3286SM gives you 60 titles with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick.

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WIN!

A SUPER FAMILIOM



Want to win yourself an incredible Super Famiom for doing absolutely nothing at all? Want to do even less than Frank O'Garner's kindergarten and win the coolest console in the universe? Read on...

If you buy your software by mail order through CVD, you could be in line to win this fabby console. All you have to do is buy your games from any of the mail order advertisers in this month's CVD and GO! Once you've done that, simply register yourself on this special Mail Order giveaway number:

0838 500 843

At the end of each month we pick one lucky person out of the hat and, if they're a genuine CVD mail order customer, they grab the console of their dreams! It's that easy! Dial these digits and win that Fami!

Special note: If you're under 18, make sure the person who pays the phone bill has given you permission before you pick up their regard. Calls cost: 36p per minute (at peak) and 48p per minute (peak rate).

NEWS

THE ENGINE GETS IN GEAR

Anyone who reckons the PC Engine is a game had better think again, too: manufacturer NEC has weighed in with some utterly brilliant console kit to keep itself at the head of the games race.

Our spies in Japan tell us NEC has just launched an all-in-one CD game system called the Duo. Basically it's a PC Engine with built-in CD-ROM player, with memory boosted to a whopping 2 meg!

It's just gone on sale in the land of the rising sun for a pretty nifty 48,800 yen (around £200) and NEC claims their new wonder machine has even got the drop on the much-touted Mega-CD!

Visitors to the Las Vegas CES show in January (and that includes a few of the CVD boys!) will be able to see the machine up and running, alongside the launch of a new Super System CD-ROM add-on to boost memory of the machine still further!

TURBO TAKES OFF

Stil with the PC Engine, you can expect to see some pretty exciting developments here in the UK in the not too distant future. CVD's spies in the sky tell us it's highly likely that a major distributor will be launching the machine in Britain in the not too distant future. Further details are scarce, but we'll bring you more hot news as and when.

Meanwhile, grey importers are starting to sell the all-new TurboGrafx-16 in Britain. Console Concepts have a SOART-only package consisting of the machine, a Japanese adaptor and two pre-selected games for a. We'll be taking a closer look at NEC's new baby very soon, so keep 'em peeled!



REVIEW

MEGADRIVE £34.99

BY NANCOT

You just can't keep a good terrorist gang down. Genda, the hero's group believed to be destroyed in the original Rolling Thunder mission, is back - and this time they mean business! They've been silently snatching communications satellites from space, thereby crippling the world's telecommunication system. Well, they figured that hijacking a plane wasn't going to get what they wanted, so why not try something a little more spectacular? Time for you to come out of retirement. You thought you'd put all of that shooting demands with guns talk behind you - no such luck. Oh you fool on your assumption, with only a skull head to keep you going, job yesh, that and a pistol with loads of bullets. Rolling Thunder was no pushover - expect an even harder time now!

THANKS

to Console Concepts (0762 712768) for the loan of the review cartridge



It's hard to believe you're still in the same game, but you are!



ROLLING THUNDER



FIGHT AS A FEMALE

The player has the choice to play either the original Rolling Thunder hero or, if he or she so desires, a new female recruit. She's just as hard as her male counterpart and can pack a mean pistol too - she also has impeccable dress sense - as those tight jeans and red blouse demonstrate!

It's hard to believe you're still in the same game, but you are!



Rolling Thunder is one of my all-time fave shooters, and this conversion of the beloved sequel is totally bloody brilliant from the moment you step in for a test. The sleek and stylish graphics from the coin-op have been faithfully re-created,

together with the colourful backgrounds which really makes this blast stand out. Music too is dead good: thrilling tunes and great spot effects. Gameplay's what really counts, though, and here RT2 is as near as dammit a replica of the coin-op, with all the addictive brilliance of the arcade classic. As you can see, I love the game and this is a cert I'll probably want to keep forever. Grab yourself a copy and prepare for arcade thrills second to none!

TIM BOONE

ROLLING THUNDER 2

WATCH OUT FOR THE WEAPONS

Although you start off with just that title revolver, later on in the game there are some fab new weapons to collect, by going through doors with the relevant markings. There are sub-machine guns to be had, as well as a lethal short-range flame thrower which, when used on Sabotes, makes a lovely Gelda Frazzard!



Rolling Thunder 2 came in sooo late it was doubtful whether we could fit it in. After playing for only a short time though, we knew there was no way we could miss out on this! It's a totally awesome shoot 'em up, full of excellent graphics and perfect playability. It's also bloody hard too! I've been crawling away all morning and only reached level three - and there are ten levels in all. One of the biggest complaints about Megadrive software is that it's too easy to complete. Rolling Thunder 2, however, is one of those rare releases which offer the player a real challenge. I've never seen the coin-op, but if this conversion is anything to go by, I'll be wandering my way down to the local arcade and pleading with the manager to corbor on the RPT machine and leave me to it for the rest of the day! (Big, because that ain't steal 'cos that's bad) the doan to get Rolling Thunder 2 - it's brilliant!

PAUL RAND



It's a real shame that this game was never released in the UK. It's a brilliant shoot 'em up and a real challenge.

DON'T GET SHOT, OK?

Think you're smart 'cos you're loaded up and ready to blast these Gelda to oblivion? Don't panic yet, 'cos the enemies are filled out with guns too - and they certainly aren't afraid to use them! A single shot is all it takes to put you out of action, so remember to duck when they fire, otherwise you'll not be doing any more rolling of thunder - you'll be shuffling off this mortal coil!



MUCHO MISSIONS

Your mission is spread across ten massive levels, each packed with Gelda agents. From the streets of the city to the deserts of Egypt and, finally, into the deepest regions of Gelda HQ, you'll be badly-blasting all the early hours!



STOP PRESS!

Here's an important piece of info for Rolling Thunder 2 freaks - the only version available so far go to press is for SCART machines only. Owners of PAL Megadrives will just have to wait awhile, unfortunately. So make sure you have the right cartridge for your machine before shelling out the doosh!

MEGADRIVE

GRAPHICS	92
SOUNDS	85
PLAYABILITY	93
LASTABILITY	92

OVERALL 92

REVIEW

AMIGA

£25.99

BY IMAGEWORKS

Lean, mean and back on your screen, they're the Teenage Mutant Hero Turtles, returning to recreate their staggering success last Christmas with this conversion of the smash coin-op. The heroes in a half-shell - Leonardo, Donatello, Raphael and Michelangelo - are fast on the trail of the evil Shredder, who has captured side-kick and Turtle's friend April O'Neil. What takes place is a frantic battle throughout a multitude of scrolling stages, taking on the might of Shredder's personal army, the Foot Clan, as well as his mutant minions and that Technodrome terror, Krang. After choosing which Turtle to control, the player takes to the streets of New York to hunt out and rescue April, using a variety of nifty skills. It isn't gonna be an easy task, dude, but hey, who ever said a fifteen-year-old mutant amphibian's life was gonna be easy? Gombunga!

TEENAGE MUTANT HERO TURTLES 2

SMASH THAT SCENERY!

Everything's up for a good kicking in Turtles II - even the scenery! Vent your rage upon a parking meter and it breaks, smashing into any enemies in its way. And beating up any passing fire hydrant lets loose a powerful jet of water which steams up those nasty Foot Clan boys pretty bloody swiftly!

The long-awaited conversion of the TMNT coin-op is with us at long last - and it's one hot slice of kickass action. The programmers haven't taken the path of most arcade conversions: instead of just porting the original's graphics over to computer, they've been

completely redone from scratch. And believe me, they are impressive, funacious representations of the "real thing" - especially the Turtles themselves, who look at you all wide-eyed if you leave them alone for too long! The game is quite a bit easier than the coin-op, but that's only because the arcade game was designed simply to eat up all your money. At least this version allows you to play without being killed every other second! The Turtles may not be able to compete with The Simpsons in the plastic figures and T-shirts stakes any longer, but the game is well worth the effort if you want nothing more than a good beat 'em up.

PAUL RAND



Give 'em some kick if you want to get it!

UPDATE

You can expect to see the Turtles doing what turtles do in just about every popular machine right about now - and Santa's sack is guaranteed to be stuffed full of 'em!

REVIEW



TURTLES A-PLenty!

As CVG fans will already know, *Turtles II* will be smashing its way into the Nintendo next year. We've already previewed the game and it looks totally fab, so keep those peepers glued to CVG for the full Review just as soon as we can!



A bawling battle action all the way!



PLAY AS A PAIR!

Although the coin-op featured furious four-player battles, the computer versions offer only two. Don't worry though, the whole quartet of Leo, Donny, Raf and Mikey are all there to choose from, so you can still select your favourite pizza-munching hero!



Konami's *Turtles II* coin-op was one of the greatest machines to grace the arcades in ages, so any conversion which can capture the playability of the original has got to be good. After the rather sad *Turtles* computer conversions last year I was fearing the

worst, but thankfully teenagers have delivered the goods in fine style! Here's a conversion which does justice to the original, providing a fine old slash and whack romp. Graphically the game is excellent: your turtles leap and bound about the screen, slashing out destruction at a fair old bob using a wide variety of moves which are easy to pick up but take a while to master. With so much happening on screen and loads of bad boys to bust up, playability is guaranteed! - although I'm not too sure about long-term appeal. If you're looking for a faithful *Turtles* conversion and a decent game in its own right, you won't go far wrong with this.

TIM BOONE

Amiga
800K
400K



WICKED WEAPONRY!

Not only are these dudes well-versed in the ancient martial art of ninjitsu, thanks to their master Splinter, they're also rather handy with their chosen weapons. Raphael swings a mean blade, while the boy is Donatello's preferred armory. There's even a dull moment when Michelangelo unleashes his nunchakos, and make sure you note when Leonardo is around - he's one mean mutha with the katana!

SEE THE SEQUEL!

Available now on video is the sequel to the original TMNT! The Secret Of The Cloak. This time round the Turtles

learn that a computer of the radioactive pink which has formed them from ordinary sea turtles has found its way into the hands of the evil Shredder, who plans to steal the minds of his own. *Secret Of The Cloak* is even better

for them: see the Turtles filled with action, with great spin-out stunts and a few hilarious gaps. It also stars some gorgeous Cathy Dennis tunes, and some other mean Vanilla Ice, who also created one of the tracks featured in the movie!



AMIGA

GRAPHICS	82
SOUNDS	84
PLAYABILITY	87
LASTABILITY	86

OVERALL 86

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REVIEW

AMIGA

£25.99

BY OCEAN

Car blimey! It's got to be one of the hottest games around right now, and we've got it on 18-bit and Nintendo Smash TV will soon be all the rage on Amiga, ST and NES - so here we are with a review of both. In the future, when violence and crime run rampant, the masses need to be controlled. How do you keep billions of potential criminals in their homes? Smash TV, that's how! It's the ultimate game show - taking violence to the furthest extreme and greed is the name of the game. Alone or together with a friend, compete for cash prizes and gifts, videos, toasters - even cars. How do you win these prizes? By murdering thousands of villainous game show contestants. To aid you in this crazed rampage you're equipped with a smart laser gun which can be upgraded as you play. No scrolling, no fancy 3D, no screen rotation - just straight blasting. The battles enter the action from one of four directions and there are several different kinds - from club-wielding thugs to machine-gun toting lunatics. TV in the future is a hell of an experience!



SMASH TV BY OCEAN



BONUS RELATED LAFFS

As you run around the screen, taking pot-shots at the various badies, you can earn yourself all kinds of bonus points. There are gold bars strewn around the levels, piles of money to be collected and, best of all, mystery prizes to be picked up. These come wrapped up in a rather nice box and contain goodies such as 'VIPs', Toasters (for the special toaster bonus) and sometimes cars. The booty you collect is tracked at the end of each level and this is where these really high scores are earned.



SMASH TV

SAD RIP-OFF OF THE YEAR

All the smart gamers out there will no doubt realize that Smash TV's interesting plot is a complete rip-off of the Amiga movie, *The Running Man*. This sad movie had Arnie running around a huge TV studio, trying to win money and bumping off crazed killers for cash and prizes. Sounds more than just a little familiar, ah? Ah, who cares!



END OF LEVEL ANGST

The end of level writers in Smash TV take a hell of a beating. You can shoot them for hours with the gifting little laser you start with and they won't even break a sweat. To bump them off, you'll have to get hold of some serious kit. Grenades are nice and snazzy as you throw them. Three may be given you a nice wide line of fire, but for serious damage, go for the top-notch rocket launcher.



I loved the original Williams spin-off and looked forward to the conversion with unexcused glee. How can you go wrong with a concept like this? Well, it's hate off to the boys at Ocean, this game is a little corker. It retains all the features of the original arcade machine, including the double joystick option.

With one player, this has to be one of the most frenetic blasts of all time, but with two players, it's quite stupidly enjoyable. The nicest thing about Smash TV is that you don't actually need a brain to play it...just ask Paul Rand. The graphics are fine, with no slow down and the Amiga version retains most of the sampled speech and commentary. Musically, Smash TV is a bit of a dead loss, but who needs tunes when you have this many explosions? All in all, this is a blast of incredible proportions. Total carnage...I love it!

FRANK O'CONNOR



AMIGA

GRAPHICS	85
SOUNDS	87
PLAYABILITY	90
LASTABILITY	91
OVERALL	90

REVIEW

NES

ETBA

BY ACCLAIM



WOMEN This has got to be one of the best, if not THE best ideas to burst onto the NES. Sideshow Acclaim have managed to capture the feel of the arcade machine almost perfectly on an 8-bit console, and have come up with the strongest conversion of the game yet seen! The sheer number of enemies on screen at one time is just jaw-dropping, and the frantic gameplay just keeps you coming back for more. Oh, the graphics and sound aren't exactly great, but who gives a toss about that when the gameplay's as good as that? Top stuff and highly recommended!

TIM BOONE

SMASHING NES LAFFS

Smash TV crashes on onto the NES in true style, courtesy of games masters Acclaim. Many people asked whether the sheer speed, frantic gameplay and sheer number of objects moving on screen could be captured on the 8-bit console - and then the programmers proved them wrong - providing shocky-starved Nintendo freaks with a treat and a half!



NES

GRAPHICS	85
SOUNDS	84
PLAYABILITY	84
LASTABILITY	92
OVERALL	91

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IF YOU'RE
GOING TO
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GRANDY DINOSAURS



BEASTLY BUILDERS



MAD SCIENTIST'S

REVIEW

AMIGA £25.99

BY OCEAN

It's the phenomenon of the decade. It's mad, it's bad, it's totally rad. It's WWF and it's here at last. Ocean's long-awaited license of the massively popular sport has arrived. Monsters of wrestling, like Hulk Hogan, The Ultimate Warrior and The British Bulldog are all at your command. The game itself is a fairly straightforward beat 'em up. Simply choose the character you wish to control and climb into the ring with a very large and dangerous looking brawler. There are only a few basic moves open to the player, but it's combinations that count. You can punch your opponent or kick him in the groin, but the only way to beat him is to pin him to the floor. When his energy is low enough, you jump on him and hold him till he gives up!



Hulk Hogan, Ultimate Warrior and company at last make it onto the Amiga - to cheers from hordes of eager WWF fans and perhaps just a couple of jeers from reviewers like myself who think that more could have been done with license. The representations of the wrestlers are certainly impressive - big, bold and bright - but there should have been more than four to choose from. What about some baddies, like The Undertaker, for instance? A sparse ring doesn't help matters much, but there isn't really a lot you can do with a wrestling ring and at least you can jump over the ropes and hit your opponent with a chair, which is a right good gaggle. An annoying time plays on the title screen, but at least there's some passable guard 'n' groan effects during the game. What elseayed me most about WWF is the amount of moves. There just aren't enough. Grab the bloke, wiggle the joystick to throw him or perform your special move, kick and punch and a couple more - and that's about it. No doubt WWF will sell equillions, but don't expect to be playing much after the Christmas turkey's down to the bones.

PAUL RAND



SLAMMIN', JAMMIN' AND, ER, RAMMIN'...

Each of the three fighters has a special move. To access this, you grab the opponent and wiggle that joystick like crazy to raise a red bar to its maximum. The first player to reach the peak wins the struggle and either slams, throws or throttles the other guy. Hulk Hogan has the best move - ploughing the opponent's head into the canvas with godsmacking force. Well, after all, what else would you expect from the Hulkster himself...



CRAZY CORNER CHAOS

The corners are no hiding place for weary wrestlers. No bimbos with bottles of lemonade to make you better. Mind you, the corner posts can be very useful, it's possible to climb them and leap onto your enemy, squashing him flat and winding him in the process. This technique is even more brutal when performed on a fallen baddie. Hurrah!

REVIEW

WRESTLE MANIA VI



What a good old call this lot! WWF is one helluva phenomenon, and luckily Dodan's license does it justice. The two modes of play on offer, Practice and Tournament, are both well handy: in practice mode two players have to knock ten bells out of each other while the tournament mode is a bit special, there you get to pit your wits and strength against some of the most awesome fighters in the WWF, and that's where the fun really starts! The graphics are fairly smart: nothing spectacular, with a few nice touches here and there. The main sprites are easily recognisable, Hulk Hogan's being particularly cool. Music is good with a thumping heavy metal intro tune and some smart sound effects. Some might say the gameplay's a bit simplistic, but for my money this is a chuckle-inducing old laugh and definitely worth a look!

FRANK O'CONNOR



GRAPPLE ME GRAPENUTS!

If you're the single sad thing who doesn't know what WWF stands for, we might as well tell you. The World Wrestling Federation is not really a sporting body, it's more of an entertainment organisation. WWF matches are only available on Sky TV, but their release on video should make the wrestling buffaloes even more popular than they are already - and that's saying something!



FALLING OUT OF YOUR RING

If you get bored with fighting fair inside the ring, jump out and have a go in the aisles. You can pick up a chair and bash your enemy if you're quick enough. You only have twenty seconds of this extra ring activity, so make it snappy. Anyone left outside the ring after the bell goes gets disqualified. Boo!

UPDATE

Does WWF should be suckin' and divin' on most 8 and 16-bit computers right about now - so everyone can grab a piece of the action.

AMIGA

GRAPHICS	82
SOUNDS	79
PLAYABILITY	86
LASTABILITY	79
OVERALL	83

REVIEW

FAMICOM £45.00

BY KONAMI

Simon Belmont, vampire hunter, whomaster Sand all round except hero. He's already killed Dracula three times, but the Prince of Darkness just keeps coming back for more. This time the blood-sucking fiend has risen from the grave and returned to his dark and dead mystical castle. Simon must seek him out and end his neck-biting antics once and for all. The game has already seen three incarnations on the NES and one in the arcade (called *Halloween Castle*). This Famicom version has been long awaited. It has one of the few titles announced for the machine. 'O' s really here, so what's it like? Well, like the last three versions, it's a scrolling platform beat 'em up, not unlike *Ghost n' Goblins*. Simon is armed with a whip, which can be used to lash the enemies, or swing across vast chasms. Along the way, he can collect extra weapons and magical potions. The extra weapons can be frozen, so you don't have to get too close for combat. The weapons include knives, bombs and axes and you can replenish them by collecting hearts. These hearts are hidden inside candles, which also contain other hidden goodies. So, the scene is set for a supernatural romp featuring ghosts, skeletons, vampire bats, killer zombies and all the other fiends you might expect to meet in Sam'sbury's of a Saturday afternoon.



CASTLE

FOR THE FAMILIAR, THERE'S A LOT OF NEW AND OLD TO DISCOVER



SPINNING SCREEN SURPRISES

Quite far into *Castlevania*, you'll come across some rather groovy effects. The first surprise is the rotating screen of doom. In this bit, you have to use your whip to grab gargoyles' heads. When you hang from these ornate statues, the screen begins to rotate in a most alarming fashion. You then let go and land on safe ground when the screen stops turning. A bit further on and things get really weird: it's a bit tricky to explain, but the background starts spinning, while you and the foreground objects remain still. The effect is a bit spooky and makes it really hard to concentrate. This is the nicest use I've seen of the Famicom's special features. One to show your pals and no mistake.

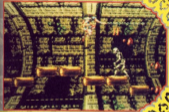
REVIEW



WOULD YOU LIKE TO SWING ON A SPAR?

The whip isn't just used to smooch the bad guys with, oh no, it can also be used to swing across gaping holes and bottomless pits. To do this, you have to swing on the whip as a piece of jutting scenery, and take the better advice. You can now swing forward to see until you reach safety. Some bits of the various levels are impossible to reach without the help of this art, so you'd better get practicing.

CASTLEVANIA



Things that make you go hmmm... *Castlevania* seemed to be just that. We'd all been waiting, pant-wetting excitement filled the air as the cart around the building watched as the machine was switched on and

then...boom. The graphics were nice, the sound was nice and the initial gameplay was well, nice. Nothing outstanding so far. A few levels later and still nothing thrilling. Spookily enough though, after several levels things started heating up. The graphics improved, the music got creepier and the gameplay improved no end. Later levels feature some absolutely jaw-dropping stuff, like rotating screens and spinning tunnels. End of level battles just get bigger and scarier and the action gets really intense. Initial boredom soon turns into bone-chilling fun. There, what a relief to find that *Castlevania* is in fact the mega-game we were waiting for. All it takes is a little patience on the completely boring early levels and you're set with *Castlevania* splendor as the game turns into a fun free action extravaganza of zombie whipping fun. Hehe.

FRANK O'CONNOR

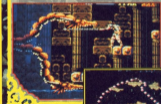


REVIEW

CASTLEVANIA

POWER AND GLORY

As you progress through the game, you might find that your **whip** isn't just left up to it. **Fortunately**, you can power it up. There are three **types** of whip power: **There's** the **basic** and leather whip, the **great** chain **whip** and the **awesome** ball and chain whip of doom. Besides these, **there are** **throwing** weapons to be picked **up** as well. **There's** **knives**, **axes**, **bone** poles and **clubs**, which **can** be used when **thrown**, stopping the enemy for a short time.



030



"Blimey, this isn't up to much" was my first thought on plugging in the Castlevania cart - middling graphics, idling tunes and rather flat gameplay aren't points which make me rush out and buy a game. Then I got a bit further and was pleasantly

surprised to find that things got much better. There's an unbelievable roaring tubular effect on level five, for instance, which had me jumping up and down and wanting more. Unfortunately, series are as average deeper into the game as they are at the start, which is a pity, but who cares - just shoot loudly and revel in the whip-cracking action bursting with hidden extras and secret caves - just the sort of features which make Famicom games great and go silly. Like young Frankie says, so long as you can stand the tedious first couple of levels you'll find there's tons of jolly games to be had from Castlevania, so pick it up pronto, okay?

PAUL RAND

FAMICOM	
GRAPHICS	90
SOUNDS	96
PLAYABILITY	91
LASTABILITY	92
OVERALL	93

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REVIEW

NEO GEO £120.00

SNK

A city just can't go through a day without some amount of violence seeping in and trying to take over. It's getting to the stage where crime won't come and get rid of the rubbish! A gang of hoodlums have moved in on Capital City, intent on stripping it bare and picking over the bones before moving on to the next unsuspecting town. All would be lost, were it not for the fact that Capital City is the home of three of the fastest brawlers ever - Duke, Ryu and Billy. They're all rocks, know karate better than Jackie Chan and aren't averse to helping out a city in dire need - especially when it's their own! During their special fighting jumps, they set off to sort out the bad guys. A difficult task, considering there's about eighty-six million of them, all looking for a fight and some of them packing some lethal weapons...



WHAT YOU LOOKING AT?

Being a big brawler on a mission to fill can make your head go a bit funny, so to release some of that pent-up violence there are a number of handy shops dotted around which your fighters can enter and wreck. Most are filled out with furniture which, when smashed, gives either food or cash. Well, you can't expect a saviour to do the job for free!



BURNING FIGHT



Remind you of anything, this Burning Fight? Even big-time thickies couldn't fail to recognise that this is a complete rip-off of the all-time great Final Fight! The three characters (two of which look strikingly similar to Guy and Cefely), the horizontal scrolling beat

up the baddies gameplay and even the moves are a total copy! Thankfully, what Burning Fight also possesses is the same mind-boggling addictive qualities, making this a game to enjoy. There's no infinite continues supplied here, which is a real boon considering the price you have to pay for the cartridge and, with each level containing enough challenge for the hardest of gamers, this is one beat 'em up you won't think in a hurry. In my view this is easily the best Neo Geo game available, so get it at all costs!

PAUL RAND

REVIEW



PLAYER 2

THE 06



OK, let's get one thing straight: this is a blatant rip-off of one of the best arcade games ever. It's a total rip-off of Final Fight, but who cares when the Neo version's this good! As usual, pick your hero from a pack of three and about your stuff - kicking the

butt off the bad guys as you stroll the streets looking for trouble. Banning Fight features some great graphics and effects - blowing away the bad guys with a six-shooter is so much fun it ought to be banned - but it's the playability which really lifts this cart head and shoulders above the rest. With so much to do, so much to see and so many bad guys to kick the crap out of this is a laugh and a half. I can't say this is the best thing I've seen on the Neo (King Of The Monsters still gets that award) but this is one of the best titles you'll find for this incredible console - but as usual it's going to cost quite a bit of cash before you can let those fists fly...

TIM BOONE



WANNA STEP OUTSIDE?

Although you start the game with only your bare-knuckle fighting skills to protect you, there are weapons to pick up along the way. The only problem is, you'll have to wrestle them from the enemy who are busy using them against you! Making up the list of armaments are staves, knives and broken beer bottles, not to mention the most devastating piece of kit - a six-shot handgun to blow those bad-dies away!



NEO GEO

GRAPHICS	92
SOUNDS	90
PLAYABILITY	93
LASTABILITY	90
OVERALL	92

REVIEW

NEO GEO £120.00

SNK



Your village has always been a peaceful place to live. No marauding invaders, no wandering monsters, just tranquility and non-violence. That is, until a wicked band of evil forces landed up on your doorstep, intent on trashing the place and causing your people as much grief as possible. A few dice and shovels later, and the proposition is framed - not very nice to look at but at least the nefarious man can get some overtime in. But that's not the point. You can't allow any old group of silly mutants to just storm in and annihilate your mates. Picking up your sword, it's off into the wide blue yonder to hand out and destroy the perpetrators of these foul acts. It won't be easy, one man against a legion of terrifying creatures. But hey, life's like that...



What a rock 'n' roll title! Crossed Swords is an excellent Neo Geo game, combining marvellous graphics, almost invincibility sound and, the most important factor, a highly addictive challenge. Fans of Dynamite Duke in the arcades will notice that

that game uses the same line-drawn effect on your character as in Crossed Swords, so that nothing - especially the next enemy attack - is left to the imagination. Battling your way through thirteen levels might sound difficult, and it is - especially when you find that, unlike previous Neo Geo games which give the player unlimited continues, you're only allowed one extra chance before that dreaded Game Over notice appears and you have to restart from the very beginning! The one small problem with Crossed Swords is the limited number of moves available - swinging and thrusting the sword, a couple of magic blasts and two defences may seem a small amount, but get into the system and it's more than adequate. A thoroughly enjoyable hack 'n' slash. Don't miss out if you have the cash!

PAUL RAND



MANIC MOVES

There's no small amount of monsters to dispose of in Crossed Swords, and not a large amount of moves available to do the job. The player can either swing or thrust with his sword and, if the nasty decides he would like a pop back at you, pushing up or down brings attacks to the head and body respectively. There's also a super move - pressing the A and B buttons together causes your fighter to enter into super-swing mode, flailing your sword about like a maniac and slicing anything in the way!



REVIEW

NEO
GEO



Fast and furious flesh 'n' slash lefts are the order of the day with this table-cat, which puts you slap bang in the middle of some serious 3D swordplay. Basically, when a 3-foot ugly comes at you with a big club, bad breath and a personality disorder there's only one thing to do: fend off his blows with your shield and heft him to bits with your sword without doing something nasty in your trousers! The gameplay becomes progressively meaner as you get further into the game, and it's easy to become lost in the world of big-time fighting. Big bold graphics and some fabulous sound - including grunts, groans and the clash of metal against metal - all add to the illusion of being there. Initially I found creased swords an enormous laugh, but after a while its appeal does start to wane - so you're definitely best off stomping a few 2D joes into the arcade machine on this one. A funnier and twenty-smoother is one helluva lotta dook for a game...

TIM BOONE



FORK OUT FOR FOOD 'N' FINGZ

People have to earn a living, even in the middle of death and devastation. That's why, at the end of each level, you'll find a trader giving his wares upon you. From energy-giving food to powerful magic weapons, he's bound to have something on his jetson which you'll be able to put to good use. But things don't come cheap, which is why you'll need to collect as much cash as possible during the quest.

NEO GEO

GRAPHICS	88
SOUNDS	92
PLAYABILITY	92
LASTABILITY	86
OVERALL	88

REVIEW

NEO GEO £120

BY SNK

Legend tells of two brave heroes who banished an evil demon warlord a long time past. Now the bad lad is back, this time bringing vengeance and magic along. Who can save the world this time? Which two heroes are brave enough to rescue us all from the clutches of the twisted supernatural force? Ninja Dave and his mate Cowboy Kev, that's what! 'Yup, the far east meets the wild west in this tale of sword, sorcery and even more swords. Sengoku is a horizontally scrolling beat 'em up which can be played by one of two players. The aim? Smash along and beat up anything you see!



SENGOKU



WHO'S YOUR HERO?

In Sengoku, both heroes have slightly different abilities and strengths. Ninja Dave is a bit smart as the old one-two kung fu business, while Cowboy Kev much prefers to smack people in the teeth. No messing about here. When things get tricky, both heroes can pick up swords and slash the numerous badies. Most of the enemy are Japanese historical figures, such as Samurai and Ninja. There are also half-naked gals to beat up - so get battling!



Another scroffy beat 'em up, but this one's been done with such attention to detail that it really stands out. The graphics throughout are totally gorgeous, with lots of well-animated sprites. Back-grounds are slick and brilliantly drawn, giving the game a really weird atmosphere. Musically Sengoku knocks spots off just about everything, especially on level two where you're treated to some authentic Shinto chanting! This game reeks of quality and it's a joy to play. The only question you have to ask is whether you can afford over a hundred quid for one game. If you're a bungler, better fair with copies of cash you won't go far wrong with this.

FRANK O'CONNOR



NEO GEO

GRAPHICS	93
SOUNDS	96
PLAYABILITY	92
LASTABILITY	87
OVERALL	90

"I say chaps, the Red Baron's just bought it!"



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YOWWZAA! Another fab four pages full of my wit and wisdom and your laughable letters! This month I should have been stuffing the turkey, but he keeps running away before I can grab the Pako. Anyway, keep sending your live-liest letters to: **YOB'S STUFFING-STUFFED MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** As usual, there's an unbelievably huge £100 prize for the best letter, which this month goes to James Carter for making some sense. Merry Christmas, croids...

STAR LETTER **£100**

MY BIG LITTLE PROBLEM

Dear YOB,

I am 12 years old and my friend and I are both getting a hand-held console but we don't know which one to get - the Sega Game Gear or the very Lynx 2. That's why we sent you this 'n-rds letter, 'cos we knew you would help us with our problem. So which one is the best console? Also, why in most shops is the Lynx 2 cheaper than the Game Gear? Does this mean that the Game Gear is better or does it mean that Segas are too high priced? Most people in my school think that because the Game Gear and Lynx 2 are small they are crap. Do you think they're right?

STEVEN BURCHETT
Strood, Glos.

SMALL HANDS?

IS THAT WHY THEY CALL IT A 'HANDY'?



YOB: Rep. They've great stinking piles of old jobsies - which is why CVG now has a mega mag devoted entirely to hand-held games. Duff! Honestly, your schoolbags must be as thick as trees if they think hand-helds aren't the business. Technically the Lynx is better, but there's more software for the Game Gear. The reason the Lynx is cheaper is that Atari is an amalgam of bargain, with some letters added and some removed. Anyway, as Dear Deirdre keeps telling you, size doesn't really matter, it's performance that counts...

I'M ANGRY, I AM

Dear YOB,

I don't usually get riled up about things, but I have to get something off my chest. I've owned an Amiga for about three years and think it's ace. Then the consoles come along and what happens? All the big software companies say "stuff this for a lark, let's make cartridges instead of disks and make a ton of money." So they all go off and do their Segas and Nintendos games and what happens to the good old Amigs, which incidentally knocks spots off most, if not all, of these little black boxes? People start talking about its life in terms of months instead of years, while I'm taking out more and more money on games which can be, frankly, crap.

The software houses just don't have a clue. Not all of them are going to be able to make console games - it'd like to see somebody try F19 Death Fighter on a Megadrive, for example. Yet the lot of these companies are sitting back doing naft about the situation - hoping that Measur's S-W are going to get bored with making games (sometimes) and move on to something else. Well, they're not. In a way I almost feel cheated - the software industry is saying, "Look, you tinkered out all this cash to keep us in business with computer software, now you have to buy a console to keep playing games while our cash keeps rolling in." That's the way things are going, and it's going to have to stop - otherwise people like me are going to have to give up our beloved hobby and become fishermen or something.

JAMES CARTER

Time and Meter

YOB: Well, there you have it. The sorry side of the software industry, and anyone with any sense just has to agree that you make some very good points. One thing which really piques me off right now is the lack of really good new ideas out there. When was the last time we saw a truly groundbreaking game on home computers? Was Lemmings the last one? Anyway, I've decided to make this Star Letter and the £100 is on it's way. What are you going to do with all that lovely cash? Buy yourself a Megadrive...

YOBB'S

I'M THICK, I AM

Dear YOBB,
Seeing as you're so fat and groovy, I'd like to ask you some questions:

1. What do you think of the PC Engine?
2. Will Hologoop, T3 and Streets of Rage 2 come out on the Megadrive?
3. Can I order issue One or any of the earlier issues?

Thanks
SIMON COYLE
Co Antrim, Ireland
YOBB:

1. It's the business.
2. No Pobs for now. Watch out for Terminator from Virgin. I'd say Streets Of Rage 2 is bound to happen, but as firm plans as yet.
3. Issue One sold out years ago and only big and important people like Tim and Julian are lucky enough to own copies, hidden away in their secret vaults. As for the earlier issues, you can't buy them either because nothing comes before one except zero, which must be the size of your IQ. Luckily one of us has half a brain, so I think I know what you're after - the address for back issues inquiries is the same as subscriptions, printed on the Contents page of this very issue. Drop them a line with what you're after and catch up on all the luffs you've missed.

MANIC MARIO MORON

Dear YOBB,
I just thought I'd write and tell you about my brother who's probably changed for life. After reading the CVG review on Super Mario Bros 2 he went out and bought a Nintendo and the whole Mario series. Now he hardly ever

comes out of his room. Since then, he's started wearing blue dungarees, a bright red cap and he's grown a rather large moustache. Now he's really starting to annoy the family. The reason he bugs my dad is because after all the veggie he grows he runs along the garden, ripping them up and lobbing them at the dog. The planting in the house is well and truly knackered - if he's not jumping down the lot, his excuse is that he's looking for a way zone. He's also starting to upset my sister, because whenever he gets the chance he jumps up and down on her pet tortoise. The most embarrassing thing for me has to be whenever we go for a walk in the park together, because as soon as he sees a Fungi he runs up to it shouting "Don't worry, I'll save you!" then tips it from the ground and starts hugging it. The thing that annoys my mum, is the fact that she's had to fork out for at least 5 new carpets, not to say 1000s throwing fruitbats from his hands. The fire brigade come round more than the vicar these days. Anyway, I have to go now, he's going painted the pet hedgehog blue and started teasing it up.

ROBERT FLANNY
Southport, Merseyside



HEY DOO DO DONT
DEY.. DONT GO THO
DQE..... LIKE.

YOBB: Let this be a warning, kids - inadequate potty training can leave your carpet stained for life.

CHRIMBO QUERIES

Dear YOBB,
I think that CVG is fat and I loved the free hologram on the floor of last month's issue. I'm writing because for Christmas I'm thinking of getting a Nintendo Gameboy for my main present. Obviously I keep saying that the gamebys are worth the money and have good graphics, especially "Mario Swamps." I would like to know your opinion about it and do you think Nintendo Gameboys are worth the expense? What accessories would you recommend for the Gameboy?

HELEN BURCHETT
Stroud, Gloucestershire

YOBB: Oh dear, oh dear. Some people will do anything for a bit of cash - even dressing up in girly clothes and pretending to be their own sister. Are you listening, Steven Burchett? Want to know what gets away your running play? Even girlys with silly names like Helen can't be dumb enough to think there's such a game as Mario Swamps, so it had to be a complete thicko like you. Anyway, stick, for what it's worth the Gameboy is totally fat - just check out your incredible free GOI mag for the full lowdown on this little baby.



MY MATE IN AREA 88

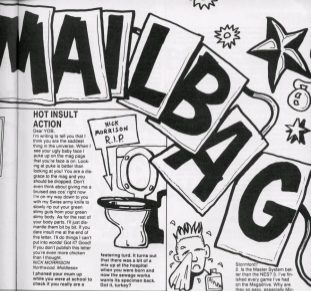
Dear YOBB,
I'd like to say that Ellen Kaban in Area 88 (JUN Squares) is a bloke, not a girl as you stated in your magazine. There are three reasons why:
1. He has a girlfriend in Tokyo.
2. He's in the comic and it says he's a bloke.
3. I'm his mate and he told me so.
MICKY SCHMIDT
Area 88

YOBB: I'd like to say you're a prat. There are three reasons why:
1. You're a prat.
2. You're still a prat.
3. You'll always be a prat.

I'VE GONE GEOMAN GAGA

Dear YOBB,
You will probably not even print this boring letter, but please answer my humble and pitiful question. If you do print this letter - I will give you a tanner off a Chinese meal from our restaurant if you ever come to Cambridge. How do you get to the Nemesis level in Geoman Warrior on the Fami-com? I've tried everything.
ADAM HODGE
Cambridge

YOBB: If you reckon you've tried everything to find the secret Nemesis level on Geoman, you obviously haven't tried paying a hun-



HOT INSULT ACTION

Dear YOB,
I'm writing to tell you that I think you are the saddest thing in the universe. When I see your ugly baby face I puke up on the mag page that you're face is on. Looking at puke is better than looking at you! You are a disgrace to the mag and you should be dropped. Don't even think about giving me a bruised ass cos' right now I'll get my way down to you with my Swiss army knife to steady up out your green slimy guts from your green slimy body. As for the rest of your body parts, I'll just dismantle them bit by bit. If you dare insult me at the end of this letter, I'll do things I can't put into words! Got it? Good! If you don't publish this letter you're doing more chicken than I thought.

NICK MORRISON
Northwood, Middlesex
I phoned your mum up while you were at school to check if you really are a

feeling lard. It turns out that there was a bit of a mix up at the hospital when you were born and now the sewage works wants its specimen back. Get it, turkey?



Stormlord?
2. Is the Invasor System better than the NES? 3. I've finished every game I've had on the Megadrive. Why are they so easy, especially Mickey Mouse and Sonic?
4. What decent racing games are out on the Megadrive?
5. Answer these properly or I'll sleep you round the chops.
DEAN MORRISAN
South Shields, Tyne and Wear
YOB
1. Great, Great, Great. Oh dear.
2. Nope.
3. Cos you're the greatest person in your bedroom.
4. Road Rash, Super Hang On, Super Monaco GP.
5. Have you forgotten your incontinence underpants again?

dred groats in the arcade tent at the Circus. Dad! Looks like you got it wrong again, you muppet...



GEISHA GIRL BLUES

Dear YOB,
I recently purchased an arcade/adventure game called Geisha by a company called Tomshawk. After many hours of playing, I came to a point where a code needed to be cracked in order to continue the game. Fair enough, so I took pen to paper and proceeded to try and solve it. Three months have passed and I am no better off. My wife has left me and I now suffer from migraines. I have actually tried to find a contact from the companies who distribute the game in Britain, but to no avail. Please could someone help me with this problem. I want my wife back

and my migraines to go. A.J. CASE
Dartford, Kent
YOB: Do you want the good news or the bad news? The good news: give it another three months and you'll probably crack the code. The bad news: your wife probably won't come back even if you do.

I'M SO BIG AND BRAVE AND CLEVER

Dear YOB,
I have some questions for you to answer.
1. What do you think of these games: Streets of Rage, Road Rash, Spiderman and



ORIGINAL SINS

Dear YOB,

I read with interest your review of Sonic the Hedgehog in the August issue of CVD, particularly the comparison with Super Mario 4 on the Super Famicom. Your review was accurate and considered, but was rambling on the point of originality. When you review games (what? ish you particularly), you quite rightly criticise them for being similar and unoriginal and for not being prepared to expand the genre, as in your review of Fire Mustang in the same issue. But in Sonic's review you failed to point out that its features were quite original and may set a precedent that future games will not quite have square (Moths) disguised as scenery for platforms and large jumps for difficulty.

An opinion on how the two games compared was given and while SMB 4 may be a better game, it certainly isn't your original. Its flat platforms and simple gameplay are derived from previous SMB games and it certainly isn't the first game to feature a rotatable breathing dragon (eg Golden Axe) or a dual foreground and background playfield (eg the heavenly in Revenge Of Shinobi). While some of Sonic's gameplay is derivative (particularly on the Marble Zones, it also features variable slopes and curves, twisting tunnels and 90-degree turns, as well as the rotating bonus level. Why are shoot 'em ups given the best test in originality and platform games aren't? If the next SMB game is released it will again be derived from the previous SMB games and will you again claim that it's the best platform game?

SARAH VAN GEMONT

Sydney, Australia

YOB: So Sonic is totally original in it? And Mario 4 only has flat platforms, eh? Is everyone in Sydney as stupid as you? There are loads of hills and slopes in Mario 4 and plenty of completely unoriginal bits in Sonic - but that doesn't stop it being fab. I think you must be annoyed because there are no Kangaroos or Vegemite sandwiches bonuses in Mario 4. I suppose you'd prefer Sonic the Koala bear, or Super Paul Hogan Brothers. They'd both be dead original, but absolute crap like everything else in Sydney, so go stick an opus house up your bum before I get angry...

MASTER BLASTER

Dear YOB,

I am writing on behalf of proud Master System owners. Will there be an 8-bit upgrade for the Master System so that I can run illegal/drive games?

SEN FEE

Melbourn, Surrey



YOB: Nope, but there is talk of a soft spin adaptor for low quality CVD readers who ask dull questions. This immediately turns any thickly reader into a super-genius, but somehow I think you're beyond all hope.

STUPID CUPID

Dear YOB,

I think your magazine smells of old man's knickers. If you had a brain you'd be dangerous, but that's not the point. I am getting right concerned about the lack of girls in your magazine. It's all pictures of ugly blokes, why can't we have a poster of that girl Yvette. She's really gorgeous. All my friends at school reckon she looks like a model. Every now and then, you could give away Yvette holograms so we can enjoy her unearthly beauty in reality 3D. The only other sex symbol in CVD is John Billington and even then it's only cos he's got long hair (and spazki). What do you think?

JULIAN MATTHEWS
Swindon, Wiltshire



WHAT A LEMON

Dear YOB,

I am very unhappy. I recently fed my pet lemon a fish finger and he died, but when the post-mortem came, I found that he'd drowned. May I suggest a word of warning to thousands of fellow lemon owners don't feed them anything while they're swimming. Please could you send that wonderful 100 quid so that I can give Larry a decent burial. By the way, happy Terri's Birthday! Have you seen the new Teradriver? It looks dreamy. I know Larry would have loved it.

JOHN BUCK

Fulham, London

YOB: I just had to print this - it's got to be the crappiest letter I've ever seen, which is saying something.

THE LIFE OF YOB

Dear YOB,

Why are you so horrible to readers expressing their views? Was it a bad childhood? Were you a misadventurer? Please, please, please let me hear your life story. Right from when you were a tiny 'tobling to your immature adult self. I need a good left.

JOHN THOM (GODDARD)
Hastings, East Sussex



YOB: I was such an ugly baby that when I was born the doctor spanked my mother. I had so many spots and boils that I woke up in the gown one morning and found a blind man reading my face. More next month, if I can be tolerated...




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THE FUTURE IS PHILIPS

WHAT A LOAD OF BALLS!

You lot have some strange ideas (don't) what the man Rand wears out on the golf course! We asked you to send us your ideas of the sort of clothes our Paul might be seen in down at the eighteenth hole and you didn't disappoint. An assortment of wild 'n' wacky entries flooded into the office - some made us laugh, some made us cry, others made us blush! All were absolutely marvellous and, if US Gold had supplied us with hundreds of Sorry videos as prizes, we'd have given one to all the entrants!

Unfortunately, they only supplied us with the one, which will soon be winging its way to the lucky winner, who is Rob Y of Sutton, Surrey. Rarely thought that Rob's representation of him as a trendy hippy was particularly chuckle-worthy, and that's why he'll be the one able to record and watch all the golf he wishes in the privacy of his very own boudoir as opposed to jinxing it!

Oh yeah. Paul has a question to ask the large number of you who dressed Paul in stockings, suspenders and lace gaiters: "Who let you in on my secret?"

And the winner of the incredible Sorry VHS video recorder is... Rob Y of Sutton, for this representation of the winning happy person himself!

► So this is the look who took Nigel Mansell's place at Ferrari? Lee Alexander of Stockport was Paul out in the ultimate boy-racer's outfit!

► Looking like a cross between Biggles and Coco The Clown, Sean Gibb's interpretation of our lad Rand could make the other golfers laugh themselves off the course!

► Rarely goes all-out in this smart pinstriped suit in by Ian McCreave of Stratford, Lancashire. Can I see how the spangly hat and caps are going to help on the putting green, though?



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REVIEW

MEGADRIVE £39.99

SEGA

What's white and yellow with a really bad attitude? Donald Duck, that's what. Disney's most foul (hardy, ha!) tempered creation has just appeared on the Megadrive, hot on the heels of the huge Fantasia. So far, all the Sega/Disney titles have been scrolling platform games and surprise, surprise, so it's the same. The game starts with Donald swooping in from the skies in a plane piloted by his nephews, Huey, Louie, and Dewey. Abandoning their uncle, they soar skywards, leaving him to the mercy of a world filled with cartoon-related danger. Donald wants the game with only one weapon, a rubber plunger, like the ones you use to empty sinks, but the most devastating weapon ever, but it stops the badies in their tracks. This plunger can be used in two ways: to throw at the enemy or to throw at walls. It sticks and can be used as a kind of trampoline. By jumping and firing, Donald can scale otherwise inaccessible heights. He can collect other weapons, like three-way tom on the cob, or bubble-gum sized boomerangs, but plungers are near. Donald can also perform a smart slide of down, like in *Indiana*, useful for getting under low platforms. So, pull on your webbed adventure boots and seek out the elusive treasure of King Canard.

THE MYSTICAL PLUNGER OF DOOM

Donald has four main weapons at his disposal. The first and most vital is the red plunger. It can be used to break foes, or to climb huge walls. The second weapon is the popcorn shooter. This fires a spreading volley of extremely lethal popcorn. Very dangerous. The third and most bizarre is the sub-machine gun. You use this to destroy bricks, barrels or any other obstacle. The fourth and last is the green plunger. This can be used to shoot flying varieties, these can then be used to catch a ride across otherwise impassable chasms.



QUACK ATTACK!

Donald is famous for his bad temper and so this game features a temper meter. It's a red gauge at the bottom of the screen. To fill this meter, you have to shoot helpless people. When the meter goes full, Donald has a bit of a frenzy. He puffs and grows and turns into a swirling ball of fury, feathers and feet. In this state, Donald is totally invincible and can knock over any badie in his path. Mind you, this power runs out fairly quickly, so be careful how you use it.



IS DONALD A CANNIBAL?

Donald has a power meter, which represents how much life force he has left. When it reaches zero, he's done, so to replenish lost energy, you need to collect foodstuffs along the way. One of these foodstuffs is ice cream. Donald loves ice cream and that's all very well. What is surprising, however, is the fact that every now and then Donald will gorge himself on what looks awfully like fried chicken...or maybe roast duck!



STARRING
Donald Duck



On first appearance, Quack Shot looked amazing. Smart graphics, brilliant animation and groovy music. We were impressed. Oddly enough though, this first impression gave way to sighs of boredom, scuffling feet, and closed fingers and an

irresistible urge to go to the lav. It was just too slow, there wasn't enough going on. Where were the lasers? The bombs? The explosions? Nothing much happens for the first couple of levels, but you then realise that there's a lot more to the game than meets the eye. For a start, you'll find out that there's a real element of adventure, with puzzles to solve and hurdles to overcome. You'll have to deal with other Disney characters on the way, like Goofy (generally), the nephews, Daisy Duck and worst of all, Big Bad Pete. The treasure hunt leads you all over the globe, from Duckburg USA, to the creepy corners of Transylvania. The graphics and gameplay just get better and better, eventually you'll find yourself completely addicted and all that's required is a bit of perseverance. It turns out that Donald Duck is a top notch bit of Sega related jargon. A nice game that needs a lot of patience.

FRANK O'CONNOR





"Well this is all very jolly-looking" was my first thought on starting up Quackshot. Graphically the game is beautiful, with a very well-drawn and animated Donald (even though he looks a tad overweight) - must be too much speed! - and equally im-

pressive non-player sprites and backgrounds. The gameplay also seems quite good too, albeit slightly slow-moving. Spend a while playing and it suddenly dawns on you - the Quackshot is still rather sluggish to play! It's rare to see any serious number of battles on-screen at any one time; in fact, the most difficult part of the proceedings for me wasn't actually to do with the enemies, but jumping from one table to another in the Quackberg level! This certainly no doubt that this is a very great cartridge and one which I'll be returning to from time to time, but those of you who like their action a little more, well, action-packed, would be well-advised to grab a go of Quackshot before opening that wallet.

PAUL RAND



END OF LEVEL ANTICS

The end of level battles in this game, have a rather sinister start to them. They are difficult to beat, but actually finding them is the hardest part. The Pinout, a dangerous critter (P444), is hidden in a maze of walled doorways. Cracking the code takes ages, but when you do you'll stop yourself for not spotting it earlier. There's also a rather silly flying fox ride through a forest filled with foggy landscape.



MEGADRIVE

GRAPHICS	92
SOUNDS	87
PLAYABILITY	88
LASTABILITY	90
OVERALL	89

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 carrier visits more neighborhoods and houses, faces more targets and obstacles, in more vivid colors than ever before.

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REVIEW

MASTER SYSTEM
£32.99 BY SEGA

Jumping jaspers! Hot or not? No sooner have we got our mitts on Megadrive Donald, up he pops on the Master System and we grab that one first as well. What with DD's exclusive Game Gear review, we've scooped every single Sega Donald game. Watsoot!

THE LUCKY DIME GAME

FOR THE SEGA MASTER SYSTEM

Developed by
Bluebird

© 1991 Sega Enterprises, Ltd.

Hurry, Huey and Louie were so excited! It was their birthday and they were looking forward to some really expensive presents from uncle Scrooge McDuck. So imagine their disappointment when all they received was a dime each. "Why give us just a dime on our birthday, Uncle?" quizzed Huey. "After all, we sent off our birthday notes asking for lakes," Scrooge sat them down and explained: "When I was your age, I wanted things like bicycles, trains and toys too. But I received instead a present which was worth more to me than any of those. I was given a single dime, and with that dime I made my fortune." The boys were wide-eyed. They took their dimes and stared at them wistfully. Then a crash. A bang. A puff of smoke. From nowhere appeared Magica De Spell. "I'll have these - and the boys," she cackled. Taking the dimes, including Scrooge's original coin, she wailed: "With these, I'll soon be the richest person in THE WORLD!" Another puff of smoke and the room was empty, save for Scrooge and Donald. "You must rescue the boys, Donald," exclaimed Scrooge. "...and the dime!" Without pause for breath, Donald was off in search of his nephews...

DONALD THE LUCKY DIME



THREE DIMES FOR THREE DUCKS

Donald's search for Huey, Dewey and Louie takes him all over the world. Not only must he find the three boys, spread over three levels, he also needs to turn out their dime's across a further three stages. After that, it's a case of finding Magica De Spell, knocking her about a bit and retrieving Scrooge McDuck's original lucky coin. All in a day's work for a duck.

DUCK LUCKY CAPER



WATER OFF A DUCK'S BACK

Ducks can take to water as well as they can patter about on land, and Donald is no exception. If he falls into water the action switches to a swimming section where Don must paddle to the next opening, dodging falling obstacles and duck-eating fish.



DUCKY FUZZ

The badies which Donald Duck encounters across the world are many and varied. From dancing mushrooms and floating crates, to boulder-tossing birds and murderous moles! Most of these critters can be laid to rest simply by jumping on their heads, but some need to be hit with a weapon - and others can't be destroyed at all.



DIG UP THOSE DISNEY DELIGHTS

This is the first console game to star Donald Duck. Other Disney titles to be had courtesy of Mr Sega are Mickey Mouse - Castle Of Illusion which is absolutely brilliant and stars our Mickey in a world full of danger and large cats, and Fantasia, again featuring everyone's fave rodent in a looks-good-plays-well representation of the animated feature film, available for a short time on self-play video.



First we had Mickey Mouse in Castle Of Illusion, which was a smashing piece of platform jargon. Now Sega have graced us with probably the next most popular Disney character after young Michael, and his game is equally brilliant. The Lucky Dime Caper is platform perfection in a cartridge: chock-full of playability and rounded off with beautiful graphics, Donald himself is the spitting image of his cartoon self. He waddles about, sways when he's standing still - he even starts to stomp his feet and get into a seething rage if he's left to wait for too long! Jolly, lively music gets the player dancing in his seat and, even though sound effects are few and far between, they too are quite admirable. The game itself is an absolute treat, difficult but not frustratingly so, with lots of tricky bits like disappearing walkways and the like. I think The Lucky Dime Caper is an excellent game, maybe even better than Castle Of Illusion - and that takes some beating.

PAUL RAND

REVIEW



Heeey! Donald Duck on the Master System is a super-squishy soft chock-a-blow full of the thrills 'n' spills we've come to expect from Sega's Disney licenses. Everybody's favourite little quacker had his work cut out to compete with

Castle Of Illusion (but not the oh-so-rad Fantasia) and thankfully Sega have turned in a totally fab cart which really does Disney justice. Bright, bold and colourful graphics are the order of the day here, with jolly tunes and wonderful spot effects to add to the illusion that you're taking part in a cartoon. Donald's a nifty little character too, finely tuned so that controlling him is an absolute joy. And with so much to see and do, the urge to keep exploring will keep you playing until the wee small hours. I loved Donald on the Megadrive and whilst this is a completely different style of game it's a hell of its own. Buy this if you're looking for Disney delights or just one helluva good game.

TIM BOONE



Of course, Donald's ability about was shocked by his boss (no idea)



DONALD'S FILMIC FROLICS

Not only has Donald and his cronies appeared in cartoons a plenty, they've also starred in an animated feature film: *Geovet Of The Lost Lamp* saw the Duck family cavorting around the world in all sorts of magic lamp-related shenanigans. It's an enjoyable cartoon film, great to keep the kids quiet on a Saturday morning and it should be in your local vid store NOW!



▲ Their jump picks a mighty zing on cart level!



MASTER SYSTEM

GRAPHICS	90
SOUNDS	89
PLAYABILITY	91
LASTABILITY	88
OVERALL	90

SAVE



OK
HERO!

YOU
WANTED EVEN
MORE **GREAT**
GAMES!

MASTER SYSTEM

WELL... GO GET 'EM!

SHADOW DANCER



Mastering Shadow Dancer will reward you with a sword. Together with the hidden King Knight it makes a most impressive set.

POPLOPUS



Poplopus is a beautiful game with a beautiful soundtrack. It's a beautiful challenge you should not miss to be a real champion.

BLAZN' BY THE FUTURE 2



Play Blazn' by the Future 2 and you'll be leaving the past to a new when he arrives.

ROMANCA BRIDE



Would you play through the difficult challenges you should face to rescue the princess?

WITCHERY BATTLE



Witchery Battle is a game for a professional who must enter the magical arena known as the "Darkness".

DRAGON CRIVIAL



Dragon Crivial is a beautiful challenge you should not miss to be a real champion.

THE GREAT GAME GAPER



Great Game Gaper is a beautiful challenge you should not miss to be a real champion.

SONO THE HEDGEHOG



This amazing 8-bit game is faster than you can believe, with graphics and gameplay that guarantee it will be a best seller.

SUPER KICK OFF



The most amazing football simulation in existence! Super-realistic ball movement, realistic fan chanting and amazing set-piece routines.

ASTERIX



The hero of Gaul has come to the Master System! All the charm of Asterix in this great action game.

THE HATFORDS



One of the best graphics ever seen on the Master System. This game is great fun and a real challenge.

WORLD CLASS CHECKBOARD



From the exciting world of the world's most demanding pool players.

XENON 2



The classic space-shooting. Another hit on the Master System on the first following its original release.

ALIEN SYM



The alien is under attack from the alien. These alien are not like other alien forms and attack players.

SEMPER



This game is the one of a temporary enemy. It is a game that is a real challenge.

GLAS



Simply addictive fun and action in this action-packed title. Nothing to be done but to play.

LINE OF FIRE



From the classic space and technology to the exciting new action. This is a game that is a real challenge.



MEGA DRIVE

SHINING IN THE DARKNESS



More like a movie than a game! A perfect fantasy world for you to explore.

FREE WARRIOR



Defend the riches of an ancient temple by defeating the enemy forces and take your piece of destiny.

EVIL MASTER



You are the prince of a conquered kingdom, fighting against an evil magician for his right to your crown!

FFX INTERCEPTOR



The first full-featured flight simulator for the Mega Drive. Fly against dragons on fire, planes and turbo bikes.

MERCOS



A fast-paced action game full of flying enemies, a hot explosion, high and an army of deadly machines.

SPEEDBALL 2



The original future sport is back - fast, furious and totally insane.

CALIFORNIA GAMES



The ultimate fun in the sun with the best water, fire, and snow sports ever!

THE IMMORTAL



Fight on your terms in this 3D strategy game. Immortal can be played on horizontal and vertical screens.

WARRIORS OF BRASS



The greatest of the great! Warriors of Brass is a 3D strategy game with a new look and feel.

STUNLOD



Control a powerful, invincible character with extraordinary effects and amazing sound. Get in on it!

PHILLOS



Use the power of light in the full-powered fighting off supernatural enemies and deadly obstacles.

QUICKSHOT QUEST Starring Donald Duck



Donald Duck is ready for his greatest adventure ever: a quest for The Great Duck Treasure.

GLY RUN



You'll really see the road as you go through every hole, dip and hill imaginable!

SUPER HYDRO



Use the power of the universe which has infinite firepower and can be used from the air!

ROYAL REVENGE



Search your way to the throne in the full-powered fighting with health, shields and magic.

DEED DEED



The return of James Bond's great water agent, complete with realistic floating tank to survive above land.

TOJAM AND EARL



These two aliens travel through strange and twisted levels in time to a new level.

MELPHEE



Use the power of the universe which has infinite firepower and can be used from the air!

DECAPITAGE



Dr. Frank N. Stein has created you to survive a series of obstacles, and you'll really learn brain expansion.

EVIL MIA BROTHERS



A comedy adventure of speed and suspense will take you to the limits of the Mega Drive!

BLAZ



Blaz will take you to the limits of the Mega Drive! Blaz will take you to the limits of the Mega Drive!



GAME GEAR

COLOUR TV POWER



You've got a big screen and a colour TV with the Game Gear TV Adapter - watch it!

RECHARGEABLE BATTERY PACK



Now you can get hours of playing on these systems. Anytime, anywhere - without batteries.

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Hold on! You can drive your way across to the car using the Game Gear car adaptor.

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Competition time! Link two Game Gear systems together and see who gets it - who can win!

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Home entertainment! Plug into the cartridge slot into the "AD" and have fun!

THE GREAT DUCK CAPER



Donald Duck in every kind of danger! (possible) with a fantastic variety of settings, enemies, obstacles and traps.

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SOFTWARE POWER



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AXE BATTLES



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MOODY MOP



No demands to clean, no buttons to sit - just addictive game play for the new addict anything coming in that!

SEIZE THE REEFERCO



The amazing game is faster than you can believe. Brilliant graphics and gameplay.

BRACE HARRIER



Make your eyes on the enemies, avoid traps and keep moving! For a total thrills! The excellent new story.

HELLA GARDEN



Escape in very quiet way will find new adventures some to help you fight your enemy.

BATTERY RANG



The fast action maze game will make you laugh with enemies and obstacles in game.

MOODY MOP



No demands to clean, no buttons to sit - just addictive game play for the new addict anything coming in that!

TO BE THIS GOOD TAKES AGES

TO BE THIS GOOD TAKES...

SEGA



CHEAT MODE




The sausage rolls are being baked, and Christmas telly has already started and there's still over a week to go till the day. Welcome to Festive Cheat Mode, where you'll find more tips than on the top of a bumper bag of Top Anon's and more cheats than a Holiday Park 68 Tronk Playing Card, all lovingly compiled by CYS's very own bringer of good-tidings, Paul Hand.

AMIGA

ROBOCOD

Don't move, creep. James Bond turns as metallic and offers a simple little cheat to help everyone stuck in this great platform game - actually, it's Martin Black from Bristol who sent in the tip, here it is. Press the CTRL key, which will cause yellow and black lines to appear for a second, then push RETURN to make Robocod flash and make stars appear around him. He is now invincible, and the effect can be reversed by pressing RETURN again.



CHUCK ROCK

Caravan capers ahoy! Lewis Thomas of Swansea has sent in a tip for this corner of a tip. When the band are playing, type in the following codes to gain the respective actions:

ESTRANO - Flying mode by pressing left shift key
MONTIMER - Zone select using function keys
TURN FRAMES - Level select using number keys
UNCLE SAM - Infinite energy

Besides these, Mania Antonio have sent some other codes all the way from Portugal. He doesn't say what they do, but I'm sure you'll all be able to find out. Anyway, they're **LIFE IS MY DREAM** and **PAST AINT THE WORD**. Give 'em a go, why not?

CHIP'S CHALLENGE

Portugal's Marco Antonio has come to the rescue of all budding Chippers stuck in this challenge. Start the game and press F until the screen turns upside-down. Then write the following, complete with spaces and full stops:

I THINK THEREFORE I AM - No need to collect the chips anymore. Also allows levels to be skipped by pressing C
99 12 57 - Unlimited time
SAQITTARIANS MAKE BETTER LOWERSL - Removes the need to collect keys
 Enter any or all of those, then press F again to return to the game.

TIP OFF

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

A SIMULATION WHICH IS GREAT FUN TO PLAY

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

- Multi directional scrolling screen
- Five skill levels. Skill level of both teams can be set independently.
- 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
- Facility to practise skills and tactics.
- Facility to create a team of all skill levels and design tactics.
- Intuitive 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 shots of the basket (Jump shot, Hook shot, Skyhook, Reversing 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 Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
- Two types of leagues. Action Replay at 8 speeds.
- Extra moves are available using two independent button joysticks using the EXPERIENCE System.

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EASY TO PLAY - HARD TO MASTER

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KILLING CLOUD

Brilliant 3D game, but mighty difficult to complete, misery. If you're having trouble getting off the first level and beyond, try the following passwords from Geoff Lofthouse of Darlington.

LEVEL 2 - 4020G7E2

LEVEL 3 - 2007G7E3

LEVEL 4 - 0000G6E8

LEVEL 5 - 0000W6E3

Not only that, but Geoff says that if you see the number 80 at the top of the screen to 80, you'll receive 35 Pups and Pops. Cool!



NINJA WARRIORS

Bravo Raager (gave name, eh?) has decided to share his knowledge of Ninja Warrior Spooky with us. Only trouble is, the following cheat will not work on all Amigas. Still, give it a whirl. During the game, type CHEESE to receive infinite lives.

MEGADRIVE

MICKEY MOUSE - CASTLE OF ILLUSION

His tail may have beaten England in the recent Rugby World Cup Final, but let's not hold that against Australia's Hugh Beethell, shall we? Especially when he's sent in a smart guide to beating the end-level bosses in the great Disney arcade game!

1ST BOSS

Go to the very left of the screen - this way, the screen cannot hit you. Each time the boss stops rolling, throw an apple at his face.

2ND BOSS

Go to the very left of the screen and squat down. The clown cannot bounce on you. After he punches, jump on the spring and bounce onto his head.

3RD BOSS

Stand about five centimetres from the left. The first grenlin will bounce. When you see him, do a bounce attack - the grenlin should bounce right into you and die. Repeat for the others.

4TH BOSS

Go to the middle cupcake. When the dragon is high in the air, do a bounce attack onto his head. When he starts at you, just jump or throw an apple at him.

5TH BOSS

The giant is one mean dude. Stand still, allowing him to come closer and closer until he shows a grin, then bounce on his head. Repeat the process.

MICRABEL

Go to the top-left ledge. After Micrabel flees her cat gremlins, bounce on her head, then dodge her until she goes back to the centre of the screen.

While we're at it, heed this tip from Alex Mills of London W4. When Micrabel is flashing, press PAUSE to see where she will move to next.



AFTERBURNER

Getting on a bit now, but still a fair old boss for lovers of the coin-op. Sam Marble and Ian McQueen, otherwise known as The Cheat Boys, have come up with a cheat to make Afterburner a doddle!

When the title screen appears, press A, B, C and START together. The take-off screen will be shown, along with the words SELECT STAGE. Groovy!



MUSHA ALESTE

Richard Lee of Bristol has decided to forward this cheat for the fun 'n' frolics boss which is Musha. Switch on the game and wait for the SEGA logo to appear, then press RESET. Wait for the logo once more and press RESET again. Do this nine more times. Then leave it and enter the options menu, whilst pushing diagonal down-left. You should now see ROUND listed under game level. Use this to choose any level.

Not only that, but Masaki Hata of London M2 has sent in the following joyed cheats. He doesn't say what they do, but give 'em a go! Just pause the game and do any of these:

B, B, C, B, C, UP, DOWN, A,
RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, LEFT, UP,
B, C, A
UP, UP, UP, DOWN, DOWN, DOWN, LEFT, LEFT,
LEFT, RIGHT, RIGHT, RIGHT, C, C, B, A



FOOTBALL

CRAZY



3

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KICK OFF 2

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WRESTLE BALL

Another one from Masashi Mats, who's been a bit quiet of late. Choose One Player League and select Wrestle team, then enter KWGER as a password to enter sound-test.

ARNOLD PALMER GOLF

Here heart-throb Robert Hewitt has found a secret tournament in this excellent sim, and it's so easy to find! On the password box, enter lower-case 'a' all across the top portion and 'b's in the lower part.

PHEDIOS

Robert Hewitt has been beavering away at this Dragon Quest clone too, finding an extra difficulty setting to keep the game alive for a little bit longer.

Play the game at Advanced level and, on completion, Expert level will be added to the options screen.



TEDDY BOY

It's odd-but-groovy time in Cheat Mode this month, thanks to Paul Iannella and this small selection of tips which he's sent all the way from Australia. First off is one for this rather average horizontal scroller.

On the title screen, push UP, DOWN, LEFT and RIGHT twice. On playing the game, a hidden options screen should appear.



TRANSBOT

Move Down-Under delights from Paul Iannella, for Sega's sad about 'em up. Hold down A and B when the Sega logo appears. Keep both buttons held down during the title screen - after a while, the "secret command" will appear, giving you ten lives, infinite arm power and an extra, slow-rotate move.

R-TYPE

A class cheat for an equally class conversion, proffered by Steven Gombroff of New Zealand. About three-quarters of the way through level four, enter the large mass of green dots at the top and blast your way through in the middle. There should be a small grey dot which, if you fly past then ram into it backwards, should take you to a secret stage complete with new enemies and backdrops! Jeopard!



ALEX KIDD IN MIRACLE WORLD

Sega's answer to Mario doesn't really do the mustard, but the games are jolly good fun nonetheless. David Herington of London kido has graciously supplied us with a snippet of his knowledge on one of the Kidd series.

When the Game Over message appears, hold the controller UP and press button two eight times to continue where your last game ended. Bear in mind, though, that you must have at least 400 coins for this to work.

Gareth Jones of Powys not only has the most stereotypical name ever for his part of the world, he's also got a cheat for Alex Kidd in Miracle World. When the end-level bosses appear, press button two repeatedly until a cloud can be seen above his head. This shows which sign he will use. Unfortunately, this doesn't work for the first boss, but I'll tell you what the combination is anyway - one stone, then scissors to kill him.

ZILLION 2

An old one, but still a challenge worth taking. Paul Hische from Preston has found a cheat for this existing platform adventure. When dead, hold DP and press button one. The word "Continue" will appear onscreen. Press button one again to start from where you left off.

PRO WRESTLING

Wrestling's all the rage at the moment thanks to those WWF chaps. Here's a useful tip for all you Sega owning grapplers fans. When your opponents get the chair, climb onto the top rope to make them instantly lose it.

Brides Of Dracula



In the depths of Transylvania lies the castle of the infamous Epimorphic Vampire Supreme Count Dracula. In his never ending quest to prove what a guy he is to all his brides, he's decided to get seriously married. He already had a slip off that the nearby village of Blacula is home to some thirteen particularly fancy chicks - just the number he was looking for!

"Only Gonzo Games could take what seems to be a screwball plot - mix it with bloody Pythonesque humour and twist it around until it is beyond recognition - and still bring off the idea superbly. That's exactly what Gonzo has done so expect the unexpected!" Atari ST User Star rating: Excellent 9.2%

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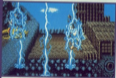
SHINOBI

I'd love dearly to credit this tip to someone, but unfortunately there's no name or address supplied. It was the only one though, so you should know who you are. When the Ninja mask appears, pull DDOWN and press button two to select the level of your choice.



GOLDEN AXE

The Cheat likes his name again, with a tip for one of the best coin-up conversions ever to hit the Master System. Once you have used your last continue, wait for the Game Over message to appear. Then push UP and press button two to receive an extra continue. This works only once.



WONDERBOY III

A lot of a waste of time, this tip from John Dickerson of South Milford, but if you're subtle in this truly excellent arcade adventure, why not give it a shot.

First, enter the password WEST ONE. Then, enter the second door you come to and smash the middle brick with your sword. Go through the secret door and change into the bird. Fly up to the first platform above the tree and press UP. Fight the dragon and you've completed the game. Worth spending thirty quid to try out that one, I'd say, or would it?



GOLFAMANIA

The Paresworth is whinging about not having his tip printed in OVG. Well, just to show that I'm nice (and so that I can make mention that he has a name which sounds as though he's straight out of All Creatures Great And Small) I'm going to print this one, for that great golfing sim Golfmania.

If your shot is a bit on the naff side, press RESET while the computer is saying "In Rough" or whatever, and continue the game to take your last shot again. This only works in Stroke Play and Tournament.

QUALITY ACTION

AT A PRICE YOU CAN'T AFFORD TO MISS



CBM AMIGA

ATARI ST

SUPER MARIO BROS 3

One of the best games of all time, Mario's latest adventure on the NES has been thoroughly played by Paul Carroll of London W1. Young Patsy's found all three Warp Whistles and, lovably last but not least, wants to share them with you all!

WARP WHISTLE ONE

Go to the end of World 1-3 and find the large white block. Stand on the block and keep DOWN held. After a few seconds Mario will fall behind the scenery. Run to the right and you'll enter a secret Toad house, wherein you'll find a warp whistle.

WARP WHISTLE TWO

In Boom Boom's castle in World one, proceed until you reach the door to Boom Boom's chamber. Collect the leaf and jump on the elevated Koopa. Now, accelerate to fly along the platform. Fly straight up on the right-hand side and hold RIGHT until you begin to move right with the screen. Continue right until you can go no further then press UP and enter a secret room with the warp whistle.

WARP WHISTLE THREE

In World Two, once you've received the hammer from one of the wandering Hammer Bros, you can use it to break the boulder in the upper-right corner of the world. With the boulder gone you can take the passage to a hidden area where the warp whistle is kept.



Flip over any two cards and see if they match. You can only miss twice.



SUPER BUBBLE BOBBLE

Looks-a-figgin'-lovely! Gary Clere of Doom has sent in these choice level codes for the game featuring the souped-up antics of Bub and Bob. Do it, Gutz!

- LEVEL 10 - BCBP1
- LEVEL 20 - APFB8
- LEVEL 30 - AGLAJ
- LEVEL 40 - KJLM
- LEVEL 50 - FICDQ
- LEVEL 60 - FCBAG
- LEVEL 70 - JCCM
- LEVEL 80 - CCBP1
- LEVEL 90 - CCBP8
- LEVEL A0 - GJGNG
- LEVEL B0 - GACFQ
- LEVEL C0 - GDFQ2



GHOSTS & GOBLINS

A spooky cheat from Gary Clere, and a chilling tip to use once the cheat's in place. Select the number of players you want but, before pressing START, push RIGHT then B three times, DOWN then B three times then press START, allowing you to select a level.

Now the tip: once the level cheat is activated, go to level seven and defeat the devil. After that, don't press RESET or switch off - instead, move the magnet to level seven and light the devil again. Defeat him to complete the game!



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Comedia Graphics Software Ltd,
Carter House, 2-4 Carter Street, Southfield NI 47B.
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Crusade was developed in association with Century Publishing Ltd.

METROID

Nathan Bushawski of Cardiff reckons that entering the name **JUSTIN BALEBY** changes the player into a girl who most of the weapons available and that the game starts in an underground level. Well, fiddle-dee-dee!

DRAGON'S LAIR

It's possible to reset the game at the entrance to a mine by exiting and re-entering the screen. A short but sweet cheat from, um, I don't know 'cos he didn't send his name and address. Still, whoever you are, thanks v. much!



BILL AND TED'S EXCELLENT ADVENTURE

Ulan Leaky from Huddersfield is one bodacious dude, sending in these excellent level codes for the game of the far-out movie!

WILD WEST	555-4338	SCHOOL ROOM	555-2989
GREECE	555-6767	THE ARMS	555-5737
ENGLAND	555-6940	PARADISE	555-5429
PREHISTORIC	555-4118	CONCERT	555-1881
SHOP MALL	555-8471		

GOLF

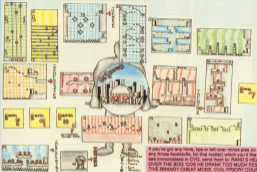
James McKean, among others, has found a handy cheat in this cracker of a sports title. Apparently, if you do a crappy shot, reset the game while the ball is traveling to take it again. Pass out or live for that! One piece of advice!



GG SHINOBI

A tough nut to crack, but cracked it has been by Glen Taylor of Guernsey, who's sent in this smart map of the Neo-City level!

GAME BOY



If you've got any hints, tips or left-over mince pies (or any other foodstuffs, for that matter) which you'd like to see immortalised in CVD, send them to: **RAMD'S HEAD OVER THE BOO! 'OOO HE DRANK TOO MUCH FESTIVE BRANDY CHILT MODE, CVD, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC4R 3BJ.** If I feel merry enough, I'll award a £100 prize to the best tip - name this month though, as I've got my Glanzer Groggish hat on, Happy 1992!



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Published 2.2.83

REVIEW

AMIGA **ETBA**
BY MICROPROSE



Grab your clubs, pack your balls and head out onto the course for a few rounds with Microprose Golf. The tight sim purports have taken a shot at the gentle game and touched down with a realistic simulation of all the trials in spite of golf-style mastery on hi-bit machines. The game follows the same format as rival others, but strives hard to be as realistic as possible. Visit courses in various countries and compete against friends, or against the computer. With loads of options to choose from, both in practice and competition, you can play a tournament against a load of top-golfing heroes or play for points against your pal. With tons of holes to conquer, it's going to be quite a while before you've truly beaten this!



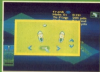
IN THE DRINK

One of the annoying aspects of Microprose Golf is the sheer amount of water on the course. It seems like every couple of yards there's a lake or a river. If you do land in the drink, you get a generally shot taken away as well as having to retake the shot from the nearest bank. Watch out for bunkers too, landing in sand can be a costly experience...

MICROPROSE GOLF

PLAY FOR YOUR SKIN

The most fun and most directly competitive aspect of Microprose Golf is playing for "skins". Professional caddies have been doing this for years. It's a simple price, usually cash, waiting at the end of each hole for the golfer with the best score. If the tally is equal, the price is shared between the players. Prizes in real life "skins" have included Ferraris, houses, even a helicopter. Rumour has it that a couple of millionaires once played for Issue One of C&EG...



After the success of the incredible PGA Tour Golf, you'd think that software companies would just give up on golf games forever. Oh no! Microprose reckon they can at least equal the mighty PGA and they're not far wrong! OK, this game isn't quite as slick or smooth as PGA, but it's got tons of options that PGA never had. The polygon course are well defined and they move smoothly enough - with a host of camera viewpoints allowing you to view those smart shots from any angle. Sound is almost completely lacking, though; a standstill whirrr and thump for the swing and a jaunty plunk when you hole the ball. There's certainly a lot of variety and the game takes on a new light with more than one player (you can have up to four). All in all this is a solid rendition of a great theme - and even lucky PGA owners would do well to check this out for more golfing greatness.

FRANK O'CONNOR



UPDATE

Of interest out there have been bringing away with Microprose Golf for a little while, and PC players are not on the list. Play!



AMIGA

GRAPHICS	88
SOUNDS	NA
PLAYABILITY	89
LASTABILITY	90
OVERALL	89

WOLFCHILD



Wolf Child - An arcade adventure featuring super smooth 360° multi parallel scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme PROJECT WOLFCHILD to annihilate the evil forces of the CHIMERA organisation.

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CARDIAX

CARDIAX - LIFE IN THE FAST LANE

REVIEW

AMIGA £25.99

BY ELECTRONIC ZOO

TWO-WAY SUPER SCROLL

Unlike most shoot 'em ups these days which scroll from right to left, Cardiax features Defender-style bi-directional scrolling, which allows the player to fan round and blast any sneaky baddies which may be behind you. Smart, eh?



▲ This guy is tough! Watch out for floating missiles



▲ Three-way blasting action!



▲ A wall of swirling asteroids blocks your path!

▲ No light at the end of the tunnel!



The first thing you notice about Cardiax is the speed. This is one blindingly fast game, made even more difficult by the fact that you have to travel in both directions to complete each level - not an easy task when there are bullets shooting around willy-nilly and you've got one unit of energy left! Cardiax's graphics are fairly disappointing: the basic backgrounds are a total cop-out, although I suppose they help to keep the speed up; the rest of the backgrounds are, instead, the sprites, aren't the most dynamic ever seen either. Sound is great all-round, from the hypnotic wavy dialy and heavy metal in-game track to the realistic speech and gun-effects (which are apparently taken from an Uzi gun). But it's the game which I love; hard, fast and dangerous, like a good shoot 'em up should be. Nancy boys need not apply!

PAUL RAND



SOUNDS TERRIFIC

One of the most interesting features of Cardiax is the sound. A state-of-the-art, Doctor-style music track runs throughout the game, but what's better is the speech, telling you from which way the enemies are approaching, when bonuses have been spotted, and all sorts of similar info.



▲ Eat plutonium death square head!

AMIGA

GRAPHICS	80
SOUNDS	90
PLAYABILITY	84
LASTABILITY	84
OVERALL	85

UPDATE

No more versions for you, boys. You have a rare in the pipeline. Sorry.

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Party



FOOTBALL CRAZY ANGO

AMIGA 97%
ST 96%

Lucky Amiga and ST owners are in for a footballing treat courtesy of Anco, who have teamed Kick Off 2 and The First Whistle data disk together AMD (brings Player Manager into the package)

Unless Football Crazy, you'd have to be sure to miss out on possibly the best compilation around this Christmas. The best football game ever, the best football management game ever and a great add-on disk to make the best even better. Don't forget it! *Andy*

THE CAPCOM COLLECTION US GOLD

AMIGA 89%
ST 88%

US Gold brings together eleven Capcom pick-up conversions and an original game in one package in the form of the ultra-primey Mega Capcom Collection.

Gradius and Ghosts, LED Storm, F-1000, Worlds and UN Squadron are the best of the bunch, with Lode Runner, Dynasty Wars and Bombers 1 and 2 bringing up the rear. Arcade addicts should get their fix over the festive season with this package.

Christmas is the Christmas for getting the best Christmas gifts. And what better gift than a collection of the best Christmas games ever. The Mega Capcom Collection is the best of the bunch. With 11 titles to choose from, it's the best of the best. And it's all in one package. Don't miss it!



AIR/SEA SUPREMACY UBI SOFT

AMIGA 90%
ST 93%
PC 91%

Four best-selling simulations and an above-average shoot 'em up make up Ubi Soft's offering for the Binky Halloweem-son's (amongst you)

Generals, Grand Service, Carrier Command and Perletra's WWII stealer P-47 Thunderbolt appear on all three packages. P47 Steal Eagle also features on the ST and PC compilations, its place in the Amiga line being occupied by Cinemasoft's excellent airplane flyer, Wings. A superb package - although P47 is totally out of place.

4 WHEEL DRIVE GREMLIN

AMIGA 89%
ST 89%

Gremlin have produced some cracking driving games in their time, four of which have translated into the 4 Wheel Drive compilation. Lotus Esprit Turbo Challenge and Team Suzuki are undoubtedly the best of the bunch, with the high-quality Carrera Racer and above-average Toyota Celica GT Rally making up the second tier.

A worthy package of exhilarating racers, 4 Wheel Drive should suit even the most die-hard Mclay's Boon to a tee.

NINJA COLLECTION OCEAN

AMIGA 80%
ST 70%

Never the best to miss out on a Christmas money spinner, Ocean have put together a trio of top market and coin-op conversions for budding Bruce Lee's to savour. Shadow Warriors, Dragon Ninja and Snake Dragon are the titles, with Shadow Warriors the scintillating game in the pack - a stunning conversion of the arcade machine. The other two aren't the hottest best 'em ups in the world, but they'll help while away the hours between visits of C1 Co and Star Wars.

SUPER SEGA US GOLD

AMIGA 80%
ST 80%

They may not be allowed to bring Sonic The Hedgehog to computer, but at least US Gold can make a bit of Christmas cash by hawking a few of their stellar Sega conversions into a box.

Super Sega features top name titles Super Monaco GP, Gold Axix, Crack Down, G-SHOCK and Shinobi. All are well worth the effort, apart from G-SHOCK and Shinobi which, to be fair, are a bit wiffy. That still leaves a good, solid trio of coin-op conversions to fill the big toe of your Christmas stocking nicely.

CHART ATTACK GREMLIN

AMIGA 80%
ST 80%

This is Gremlin's second contribution to the 'Chart Attack' series being James Pond, Lotus Esprit Turbo Challenge (again), Street 'N' Groove and Venus The Flytrap.

CHRISTMAS CRACKERS!

Apart from the delectably average Venus The Flytrap, Chart Attack is a sound selection of software, more than able to keep new computer owners happy until the turkey runs out at around Easter time.

MOVIE PREMIER ELITE

AMIGA 90%
ST 90%

This can usually be relied on to knock out a knock-down game pack at Christmas and, true to form, here they are with a quartet of film licensed dubbed Movie Premier. Now showing are the original Teenage Mutant Hero Turtles game, Gormiti 2, Back To The Future 2 and Days Of Thunder. Movie Premier is certainly the most disappointing compilation going this December. None of the games available are all staggering quality - and BATTLE and Days Of Thunder are absolute treasures which should never have found their way into computer screens singly, never mind in a pack. If Aunt Flo gets you this for Christmas, make sure she keeps the receipt!



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 WITH ALL OUR CUSTOMERS OLD AND NEW A MERRY XMAS & HAPPY NEW YEAR**

HIGH SCORES

DEAR WIMPS

Aching arms? Sleepless nights? Poor eyesight? Sounds like you've all been mugging your joysticks too hard. Still, if it gets results it must be worth it. Those high scores have some flooding in of late and you guys just seem to get better and better. This is the best place to showcase your gaming achievements, so let's see how you did this month...

SADIE MEGADRIVE

Sega's machine has seen a lot of see-kickie action this month and there are some pretty impressive scores here, check 'em' out and see if you can do better!

DEVIL CRASH
Julian Matthews, Wood Green, London 178,803,218

HARD DRIVE
David Cadwell, West Norwood, London 16,679,482

SHADOW DANCER
All Area 25 Hemel Hempstead, Herts 685,300

ZERO WING
Alan Brett, Chuckleberry on Sea, Spender 2,876,830

WRESTLE WAR FINISHED-UNDEFEATED
James Simpson, Spalding, Lincs

LAZERS VS CELTICS WORLD CHAMP (PERFECT RECORD)
All Elements, Doncaster, S.Yorks

STRIDER 78058
B.Cooper-Davis, High Wycombe, Bucks

AFTER BURNER 2 75,204,201
Marcus Wallbank, Stevenage, Herts

STREETS OF RAGE 865,208
Keith Penland, Cullinstown, Scotland

SPIDERMAN 146,872
Paul Davies, Rochdale, Lincs



BATMAN 1,088,380
Mark Gee, NSW, Australia

DUCK TALES 11,086,880
Kalle Järvenpää, Helsinki, Finland

SEGA

ALEX KIDD IN SHINOBI WORLD 1,154,080
Richard Merrick, Little Dale, Shropshire

MIKEY MOUSE 898,758
Richard Reed, Coventry, West Midlands

OPERATION WOLF 62,198
Denny Carterlight, Merton, Wks

S-TYPE 712,508
Mark Jameson, Whitley, Yorkshire

OUT RUN 11,281,880
John Sullivan, Co Leath, Eire

NINTENDO

There's a lot of Nintendo related japey happening at the moment and the scores are getting bigger and bigger. I want to see some Mario 3 scores though, so get your joggled out and get playing rockard!

DOUBLE DRAGON 2 813,057
Steven Yao, Ayr, Scotland

CAPTAIN SKYHAWK 1,808,808
Daniel Walls, Stroud, Kent

DONKEY KONG JRB 183,300
Andrew Brent, Crawley, Sussex

AMIGA

You Amiga owners have been a bit busy. There's some truly inspired scores here this month and a pretty mixed bunch of games. It seems there are a lot of PGA players out there and the competition is pretty stiff. Let's see some more of the same next month.

PGA TOUR GOLF Ross Gray, Liverpool	50,400
MARY SEALS Christopher Towers, Somerset, Combs.	50,400
GOLDER AXE Christopher McIvor, Glasgow, Scotland (obviously)	70,410
FINAL FIGHT Marcelo Silva, Liria, Portugal	147,000
CRACK ROCK Richard Roberts, Convey Island, Essex	91,040
NEW ZEALAND STORY Sam Brown, London	7,161,000

GAMEBOY

A couple of odd games in the Gameboy lineup this month. Pandemon is a neat little game which hasn't really made much of an impression and Bill and Ted makes its first appearance in the high score chart.

DR MARIO Stygo Cilega, Poland	100,000
WALIBU BEACH POLLET Nick Beach, Wimal, Moresby	COMPLETED WOMEN'S
BILL AND TED Steven Lawson, Dumfries-shires, Scotland	COMPLETED
PANDOMON Tao Cheng, Camberley, Surrey	COMPLETED

SUPER FAMICOM

The excellent Jerry Boy and the not-so-excellent Pro Soccer, both make their debut in the high scores this month. Look out next month for the incredible Castlewars 4 and get playing!

FINAL FIGHT Wahfrew Holness, Hertford, Herts.	17,193,000
JERRY BOY	100,000
SUPER GHOLES N' GHOSTS Darren Hill, Congleton, Cheshire	104,000
AREA 88 Roger Scott, Brighton, E.Sussex	612,000

AMSTRAD

Who is the mysterious Rally Brown? How did he get such a bizarre name? How did he get such a big, brooding score? How did he get his jumper on over such a big head? None of these questions will be answered this month. Or not.

LOTUS TURBO CHALLENGE James Radin, Whiston, Rotherham	214
FRAG Matthew Symonds, Badwell Ash, Bury St.Edmonds	210,000
HARD DRIVE! Chris Lyons, Manchester	TMC:1.30

PC ENGINE

Ye-ke-ke! PC Kid is proving more than a little popular this month, almost all of our PC Engine entries were for this top-notch game. Tom Curtis of Strath takes the trophy though, with a huge score. Let's see some scores for the latest Engine blast 1991.

PC KID 2 Tom Curtis, Strath, Derby	1,000,000
FORMATION SOCCER Sabere Butt, Wiltshire, Surrey	COMPLETED IT'S A BRA 1
SCI David Wheeler, Caerphilly, Mid Glam.	1,177,000
NAMCOOT BASEBALL Kip Murphy, Irvine, Scotland	10-0
BATMAN Izzy Smith, Stratford, London	990,000

ARCADE

Been hanging round the arcades again have you? Wasting your youth when you could have been at home doing homework? Looks like it paid off though, with some smart top scores to show for your credit munching antics.

RACE DRIVER! Phil Gales, Weston Super Mare	1,010,000
SMASH TV Lee Osborne, Bury St.Edmonds, Suffolk	300,000
FIT FIGHTER Lyle Jackson, Bovingey, Wilt	1,010,000

R I P H E R E

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

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINGS ANYWAY - SO HERE ARE MY HIGHSCORES...

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

NAME _____
 ADDRESS _____

TELEPHONE NUMBER _____
 MY MACHINE IS: _____

MOONSTONE

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Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

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REVIEW

AMIGA

£25.99

BY OCEAN

Welcome to Mediabrawl... Old Detroit's most top-to-the-minute news station. Give us two minutes and we'll give you THE WORLD. Hello, I'm Casey Irving. Today's top story: Ocean, the latest addition to the Direct Computer Products mechanized urban pacification programme, has been unveiled to an eager press. Created to work primarily at street level, Ocean has been designed to halt the spread of on-street violence; the unit carries no guns, relying instead on superb martial arts programming. Expect to see DCP's newest weapon down your way soon. Meanwhile, as the industrial action by Old Detroit Police Department continues, street crime remains rampant; reports of sex thefts and terrorism are flooding in, a situation made worse by the breakdown of a number of old model ED-poll units, each fully armed and running berserk throughout the city. Only a handful police officers are left the job, among them DCP's original law enforcement unit, Robocop. Looks like he'll have his work cut out down there...



I'D BUY THAT FOR A DOLLAR!

Unlike the flat, sideways scrolling graphics employed in Ocean's conversions of the previous two Robo movies, Robocop 3 uses polygons to create a complete three-dimensional simulation of Old Detroit. As well as being able to see the world through Robocop's eyes, a number of different views can be accessed, depending on which of the sub-games is being played.



STAY OUT OF TROUBLE

The action in Robocop 3 consists of five separate arcade sub-games. In the first, Robocop must enter a building taken over by terrorists. Then a cyclone must be stopped - by running the stolen car unit it stops. A van full of terrorists must be put out of action in the third game. Complete this section and Robocop receives a jet pack and must lead to the streets to destroy rogue tanks and helicopters. The final scene sees Robo take on Ocean, the ninja robot.

Take to the streets for Robo-related thrills 'n' spills



Robocop 3 has to be the most original movie seen ever. Ocean have been shrewd not license after license, all using the same scrolling beat or shoot 'em up formulae. Robo 3 has come along though and it really breaks the mould. 3D action, atmospheric music

and a whole variety of tasks to complete. The fact that the game can be played as a straightforward arcade blast is great, but you can also play it as a kind of adventure, following the plot of the movie very closely. The best part of all, in the attack and shoot section in the skytower. Waiting around corridors, saving hostages and killing terrorists is great fun. This game is truly superb and has to rank as the best use of a license ever. Amiga owners will be chuffed to bits, but might be interested to know that the game will only run with the supplied "dongle" attached. This little bit of computer chippiness plugs into the back of the Amiga, allowing Robo to load. Smooth graphics, outstanding music and some outstanding presentation. Brilliant stuff, go buy it!

FRANK O'CONNOR

REVIEW



I've heard all about the revolutionary use of polygons in the new RoboCop game, but I wasn't prepared for what hit me when I loaded it up for the first time. This is absolutely unbelievable! Doesn't have come up with a product that can truly be

called an interactive movie - certainly a far cry from their two earlier RoboCop games which pale into nothingness when compared to this. Graphically it's incredible; a ridiculous amount of views allows the player to see what's going on from almost any angle and, considering the amount of information on-screen, the frame update is extremely fast (although if you want it even faster, you can turn off the polygons and play with wire-frame versions of the graphics!) Sound and music adds to the atmosphere still further, including the Medtabor theme taken from the movie! A strong contender for game of the year, RoboCop should be right at the top of your list.

PAUL RAND

ROBOCOP



YOUR MOVE, CREEP

How come there's a RoboCop 3 game when there's only been two films? Because the third instalment in the RoboCop trilogy is set to be released. That's how. RoboCop 3 - The Game is reputed to be very close to the plot of the film, but don't expect to see the same amount of things as there are here. The movie is rumoured to have received a 12 certificate, which means that when it reaches these shores in late Spring of 1992, the violence will have been toned down significantly.



▲ Zero in on the action in downtown Detroit, where there's no time to muck about!



▲ All's quiet in Old Detroit - but not for long...

AMIGA

GRAPHICS	96
SOUNDS	93
PLAYABILITY	94
LASTABILITY	94
OVERALL	94



ACCESSORIES FOR THE GAME BOY

GC17

Game Boy Plus
Game Boy Plus features the same classic Game Boy design, but with a 4x4 directional pad and integrated screen-rotating



GC12

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Maximum game play with wireless play between up to four Game Boy systems. Includes four Game Boy Link Cables, four Game Boy Multi-Play Connectors, two GB Adapter, four Adapters, two Playmate and two Playmate Adapters.



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GC 5

Game Boy Light
Enjoy the Game Boy with ambient lighting. Includes two AAA batteries and one light.

GC13

Game Boy Car Adapter
Allows you to play Game Boy on your car stereo. Includes a car stereo adapter and a Game Boy Car Adapter.

GC6

Game Boy Mega Pak
Maximum storage for up to 600 Game Boy cartridges. Includes a Game Boy Mega Pak and a Game Boy Mega Pak Adapter.

GC7

Game Boy Amplifier
Increases the volume of your Game Boy speaker. Includes a Game Boy Amplifier and a Game Boy Speaker.

GC15

Game Boy Video Adapter
Allows you to play Game Boy on your TV. Includes a Game Boy Video Adapter, a Game Boy Video Adapter Cable, and a Game Boy Video Adapter Cable.

GC2

Game Boy Carry Case (Hard)
Protect your Game Boy from bumps and bruises. Includes a Game Boy Carry Case (Hard), a Game Boy Carry Case (Soft), and a Game Boy Carry Case (Hard).



GC3

Game Boy Carry Case (Soft)
Protect your Game Boy from bumps and bruises. Includes a Game Boy Carry Case (Soft), a Game Boy Carry Case (Hard), and a Game Boy Carry Case (Soft).



GC8

Play and Go Carry Case
A portable Game Boy system. Includes a Game Boy, a Game Boy Adapter, a Game Boy Adapter Cable, and a Game Boy Adapter Cable.



GC18

Game Boy Clearing Kit
Keep your Game Boy clean and clear. Includes a Game Boy Clearing Kit, a Game Boy Clearing Kit, and a Game Boy Clearing Kit.

GC9

Game Boy Power Pak
A portable Game Boy system. Includes a Game Boy, a Game Boy Adapter, a Game Boy Adapter Cable, and a Game Boy Adapter Cable.



GAMING ON THE MOVE



Checklist

To ensure you're not missing out on any of our great Game Boy Mega Pak, Car Adapter, Video Adapter, and Playmate accessories, here's a list of the unique combinations you can build. Each combination will fit into your Game Boy Plus.

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- Game Boy Light
- Game Boy Car Adapter
- Game Boy Amplifier
- Game Boy Mega Pak
- Game Boy Video Adapter
- Game Boy Carry Case (Hard)
- Game Boy Carry Case (Soft)
- Play and Go Carry Case
- Game Boy Clearing Kit
- Game Boy Power Pak

MAKES GAMES

- Mega Drive Soft Pak
- Mega Drive Cartridgeaddy
- Mega Drive Carry Case

MATS

- NES Soft Pak
- NES Clearing Kit
- NES Game Cabinet
- NES Extension Cabinet

GAME CARE

- Game Case Plus in Carry Case
- Game Case Adapter Case



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TOP 20

GALLUP ALL FORMATS

THIS LAST GAME BY

1	1	LOTUS TURBO CHALLENGE 2	GREMLIN GRAPHICS
2	3	TERMINATOR 2	OCEAN
3	5	FINAL FIGHT	US GOLD
4	2	MEGA-LO-MANIA	MIRRORSOFT
5	4	ALIEN BREED	TEAM 17
6	6	RUGBY THE WORLD CUP	DOMARK
7	7	JIMMY WHITE'S SNOOKER	VIRGIN
8	8	DIZZY COLLECTION	CODEMASTERS
9	9	MANCHESTER UNITED EUROPE	KRISALIS
10	11	RAINBOW COLLECTION	OCEAN
11	15	BIG BOX	BEAU JOLLY
12	10	SPEED BALL 2	MIRRORSOFT
13	14	WORLD CLASS RUGBY	AUDIOGENIC
14	NE	BOARD GENIUS	BEAU JOLLY
15	12	HERO QUEST	GREMLIN GRAPHICS
16	17	UTOPIA	GREMLIN GRAPHICS
17	NE	FINAL BLOW	STORM
18	NE	4D SPORTS BOXING	MINDSCAPE
19	16	MAGIC POCKETS	RENEGADE
20	RE	TURRICAN 2	ANCO

Blocks like Gremlin's brilliant Lotus 2 is going to be at the top spot this Christmas, but who knows, maybe T2 will reach the coveted numero uno position yet!

RTS
GVG
CHARTS
GVG
CHARTS
GVG
CHARTS
GVG

ATARI ST

- | | | |
|----|-------------------------|-------------|
| 1 | 1 MEGA-LO-MANIA | MIRRORSOFT |
| 2 | 2 JIMMY WHITE'S SNOOKER | VIRGIN |
| 3 | 3 SILENT SERVICE 2 | MICROPROSE |
| 4 | 4 TERMINATOR 2 | OCEAN |
| 5 | 5 FINAL FIGHT | US GOLD |
| 6 | 6 RAILROAD TYCOON | MICROPROSE |
| 7 | 7 6 UTOPIA | GREMLIN |
| 8 | 8 EQUATRO ARCADE | CODE MASTER |
| 9 | 9 BETHUNDERHAWK | CORE DESIGN |
| 10 | 10 REFLAMES OF FREEDOM | RAINBIRD |

The ST chart is almost unchanged as Megalomania keeps its well deserved 1st place. Jimmy White's top-notch snooker sim holds on at number 2 and looks set to stay in the top 10 all the way to Christmas. Railroad Tycoon's re-entry was a bit of a surprise, but we're sure it won't be the only one this Xmas!



PC ENGINE

- 1 TIME CRUISE 2
- 2 HIT THE ICE
- 3 DRAGON'S EGG
- 4 GRADIUS
- 5 MAGICAL CHASE

NCC owners will probably be more surprised by the entry of Gradius in the chart than anything else! It's about time Konami's magic shooter appeared on the old Engine! Time Cruise 2 is a smart pinball sim, with more hidden screens than you can shake a stick at. Expect Gradius to be on top next time round!



AMIGA

- | | | |
|----|-------------------------|------------|
| 1 | 1 LOTUS CHALLENGE 2 | GREMLIN |
| 2 | 2 ALIEN BREED | TEAM 17 |
| 3 | 3 MEGA-LO-MANIA | MIRRORSOFT |
| 4 | 4 FINAL FIGHT | US GOLD |
| 5 | 5 RUGBY THE WORLD CUP | DOMARK |
| 6 | 6 JIMMY WHITE'S SNOOKER | VIRGIN |
| 7 | 7 HEAD SPORTS BOXING | MINDSCAPE |
| 8 | 8 MAGIC POCKETS | RENEGADE |
| 9 | 9 14 UTOPIA | GREMLIN |
| 10 | 10 7 TERMINATOR 2 | OCEAN |

The biggest mover on the Amiga chart this month is Team 17's superb Alien Breed, it's rocketed to the number 2 spot and looks all set to take the coveted number 1 position. Not bad for a bunch of guys who started off doing dodgy demo! T2 slips though, as Amiga's pulling power fades!



NINTENDO

- 1 MESUPER MARIO BROTHERS 3
- 2 METHE SIMPSONS
- 3 NEWWF
- 4 3 DRIFTLING 2
- 5 1 DUCK TALES
- 6 RETHE ADVENTURES OF LINK
- 7 2 SUPER MARIO BROS 2
- 8 RETHE LEGEND OF ZELDA
- 9 HEROBOCOP
- 10 RESOLETICE

It had to be. The incredible, the enormous, the unbelievable, the spanky, the gorgeous, the one and only. Super Mario Bros. 3 is at the top and it won't be moving for quite some time, so you'd just better get used to it. Not even The Simpsons are going to shift Mario.



MEGADRIVE

- 1 QUACKSHOT
- 2 MERCS
- 3 DEVL CRASH
- 4 BARE KNUCKLE
- 5 TOEJAM AND EARL
- 6 THE IMMORTAL
- 7 ROAD RASH
- 8 EA ICE HOCKEY
- 9 SHADOW OF THE BEAST
- 10 SPEEDBALL 2

Quackshot is the king of the Megadrive chart this month and so it should be! Mercs creeps in at a close 2nd, pushing Streets Of Rage further down the chart. Pit Fighter should make the chart next month, but will it take the number 1 slot?



GAMEBOY

- 1 2 SUPER MARIO LAND
- 2 1 DUCK TALES
- 3 HEROBOCOP
- 4 3 F1 RACE
- 5 2 MEGREMLIN 2
- 6 NIBATMAN
- 7 8 BUGS BUNNY
- 8 6 TURTLES-FALL OF THE FOOT CLAN
- 9 4 SPIDERMAN
- 10 NEDR MARIO

Super Mario Land has been a permanent fixture in the Gameboy charts, since its release more than a year ago. Reaching number 1 yet again, it seems to be cashing in on the success of SMD3 on the NES. Robocop has appeared in the chart at last and Dr. Mario comes whizzing in at number 10.



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REVIEW

MASTER SYSTEM £29.99

BY SEGA

Bub and Bob were just an ordinary pair of Bubbles, who enjoyed nothing more than going for a skip through the fields with their girls. Ugly old meany Baron stole Bubba, though, got so just out of the boys that he vowed to spoil their fun and make them cry. This he did by whisking away their girlfriends and turning them into cute dinosaurs. After a swift sob, Bub and Bob decided that they had better do something about getting the ladies back. But they had been taken into the very depths of von Blubb's domain. What they found to their grief, however, was that during the change from boys to girls, they had received the power to blow massive bubbled Snikes come back to their Bares and off they went to defeat their nasty Baron.

I'M FOREVER BLOWING BUBBLES

Bub and Bob's bubble-blowing skills come in handy in a number of ways. The most useful is in destroying Blubb's minions by trapping them inside a bubble and then bursting it with the force on top of their heads. Another necessary function of the bubbles is to escape from traps too deep to bounce out of, so float to free dom!



MORE BUB 'N' BOB FUN

Bubble Bobble is the first in the Bub and Bob trilogy. The follow-up, Rainbow Islands, has been converted across a wide range of formats while the third in the series, Paradise Stars, is available on the PC Engine and it's great!

UPDATE

Bubble Bobble has already found its way onto most machines, so why not go off and treat yourself to some bubbling brilliance?

BOBBLE BONUSES

Bonuses come not only in the form of small cakes, like mounds and pieces of fruit - but also larger cakes and pieces of fruit! Collect like items without pecking up anything in between and a big bonus item will fall down the screen - grab it before it goes!



▲ Bubbled Central or what?



▲ Clink, here's a big 'un!



BUST UP THE BADDIES

Whenever a baddy is busted, he turns into an item. Usually it's a points bonus in the form of a cake, a diamond or a pile of fruit, but some form letters which, when collected, form the word EXTRA and take the tale to a bonus stage!

▲ WagnanPun - Here boys meet Business!



It's surprising that it's taken so long for Bubble Bobble to make it over to the Master System - after all, it's not really the most difficult conversion ever. Looking at the screen shots may make you think "Pip me, that looks quite close to the arcade version."

You'd be right, it plays much the same too, except in one, very important way. It's much less slow. Slow, slow, slow, slow. A great shame, not to mention a complete mystery. After all, if machines like the Spectrum can handle sniffling conversions of this ball game, why not the Sega? Looks like sloppy programming to me. Bubble Bobble is still an enjoyable game despite that, but only up to the point where you say "stuff this" and play something with a bit more zip.

PAUL RAND

MASTER SYSTEM

GRAPHICS	82
SOUNDS	79
PLAYABILITY	70
LASTABILITY	68
OVERALL	74



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REVIEW

AMIGA

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BY THE SALES CURVE

Billy and Jimmy are rock hard! I mean, they have really tough. While other kids are at home watching TV, Billy and Jimmy are down from kickin' ass. In Double Dragon 1 and 2 they went out to save their girlfriends (saving a girl is a lot odd if you ask me). She got killed in the second game, but they used magic to revive her. Having a girlie was all very well, but all that kissing and buying flowers took up a lot of valuable ass kickin' time. From now on, Billy and Jimmy are only going to fight for money - love is for sissies. They've been hired this time by a little bloke who looks like Yoda out of Star Wars, who wants them to go to Egypt and recover the lost Rosetta stones. These stones not only have magical powers, but have helped scientists translate those fiddly symbols. After agreeing a price, Billy and Jimmy set off to the local town to catch a plane. As is usual with these two, the local bad-asses have other ideas and so Billy and Jimmy are going to have to fight all the way to Egypt...

WEAPONS GALORE

Unlike the first two games, DD3 features a weapons shop. You can buy a different weapon on each level, as well as a plethora of other goodies. These include extra energy, special trick moves, greater strength and if you have enough money you can buy an extra life. Spend wisely though, because choosing the wrong item could spell disaster!



The double Dragon series has done extremely well for Taitoh, the company which started it all. The mix of violence and, er, non-violence struck a chord with the arcade going punters and it has since spawned a certain series in the States. There are a couple of new bits in this one though, including a weapon shop and a rather smart cooperative bang fu move. The action though, is roughly the same as the previous two games. The graphical style has been changed slightly, losing the cartoon feel in favour of a more realistic look. This helps the game loads, there are some neat sprites and rather pretty backgrounds. The animation can be a bit dodgy at times, but the music is really good. As far as playability goes, DD3 is perfectly adequate. Response is quick and definite, a lot better than the previous two games. The precision is really repetitive: there are levels of levels but the badies don't vary too much and the game suffers a little from this. Run fast though and an improvement on DD1 and 2 and there's what sequels should be all about.

FRANK
O'CONNOR

DOUBLE TE

ROSETTA S



▲ Slash those suckers with your swords!



▲ That gazzer with the short legs just called you a wanker!



▲ Stand up and watch that fat buster do a Casack dance!



▲ Billy indulges in conversation while Jimmy takes a fighting.

DOUBLE DRAGON DILEMMA

There are two ways to play DD3, you can either help your teammates, or ignore them completely and get all the points. If you want to help your comrades, then it's possible to link arms and perform a rather spectacular spinning, jumping, deadly kick of doom. This will clear all the badies anywhere near you and give you some breathing space. It can be really tricky to do, but when it works, it's worth it.

THE DRAGON

THE ROSETTA STONE



REVIEW



Crikey! Another Double Dragon game! Storm, the people who brought you the wonderful Rodland, have done themselves reasonably proud with Rosetta Stone. I say reasonably because, although gameplay is an addictive as you'd want and expect a

DD game to be, graphics are what can only be described as average. They're drawn well, but animate stiffly and not at all realistically. Sound isn't used to best effect either, for that matter - no music during the game and only basic sound effects. Still, it's the game that counts and that's one real laugh comic. Devilishly difficult battles kick your head in with glee and, even though the multi-loading system is stiff, you'll want to stick at the game right to the end. Don't expect the world from Double Dragon III - The Rosetta Stone, because that's not what it is on offer. Just sit back, beat the game as settle yourself down for a good, old-fashioned, fun beat 'em up.

PAUL RAND

WHATEVER HAPPENED TO THE GIRL?

DD fans may well remember that the girl they had to save in the first game, was killed in the second. At the end of Double Dragon 2, they managed to revive her with a special magic spell. However, because they both fancied her, they had to fight to decide who would get the girl. Now, what I want to know is this: If Billy beat Jimmy, or vice versa, where is the girl now? Was there a divorce? Did she run off with the man? Did she go back to her mother? Or should we stop?

YOU WILL HAVE TO STAY AND FIGHT BEFORE YOU GO TO STONE 1



UPDATE

Expect to see DD3 on just about every popular machine, so you too can join the fun!

DOUBLE YOUR DRAGONS

STOP PRESS! Double Dragon III on the NES arrived in the DVD office just too late for us to be able to give it the full review treatment, despite the best efforts of those fine gamemasters at Acclaim. However, we can tell you it's looking very good indeed, with top graphics and cool the looks to be a very challenging conversion. Stay tuned for the full lowdown next and

AMIGA

GRAPHICS	85
SOUNDS	83
PLAYABILITY	85
LASTABILITY	80
OVERALL	81

ARCADE ACTION

GAMES



CRUMORS! Our Jax must be wearing two copies of Arcade Action boxer shorts this month, was born to go with the full load-down on Steel Talons and a whole shipload of re-scored coin up goodness! Take it easy Mr. J.



According to Atari, Steel Talons represents the ultimate in current game technology - and after playing the game I think they're right. A one or simultaneous two-player attack helicopter simulation, this very impressive fixed-3D vector graphic machine allows potential pilots to fly Apocalypse Now-style helicopter missions in a variety of different war zones.

There are loads of different missions to undertake, all of which basically involve taking out every target highlighted on the radar screen at the bottom of the display. These targets include gun emplacements, tanks, buildings and general military transport, as well as planes and helicopters.

The screen is frantic, and you have to use all your piloting skills to avoid the constant enemy barrage. The shopping cart takes some hits, but once damage becomes too severe, it goes out of the sky and hits the deck...and bang gets a credit!



COMPLEX CONTROLS

To a novice, *Steel Talons* seems a nightmare to control. As well as a joystick, rotor throttle and two independent fire buttons, you've also got two foot pedals which control the tail rotor and let you spin and slow the chopper left and right. Once you master the controls, though, you can perform an amazing array of moves, including loop-the-loops, flying backwards and sideways, hovering and even spinning on the spot!

STEEL TALONS GUNSHIP SPECIFICATIONS



TWO-PLAYER ACTION

As well as tackling missions together, players can opt to battle it out head-to-head. Here the scenery is cleared of all enemy targets, leaving just the two helicopters to fight it out in a dogfight to the death. It's a great way to play the game, with hill-topping and canyon running atop as the players try to out-smart one another.



COMBAT MISSIONS



STEEL TALONS



After months of playing dull, unoriginal coin-ops, *Steel Talons* is a real breath of fresh air. Its complex controls and amazing 3D graphics make it feel like a full-blown multi-million pound military helicopter flight simulator, especially when you play the "real"

flight option which accurately copies the controls and handling of an actual Blackhawk U-67 helicopter! The action is fast and furious and there's plenty to test your chopper handling skills - some of the later missions are amazingly tough, especially if you tackle them solo! My fav, though, is the two-player head-to-head option, it's simply superb as both players play cat-and-mouse, using the scenery to launch surprise attacks. *Steel Talons* is one of the best coin-ops I've played in a long time. Break your piggy bank and head off down the arcade - now!

JULIAN RIGNALL

MULTI-PLAY MODES

There are two different viewpoints: third person perspective, which gives you an Afterburner-style view of the action and a true first person perspective from the actual cockpit. There are also two modes of play: "arcade" and "real helicopter flight". Controlling the chopper is easy in "arcade" mode, while the "real" option offers true chopper handling which is difficult to master but offers experts potential to pull off incredible aerobatic stunts.



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GRAPHICS	93
SOUNDS	89
PLAYABILITY	97
LASTABILITY	95

OVERALL 96

PRESS ANY BUTTON TO START



ARCADE ACTION

B.O.T.S.S.

Battle Of The Solar System

A rather unfortunate name, but a superb, highly original game. *Battle Of The Solar System* is the second coin-up from Microprose and uses the same graphics technology that appeared in their extremely impressive, but commercially unsuccessful *F-15 Strike Eagle*. *B.O.T.S.S.* is more mainstream than its predecessor and gives the player the chance to take control of a giant war robot, enter a futuristic war zone and do battle with other similarly massive and horribly be weaponized robots.

The fixed-3D graphics are astounding, with fantastic animation on the robots - blow off an enemy's leg and watch the machine slowly crash to the floor and explode into thousands of pieces! The game is great fun to play, with six different war zones to test your robot-driving skills. Later zones are quite mythical, with mega-powerful warbots blasting you with laser beams, plasma cannons and even nuclear missiles! Brilliant stuff which is highly recommended to fans of Armageddon-style destruction!



Hitting arcades everywhere is Sega's latest coin-up, *Spider-Man: The Videogame*. This 32-bit, single-player four-player mega-machine lets the players take control of Spider-Man, Sub-Mariner, Hawkeye and Black Cat and battle six of Society's most infamous super-villains: Kingpin, Scorpion, Green Goblin, Venom and the Lizard. As you might guess, it's a real 'em up, but it features incredible graphics - with huge, beautifully animated sprites and an impressive zoom-in/zoom-out effect which changes the size of the characters from scene to scene. Best 'em ups are less a party these days, but with 18 different stages and these amazing graphics, this has enough to keep you pumping in the coin slot.



WWF

Those mega-popular *WWF Wrestling Superstars* are back in the arcades again in their second coin-up, which follows on from the 1987 classic, *WWF Superstars*. It's a multi-player machine which gives the participants the opportunity to take control of and do battle with the most popular of *WWF* stars. There are loads of moves to master, and the highly enjoyable grappling action should keep *WWF* fans short of loose change for quite some time!



THUNDER DRAGON

Team's *Thunder Dragon* is yet another vertically scrolling shooter which features power-ups and end-of-level bonuses. But although it's completely devoid of originality, it's quite fun to play, with plenty of death 'n' do destruction as you blow a trail across enemy landscapes. If you're not yet sick of this type of game, give it a whirl - it's one of the better on-the-screen shooters to appear this year.

DRAGON'S LAIR II

1992

Considering that 8 years have passed since the original *Dragon's Lair* laser disc arcade machine first appeared, this is a big disappointment. The problem is that apart from the laser disc response time now being virtually instantaneous (rather than having a second or two's blank screen as the laser disc head searches for the relevant piece of action) the gameplay and controls are identical to the original machine! Once again the player guides Dirk the Daring through "hilarious" cartoon escapades, and once more the key to success involves pushing the joystick in the right direction at the correct time to move onto the next piece of "action". This is fine for people who want to experience a fancy multi-choice pseudo-interactive cartoon, but for those who want a true test of skill will find that the novelty of Dirk's cartoon jargon and the extremely limited laser action will swiftly wear off... just like it so swiftly did 8 years ago!



Knightmare



*"You are setting forth into another place, another time, another world," said
Trogus, The Dungeon Master. "And what makes you think that you few mere
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GAMERBOY with case, for sale. With 80000 files, including Mickey Mouse R, File of the Fourth Era, Batman, Superman and Terra. North £200. 444 sat for £145. Or swap for Sega Magazine with 1 or 2 games. Please ring Simon on 0452 58274

FOR SALE Magazine for £150, with 3 games and English-Japanese converter. Or swap for Amiga or ST with no games in Nintendo Super Super software games. Call 041 803 8387 sat for Colin.

AMIGA 500 £250, 3 megabyte, A500 hardware, £175, 1 Magazine upgrade £20, 15 external disk units £250 (swap £20) or for £675. Please Simon on: 0452 58274

PAL SUPER FAMICOM WARRIOR with games, manuals in good condition, will swap around £200 for hardware. Please ring: 041 776 8188 after 5pm and sat for Alan.

WANTED Warner pack game for Spectrum available. I will pay £150. Phone: 0458 179420 sat for Sam.

WANTED any good Master System games, 3rdrd Wargames, Wargames 2, SDI, SDI 2. Phone: 0203 40 1400

FOR SALE Hewlett 40 channel handler £50. Good condition with full set of recharge batteries and the battery charger. Ed. Phone: 081 862 881

ATARI 1, 2KX with Genesis and Cytroline Games, in case for £100. Or swap for £100. Tel: 041 855 0200

WINTHROP ENTRY MODEL? SYSTEM plus Game Tapes, Three and Five 3, Streets, Pacific and Hot, Extra Files, Super Mario Bros 1 and 2 and Duck Hunt, Sea Patrol 3, Junction, Japper, 2 computers, used. Call 0203. Sell for £100. Phone: 0208 121475

THE MICROSELLS cont.

SEGA MASTER SYSTEM excellent condition, 14 good games, ring: 0452 58274

GAMERBOY will be sold with 2 player Tetris, 3 games, including Mario and Final Gun Festival. Sell for £200.00, £15 for each game. Or £100 for everything, in good condition. Contact: 0452 58274

WARRIOR SUPER GAMES over 170 titles, £100 for the lot, will accept offers. Phone: 0458 179420. David

AMIGA 500 CPC 64 and cabinet number, 80 games + including lots of files, joystick, multi-disc, £100 in good working order. £175 only. Tel: 0452 58274

EMAP Gamelby with 2 games, for a Nintendo 625 or Mega Magazine with games. Contact: 81 on 041 855 0200

FOR SALE Atari Lynx, only 2 months old with Warbirds and Strike Gun, will sell for £80-90, in excellent condition, local with all instructions and manuals. Phone Matthew after 5:30pm or sat: 0452 58274

SEPARATELY WANTED: Cheetah and Claws in the Magazine, will swap for one Magazine that is perfect copy. Phone: 0203 12171-1 sat for Vinny

FOR SALE Magazine, Amiga 500 and Game Gear, each complete with 10 games, 4 bargains at only £100. Phone: 0451 666668 if interested

WANTED games, console for sale. Excellent condition with 1000 software and 8 games. £150 only. Please ring: 041 808 4300

SEMI-NEW 5000 40-inches condition, light gun, and joystick, £250 or software including Power Up, Phoenix and Breakdown. Best for computer. Sell for £160. Call Colin after 5pm on 041 855 0200

FOR SALE Amstrad CPC also computer, complete with keyboard, monitor and 100 games. Worth over £200. 4 bargains at £100. Call: 081 868 8188 4 interested

WILL SELL 3 Mega Master System, 3 games, 2 control pads, £175-210. Tel: 041 855 0200 phone after 4:30pm sat for Mark

1280 for sale, all boxed including 2 games and an adaptor for £120. Please call: 0452 58274

WARRIOR 3 discs, loads of games, 2 joysticks, mouse, many accessories, each of books, selling for £200. Please contact (see my swap details) 0452 58274 to swap from home. Some have 100 or more games, an extra 1000, 1000 file instructions and too. For my Nintendo swap with Turbo and instructions and special ads. Ask for Leon on: 021 458 2144 weekdays only after 5pm

SEE for sale with Turbo, still boxed, 2 joysticks and an adaptor, all for £60 some or less. Contact: Leon on: 021 458 2144

ATARI 1280 for sale with adaptor and guarantee will be sold in excellent condition. Price at only £40. Call: 0458 179420 sat for Agency Mark after Sam

LOADS OF GAMES for Amstrad CPC also advanced or audio, mouse, multi-disc 2 and cheap loads of books, with 1000. Cash sale at £150-200. Phone: 079 on 0458 2000 for details

FOR SALE Atari Lynx including (video £50 and joystick). It works like well - manual. Great Christmas present price £160. Sell for £80. Phone: 0452 58274 sat for Alan after 5:30pm Monday - Friday and all weekend

FOR SALE Sega Game Gear and 3 games, Streets and Midway Arcade. Worth £175. Sell for £120. Please ring: Simon on: 0454 85441 4

THE MICROSELLS cont.

FOR SALE Atari 520 ST1M 2 joystick, one mouse, all leads, about 11 games, Phone: 0452 78200. Sell for £200

FOR SALE Commodore 64 computer with tape deck, joystick, manual, computer magazines and over 1000 games, worth over £300. Sell for £140. Contact: 0774 40001

COMMODORE 64 Light gun pack with loads of games. Please ring after 5pm on: 0458 171740

FOR SALE Magazine 140 with 2 games in case for an Amiga with no games or a Super Famicom Board or 170 with no games. Phone: 041 855 0200

SWAP 4 Atari ST games, 1 motion, 2 controllers, files, 1000 PowerUp, 1000 for my Atari Lynx games, phone James on: 0454 81 1200

GAMERBOY Amazing condition, fully boxed, 1 month old, 4 games including Bubble Bobble and Double Dragon each £175. Sell for £130 only. Or swap for Gamegear and games. Call Mark on: 0452 58274

COMMODORE 64 for sale. One 300 game light gun, joystick, 2 controllers, and £30000. Tel: 021 207 7200

SWAP Super Mario, Fire Fighter, Ultra Man, Double Team on the Famicom for any other Famicom game. Phone: 0451 718000

ATARI 1280 for sale, 10000 quality games including Hyper, Hammer, Phoenix, Tel: 789 58074. Code number 707

WARRIOR for swapping. Phone after 5pm sat for £100. Phone: 0452 58274

FOR SALE Nintendo with 4 games, 1 1600 software, mini controller, Sell for £100. Please ring: Sam on: 0458 85441

SEGA GAME GEAR Super Monaco GP, Motor Bike, Phoenix, 2 joysticks, Batteries, and Headgear. All boxed. £150. 0452 78200

WARRIOR GAMERBOY 2 games, in good condition, with everything that is new good leads in super batteries. Only £50. Call: Matthew on: 041 855 0200

SWAP Gamelby with 2 games, for Neo Geo and 10 games. If interested please call Paul on: 0452 58274

SWAP Neo Geo and 10 games, for Game Gear and 2 games. If interested please call: 0452 58274

WARRIOR for swap. Operation Best, light gun with 1000 and a few games, all boxed. 10000, really used (Excellent Condition). £50. Multiple, really perfect for Spectrum 486 (used, hardly used). £50. Call Simon: 081 808 5817. Don't worry about wrong phone.

GAMERBOY GAMES for sale - Gargoyles Quest, Godfather, Double Dragon and Phoenix of Fire. Sell for £17. Phone: 041 855 0200

ATARI 1280 Super Game Gear and 1280 for sale with 2 joysticks, mini controller, and about 80 games. If interested please call Sam on: 0452 58274

GAMERBOY in good condition, get 2 games, Terra and Super Mario Land. 1000 only. So called to Matthew Paul on: 041 855 0200

FOR SALE Commodore with Bubble Bobble, Gargoyles Quest, with a Gamegear for £100. Please write to me: 260 Wilby Road, Fulham, London. SW9 7TA

COMMODORE 64-2 tape deck, joystick, mouse and shoes, over £200 worth of software, loads of magazines. £115 only. Phone Chris on: 0452 86740

D I A L A N A D N U M B E R

0 8 3 9 5 0 0 8 4 8

Calls cost 34p (cheap rate) and 45p (all other times) per minute. If you don't pay for the phone bill ask for permission.

THE MICROSELLS.com

IDEAL CHRISTMAS PRESENT Sega Game Gear (second-hand condition, lowest of this, comes with 2 games, Streets, Dragon Crystal and Pagoda Wars). Comes with master game. Ideal Christmas present. If interested contact Ian on: 0800-080077
AMIGA 500 TV Mod, mouse, joystick, leads of games, 2 business packages, very good condition. Hours: 0700. Will call for 0355. Phone Matthew on the Coastway on: 0678 888449

SONY S1000 for sale, 2 games, Double Dragon 2 and Mario Bros. 2 joystick, excellent condition. Sell for 075. Leon Lawrence, 117 Mack Road, New London, E3 Call: 031-6061

WANTED - for computer for the Sega Megadrive, willing to swap Street of Rage or any other steam Megadrive games. Phone: 081 800 1084 ask for Stephen.

WANTED - Commodore 64 games, any kind any price range. Ring: 0333 62737 or write to Steve Harrison, Thomhill, Lee Park Lane, Gt.onslow, Leicestershire, L46 6JH. Also April 2000 for sale with games, around £300 each. Games: 0200-0000. For sale, 2000-0000. Call computer, complete with colour monitor, keyboard and two 100 games. Month over £200. If interested contact: 081 653 8583

SNAP Sega Master System still over 20 games, including 20 games. All for £1.95, 10 for £1.95. Negative with at least 2 games. Phone: 081 442 8283 ask for Gareth.

WANTED - is a converter for the Sega Megadrive, willing to swap Streets of Rage or any other steam Megadrive games. Phone: 081 800 1084 ask for Stephen.

FOR SALE - 2 Sega Master Systems, 10 games. Hours: 0400. Sell for £250. Call Brandon: 0800 718800

I MUST BE MAD Amiga games 03-0401 or swap for Gamegear games. Phone: 0277 668163

SPECTRUM cd-rom 1 joystick, 2000 worth of games and 20 mags. All for £1.95, 10 for £1.95. Super. Ring: 081 717 1183 ask for Mike

SNAP Super Famicom 2 games including Super Shout and Double Dragon for single sale with 1 megadrive and several discs. Phone: 071 202 7424 after Sun 0600-0000. Games listed from £10. - £15. Call John on: 081 1273

SEGA for sale, 2 packages and 8 games, including Fantasy Zone, R-Type, Golden Axe and Mega-CD. Good condition. Hours: 0715. Sell £200. Phone: 081 442 8284 ask for Steve

WANTED Commodore with 1 or 2 games, for up to £20. Phone: 081 800 1084 ask for Ian

MARIO CONTROLS 8000 needs slight repairs. Hours: 0200. Sell for £80. Call John on: 081 1273

WANTED Gameboy with 1 or 2 games, for up to £20. Phone: 081 800 1084 ask for Ian

ATARI 1700 games wanted, will pay up to £25. Tel: 071 202 7178 after Sun. Ask for Jamie

AMIGA GAMES FOR SALE Only 10 each, all brand, with instructions. Unusual, Turbo, Fantasy World Stage, Operation Wolf, SouthPeak, 1 Year Gold. Phone: 0298 2575 after 6pm and ask for Vicky

FOR SALE Atari 2710 with a few games. Phone: 0200 000. Phone: 0200 730700

THE MICROSELLS.com

SNAP Sega Master System with 2 games and Mega Entertainment System with 2 games and also the Vector for a decent Amiga. Call Lee on: 081 507 3700

SEGA MASTER SYSTEM (2) includes 4 games, including Alex Kidd for Last Star, Fantasy Zone, Armed Force. Also includes 2 second-hand. Local Matthew on: 081 400 1040

CHANG HQ for sale. Only 03 on the Amiga, but swap with instructions. Phone: 081 20775 after Sun

SUPER FAMILION FOR SALE £200. With Super 4-Tops, Super Tennis, 7 Claws, Dynastar. Best version. Phone: 081 284 7711 between 4-6pm. Ask for Jon

SEGA MASTER SYSTEM with accessories, 4 second-hand games, 4 games in good condition. Sell for £50. Or swap for Atari Lynx 2 with games. Tel: 0203 800170

AMSTRAD CPC 464 colour monitor 128K with over 200 games, esp. an arcade, 2 printers, over 20 magazines, mouse, Month over £200. Sell for £400 or less. Phone: 021 748 1400 after 8.00pm

50 MEGADRAM for sale, with headphones and external speakers, good condition. £80. Tel: 0200 7000

2 GAMEBOY GAMES, Forrest of Fear and Super Lighter, both for £20. Call: 081 1884 ask for Philip

ATARI 87 GAMES in swap, will swap World Championship Soccer or Soccer 2 for Final Fight or Whirlwind Mario or Golden Axe. 2 interested phone: 081 507 4948

SEGA MASTER SYSTEM with 2 games, and joystick. Will swap for an Atari Lynx with some games and accessories. Phone: 0200 700714

COMMODORE 64 with loads of games to swap for Atari Lynx with some games and accessories. If interested phone: Matt on: 01400 9450, 9450 and the tel for 0700

SPECTRUM 128K for sale, over £200 worth of games. Will call for £20. 2 printers included. Contact: Joe on: 0802 500000

WORLD BARBARIAN Sega Master System, and 2 games for swap. Phone: 081 540-1700 after Sun for 0700

I HAVE 2 SEGA MASTER SYSTEM with 2 games and 2 controllers. Tel: will swap for an Atari Lynx with games and accessories. Financial phone: 081 442 8284

GAMEBOY for sale, unopened gift, 2 games. Super tennis and Tennis 20 batteries. Less than £1000-00. Sell for £80. Ask for Neil or Nicola on: 081 500 1200

PC ENGINE - CD-Rom for sale, 4 different games + Japanese magazines. Sell for £500 or swap for Amiga with 1 meg and a printer. Phone: James on: 0207 178400 after 4pm

FOR SALE Nintendo with 7 games, including Mario 1 and 2, Mega Man, 4 months guarantee. Sell for £200. Tel: 0200-0000. 1700. Phone: Edward on: 0200 700 17

4 SUPER AMIGA GAMES including Final Fight, Turbo 2, Double Dragon Warriors etc. All worth well over £200. Sell for £200 also for individuals. Phone evening and weekends: 081 207 1757

GAMEBOY very nice one, 2 different games. Super Mario, Tetris, Double Dragon, Turbato. Sell for £100. Phone: 0200 000 1700

COMMODORE 64 cd swap for Atari Lynx. Sell for £50 each of games, will swap for Lynx with some games. Phone: 0200 7000

THE MICROSELLS.com

GAMEBOY for sale, includes 7 bit games, gameboy, sound amplifier, and carry case. £140. Call: 0800 184 18 ask for Luke between 4-6pm

AMSTRAD CPC 464 and colour monitor. Good worth of games + including lots of top titles. Joystick, mouse etc. All in good working order. £175 plus. Tel: 0200 871000 evenings

SNAP Commodore Magazine with 2 games, for a Gamegear with games or sell for £200. Phone: 0200 700 400 ask for Ian

GAMEBOY for sale, with 4 games, headphones and batteries. Hours: 0200-0000. Contact: Phone: 0207 207000 ask for David, everybody of the week after Sun

FOR SALE Sega Master System, Social with control pad and everything in it. Phone: Darren James on: 081 801 2600

SEGA MASTER SYSTEM with light phase with 7 games, rapid firing unit, needs for an Amiga. Call: Phone: 081 500 3007

FOR SALE Sega Master System, 2 games, listed as new £55, keyboard in good condition, newly used. Ask for sale: 040. Phone: 0200-0000 ask for Ian

GAMEBOY GAMES to swap including Batman, Operation C, Robocop, Super Goblins, Napoleon + many many more. Write to: Mike, 80 Woodstock Lane, Weymouth, Dorset. Phone: 01929 7900

WANTED Nintendo Super Famicom, must be in good condition, come at least 1 game, 2 printers, 2 PSU, a lead and 10 other Commodore or Atari. Tel: 081 200 00 0750. Please phone David on: 0200 70007

WANTED Gameboy. Sell with 1 game. Contact: James on: 081 511 1100

SEGA MASTER SYSTEM listed including 2 controller packs. Sell at £20. Phone: Darren on: 081 801 2600

SEGA 7 games, including Turbo R, Mario 2, Double Dragon, Back Street, 2100. Swap for a Megadrive with Super, Sam Crustles, Whirlwind Wars or Alien Storm. Phone: David on: 0200 70007

FAMICOM Power scan, 2 sets, Mario 4, Final Fight and Mega Wings. £170-170 will swap for Megadrive with 2000 games. Phone: Matt on: 0200 70007

SNAP Nintendo with 2 games, for Alan 20 with some games. Phone: Steve on: 081 760 10 20

ATARI GAMES for sale, 6m CD 1, Peng, Golden Axe and Sam's. All original in perfect condition. Only 600 each. Phone: 0200 1237 1040 for Vicky

50 COMMODORE individually listed Amiga games and will swap them for your 2 Commodore or Game Gear games. Please phone: Mike on: 0200 0000

ATARI 1700 with 7 games, including Turbo, Super, £170 each. Contact: James on: 081 500 3000

GAMEBOY for sale with 20 games, in 2nd condition. Sell for £200. Phone: 0200 123000

WANTED Sega Game Gear, Nintendo Gameboy, or Atari Lynx. Please phone: Darren on: 0800 400000 whenever 9-6pm or weekends only. AMIGA 500 for sale, 1900 including 10 mag 1000000, 1000 1000. Includes real 2 printers, also come + loads of games. All this for only £400 each. Contact: Steve on: 0200 71 0700 anytime

WILL ANYONE swap their Super Mario Bros for my old copy of the 64 and £10. If interested phone: Lee on: 081 500 1200

DIAL-A-N-AD NUMBER

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Calls cost 24¢ (cheap rate) and 44¢ (all other times) per minute. If you don't pay the phone bill ask for permission.

THE MICROSELLS

SCARY JAPANESE MEGADRIVE with 11 games, such as Japanese Tenjū, History Museum and Golden Age. Sell for \$200. Or swap for 1 Mega. Arrive with a few games. Retail price might shoot up to \$200.00 as well. Phone Paul on 081 584 191 (London).

CALLING HERO-OWNERS swap 30-35 Super Battered and Burning Day for Superstar and Professionals and Time Plus. Contact Bob on 081 501 1701 after 5pm.

COMMODORE 640 with manuals, disks, cassette deck, monitor, clearing kit, 70-original games, excellent condition, all boxed 085. Phone 081 408 8802.

PC ENGINE 01, 3 games and power supply, cartridge batteries, £200.00. Tel 0414 666413.

FRONTLOADERS all sell for £110 worth of games. Includes 400+ titles, excellent condition. £100.00. Tel 013 680217.

MEGADRIVE, 3 joystick, 1 Turbo Joystick, 8 games. Sell for £200. Or swap for Arrive 500 with games. Tel 0800 04000.

GAMEBOT 3 months old, excellent condition, games are WWF, Navy Seals, Batman, Superman and Jurassic, will swap for 1 year, more original and at least 11 games. Ring Colin on 0800 030000.

AMSTRAD CPC 464 excellent condition. Includes full colour monitor, over 20 games, 4 printer 128 joystick and a manual. I will swap these for a Master System with 8 games or £100. Phone 0203 880401 ask for Colin.

SWAP Atari 87 nearly £1000 worth of original titles, and 40+ more. For MegaDrive + access. £1000.00. Ring Simon on 0440 320414.

SINGULAR SPECTRUM with only 2 months old, boxed joystick, interface over 200 original megadrives etc. All in immaculate condition, with over 200 games. Cost £1000 + when new. Sell for £100. Tel 0840 880417 ask for Tom.

ATARI LYNO with power supply, 1 game. Paper tape, £70.00. Tel 081 502 1622.

SPECTRUM all for £60, just £600 worth of games, including Golden Age, Lucas, Knight Adventure and Night Rider, Jurassic, World Class. Sell for £70. Tel 0800 467660 after 4.30pm.

GAME-OWNERS swap, all in excellent condition, will swap £10 each. Mostly new titles. Phone Gary on 081 582 2879.

PC ENGINE 2X Spectrum 486, lots of games including Turbo Outrun and Streets and Cruise, 200+ releases and joystick. Call Ian on 0827 31700.

ORIGINAL AMIGA GAMES for swap for other 4 years, Commodore, PC Engine-01, MegaDrive or Fairchild. Phone Paul on 0800 11700.

SPECTRUM with 1000 titles with over 20 games including Turbo Outrun and Streets and Cruise, Joystick, all for £60, worth £100. Contact Ian on 0800 11700.

BRANDISH Mega Master System, 3 months old, £100.00. 8 games including Russian, Star Wars, Streets of Fire, all in good condition. Tel 0443 554443 after 5pm.

FOR SALE unopened price, ideal Christmas present, unopened Game Boy. Includes 10 original titles, original game, all boxed. £100.00. Tel 0443 554443 after 5pm.

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FOR SALE unopened price, ideal Christmas present, unopened Game Boy. Includes 10 original titles, original game, all boxed. £100.00. Tel 0443 554443 after 5pm.

THE MICROSELLS cont.

MEGA MEGADRIVE to swap games, FGA Year 100 for 50 for hockey. Ring Paul on 081 584 191.

BARONS OF THE CENTURY 1 year + maine edition + large very good + California Games, State of London, Chase Challenge and Head Starters. Worth £200 approx. will sell for £100.

Contact Ian Robinson on 1000 4100 after 5pm.

INTERCOM NES with 2 joystick and pad with 10 games, worth £100 for Sega Gamegear with 8 games. Please contact Bob at Cambridge 411001.

MEGA MEGADRIVE + some the MegaDrive for sale. Sell. Contact Simon on 0800 117000.

WANTED Swap for the Great Instructors and for the Nintendo Gameboy. Also any lot for Super Mario Bros or 10-100's console machines. Contact Neil on 0800 117000.

FOR SALE 2X Spectrum with 200 games, good condition, 080.00. Ring 0273 266118 (Cheshire, Lancs).

WANTED Gameboy and NES games for hard cash. Phone if you want to buy your games. PC console cash. Phone Lewis on 081 442-4284.

TUNE OF LEGS worth over £20, swap for Spectrum Mega Tennis game. Phone 0484 874707 ask for Sam.

MEGA MASTER SYSTEM 8 games, including Rampage and Psycho Fox, 128k phase, read the 1st, 2 games, sell for £200. Sell for £100. Phone 081 584 1910.

MS-DOS COMPATIBLE over 200 games, data registers, light gun, cabinet, PMS, all boxed. Cost over £2000+. Answer back will sell. Tel 0800 10000.

SPECTRUM GAMES Release, Operation Wolf, Uncollected, Schoolkids and many more. Sell in all. Will sell for £25 or more. Tel 0800 840011 ask for David.

COMMODORE 64 (1) in excellent condition, included in a light phase, and a light phase game, and about £200 worth of joystick software, a bargain at £170. Phone 0200 7023 20.

SPECTRUM all for sale with over 200 games, all for £100. Please contact 1 telephone number 0840 881018 after 5pm.

TDI 30000-30400 This GUT! Beauty 486, 0380, 331 10 Video, Magnon light phase, 150-odd games including, Batman, Indiana, F1s, Games (10) on Mega System £100. Phone 0400 880000.

ORIGINAL MEGADRIVE English version, selling with 8 games, some the MegaDrive, Blake, Cultural, Intersect, Batman, 3 games, 1 Japanese version. All boxed. Sell for £200 or swap for an Arrive with 100 games. £100.00. Contact Dave on 0800 117000.

MEGA for sale. 1 games, £100.00. Phone 081 584 1910 after 5pm.

INTERCOM NES with 2 games, Super Bunny, Super Fighter and Tennis. £80. Sell Martin on 0800 117000 (Bucks).

JAPANESE MEGADRIVE Games for swap or sell. Also swap for 100 for an Arrive. Call 081 514 1000 after 5pm.

MEGA for sale. 11 months old with 4 games. Spectrum, Mario, Tennis and Pigeon. Sell for £60 or swap for Commodore. Phone 201 114 4100 ask for John.

COMMODORE 64 new model, 1 joystick and light gun, 57 games. Sell for £100.00. Contact Neil on 021 407.

THE MICROSELLS cont.

ATARI 8700 for sale, double 200-drive, 4 joystick, each of games. Worth £700. All boxed. Only £200. Phone Alan on 0800 880401 after 5pm.

FOR SALE PC Engine with 4 games, First Class, Super Hero, Star Wars and Predator, £120.00.00 or swap for MegaDrive with 1 game. Tel 0214 5541.

MEGA/DRIVE NES, in swap for a PC Engine, super game, £60. 4 games negotiable. Phone Peter Cummings on 0708 100000.

SWAP Official Pal MegaDrive, with 4 games, for Arrive lot with games. Please telephone Jonathan on 0840 82410.

COMMODORE 64 for sale with cassette deck, joystick, 100's of games swap for Gameboy and WWF Wrestling Games. Contact Neil 1000 117000.

SWAP Official Pal MegaDrive with 8 games including Ninja Mission, 300001, Golden, Monaco, Mega and Intersect for Arrive lot with games. Tel Jonathan on 0840 82410.

FOR SALE excellent CPC 464 with over 220 games and colour monitor. Games include Batman, New Justice 20000, Batman and Irons, Lord of the Rings. Worth over £900. Sell for £100. Tel 0875 940040.

AMSTRAD CPC 464 colour monitor, 40 games, excellent condition, worth over £600. Sell for £100. Ring 0800 880000.

SPROCKET with COMMODORE with to new games only, £60.00. For sale £100. Phone 0800 667310 after 4.30 weekdays, any 1000 weekdays.

WANTED COMMODORE 64 for sale or swap. Includes all 1000, Turbo and excellent. £100. Or swap for Commodore games or Nintendo with games. Call Neil on 0262 700070.

2X SPECTRUM 64 for sale, over 80 games, including Rippers, G.I. Joe, The King of the Beaches and Terminator 4, Predator and 100's of more. Please and many more. All manuals, magazines, remaining titles, joystick and built in decoder, good condition. Bargain Price of £80. Contact 0204 700070.

FOR SALE Sega Christmas present. Selling Nintendo with retail, lightgun, all worth £200. For sale £100.00. Call 0800 117000.

SCARY JAPANESE MEGADRIVE for sale, brand new, boxed with 3 games, Super Mario Bros 4, First Fight and Crusade 3. Will sell for £100.00. See below. Phone Neil on 0800 117000.

AMIGA GAMES, all original, £10-200 each, including 1-10 games (Giga 1), Sam Quest 1 many more. Tel 081 584 1910 after 5pm.

GAMEBOT Tennis set. Sell for £100, with 6 games and magazine, gameboy and joystick, all boxed £200. Phone Thomas after 5pm on 081 584 1910.

MEGA MASTER SYSTEM for sale, includes 7 games, 1 joystick, light phase - £100. Phone 0207 520007.

SPECTRUM all 40 Disc Drive, 1700 worth of games, light gun, magazines, all for around £100. Phone 081 430 0100.

PC ENGINE for sale, 7 good games, 1 player adaptor, arcade buttons and joystick. All boxed and in excellent condition, £200 1000.00. Phone James after 5pm on 0203 117000.

D I A L - A N - A D - N U M B E R

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Calls cost 34p (2p each rate) and 41p (all other times) per minute. If you don't pay the phone bill ask for permission.

THE MICROBELLS cont.

AMIGA 500 for sale, includes 1 meg upgrade, 2 mice and 2 printers, disk bank and over 100 games and demos, boxed in case. Sell for £235. Ring 027 48779

PCB SALE Brand new Gemini Vision, 3 months old with 4 games and 2 printers, worth £200. Selling for £100. Phone 082 864687

COMMODORE 64 Top games, 4 mice, 2 printer. Turnover £1. Last 3/4 of '84 in their original boxes. All worth. Phone 0476 220000 after 5pm ask for Wayne

IBM/MS-DOS 486 for sale, great condition, 176 games, 2 printer worth £2500. Will sell for £500 plus 20p swap for any PC or machine. Phone 091 211 4341

SPECTRUM 48 with 1 printer and over £200 worth of games including Shadow Warrior and Turric 2 (198). Ask for Pam on 091 588 7914 (ask for Bill) or Hilary Jones, 016. Call 0877 541 ask for John

PCB SALE Sega MegaDrive Plus, includes 1 new disc including Streets of Rage, Jeti Madmen Football, CONWAY and Boris the Hedgehog. Sell for £220 incl. 2 interstitial phone Jim on 091 519 0913. Or swap for Super Famicom with 2 games.

PCB SALE Commodore 64/5 - 4 printers, all heads - 4 mice, 6 1/2 inch, includes 500 1/2 Double Dragon II, excellent condition. Sell for £150.00. Telephone Sam on 0671 325661

PCB SALE Commodore Amiga with includes 2 games of choice. Sell for £200. Ring 0600 8404 ask for Alan. Or Write to 33 Newcastle Street, Glasgow, Henry Co. Super, Northern Ireland, 0174 241

FOR SALE 486 - Super Mega Drive, for £80. Ring 0607 84264 ask for Alan Or Write to 33 Newcastle Street, Glasgow, Henry Co. Super, Northern Ireland, 0174 443

SWAP my Megadrive with 1 game, within 4 months guarantee full, for an Am 517 or Amiga 500. Interstitial phone contact: 0777 008912

AMIGA 500 excellent vintage monitor, including Advanced AV Studio, mouse, memory expansion, 2 printers, over £500 worth of games. Sell for £200. Telephone Gary on 0863 80000 after 5pm

Play, 486 (20MHz) 3 printers/games, including PC Kit 1, Bomber Man, Bomber Man, Final Heart, Tennis, soccer and system, 2 player sockets, 4000, worth £200. Sell for £50. Phone 0461 581 240/78

FOR SALE megadrive (w/ 1/2) 2 printers, Letters to Central, Shadow and Drifts, Final Base, Fire Storm, Super Nintendo, 486, 500, 486, 2 1/2 Mega for Amiga. Phone 0461 404794 after 5pm

FOR SALE Atari 486, power supply unit, other games, 3 games - Rampage, Gauntlet II, California Games. All boxed, mint condition. Sell for £200 or swap

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RUNARK

TAITO

Arcade fans might remember Taito's *Growl*, a beat 'em up which briefly hit the arcade earlier this year. It's now available on the Megadrive under its Japanese title, *Runark*. The game is a fairly small beat 'em up with an odd perspective. It looks like *Mega*, plays like *Final Fight* and the plot is straight out of a *Dreamscape* documentary. You have to rescue wild animals and lots of reindeer from the clutches of heartless devilsopers. How do you go about that? Well you don't looby paralyze or chain yourself to ceilings, we do you sabotage built-in, you wander about the jungle, smacking people in the teeth. There are some put-games fighting antics in this game, like the badde who lobs pins up a work at you, as well as the obligatory suspender games with whips. It's available on import right now and it shouldn't be too long before it's official.



VERSION
MEGADRIVE

DATE
TBA

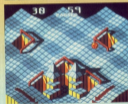
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PRE VIEW

MARBLE MADNESS

ELECTRONIC ARTS

The most original arcade game of the eighties was probably *Marble Madness*. Atari's masterpiece is available on just about every machine going and it's now on the Megadrive courtesy of Electronic Arts. We've played a sneak preview version and it has to be said that this is probably the best version of the lot. All six levels are there, as well as the secret hidden level. The graphics are perfect and the soundtrack is of the top-gest quality. Look out for it at the start of the new year.



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PREVIEW

NEW ZEALAND STORY

TECMAGIK

Tecmagik are all set to unveil what might well be the biggest Master System game for ages. New Zealand Story has been out in the stores for a while now and home versions exist for every machine except the good old Master System. These sneak preview shots give some idea of what it'll look like when it's finished. The screenshots from the early version look dreamy, let's hope that the finished game lives up to its promise. Tecmagik assure us that the Master System game will have all the playability of its arcade counterpart. It's being programmed by the same big-guy responsible for Master System Populous, so expect great things from it. Look out for it!



VERSION
MASTER SYSTEM

DATE
TBA

PRICE
£ TBA



BLACK CRYPT

ELECTRONIC ARTS

Here's a sneak peek at a lobby-looking movie from EA, set for release in February. Black Crypt is best described as a Dungeon Master derivative, full of dungeons and danger and, well, everything else you'd expect from a top-tier EA game.

You're cast as the leader of a brave band of adventuresfolk on a quest to retrieve the mysterious artifacts which hold the secrets of the Guardians, saving all and sundry from the hideous forces of evil into the bargain.

With all that materialy through 10 dungeons ahead of you, it's just as well your every command is simplify itself - point and click action all the way. As you can see from these screenshots, graphics are looking fab and Dungeon Master's Eye Of The Beholder fans should be shimmering with excitement, right about now. Initially Dark Crypt will be available on 1 Meg Amigas at £25.99. More news the very second we have it...



VERSION
AMIGA

DATE
FEBRUARY

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For young children learning to read can be an introduction to the little Commodore. For example, they can use the remote control unit to slide on words and pictures to form pronunciations, syllables, sentences and personal language transcripts. The future then opens up for them as they learn these skills through detailed information in words and pictures on the letters, alphabets, language and geography of each country. This can be cross-referenced to company with details of other countries.

FOR FUN

There is a wide range of entertainment titles available for every age group. American sitcoms, Canadian comedies, musicals, a video and audio tour of Historic London. Players can choose subjects for names and dates to memorize and test against others of the London Times for 1984. A CDTV disc's graphics capabilities take action and simulation games to a new level. Action, strategy and role playing games of all 4-6 player and has accurate simulations of weapons systems, tactical controls and flight characteristics allowing you to score additional points with extraordinary realism.

FOR BUSINESS

CDTV can also enhance your personal interests. The Gambetta Series is designed for use by those in support and education of the French Revolution. It offers, as well as information on planning and requirements for war, new French COORDON provides full user illustrations of recipes, "tips" for you to offer tips on your and substitute for you to substitute recipes with a click of the remote control.

FOR REFERENCE

For the classical student built in is a glossary but over to their Benbow's Film-Synopsis tool. To see the complete picture, follow the screen's lead and the computer's lead and times. The Universe of Science and Innovation will also provide £100 key words in world history. It includes a glossary of words to show where they were coined and a virtual stroll through the 407th surface. Key words and associated facts for events and personalities with graphics and sound recordings from the archives of the world's great museums, those quality of science available in time.

FOR COLLEGE & BUSINESS

When Tokyo decided to open a new university, Japan's Education, Japanese Council Commission, the production of Japan 2000, a CDTV disc which allows students to explore and experience the Japanese language, literature and culture. It also provides a valuable insight to businessmen with information on Japanese business practices and negotiation protocol.

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MERCS

SEGA

Sega's brilliant shoot 'em up *Mercs* is all set to get an airing on the Master System. It's already appeared on the MegaDrive and Sega should have the Master System version of the shoot by the time you read this. The game is a dog standard vertically scrolling shooter along the lines of *Commander*



and *Iron Warriors*, but the sheer frenetic speed of the game lifts it above others in the genre. Lots of extra weapons and bonus pick-ups, as well as some very impressive level Bosses will undoubtedly make this one a smash hit. Look out for it!



VERSION
MASTER SYSTEM

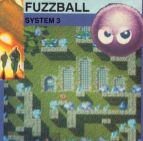
DATE
TBA

PRICE
£ TBA

PRE VIEW



FUZZBALL SYSTEM 3



System 3 are all set to unleash a new kind of critter on the sixteen bit scene: Fuzzballs. They're lanky, they're sticky and they're really, really sticky. You play that part of the loopy Mega-man's apprentice who has accidentally got the fuzzy critters free. Transforming himself into a Fuzzball in an effort to stop them, he must now set about destroying the horrible little variants. The game itself is a Multiple Player variant, with cute graphics and a smart soundtrack. It all looks like great fun and will be in the shops before Christmas. Especially smart is the wonderfully animated intro sequences. Could be a smash hit, check it out.

VERSION
AMIGA

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